Effective from 14/09/2026.

IMPORTANT INFORMATION

PLEASE READ THIS INFORMATION BEFORE PROCEEDING TO THESE TERMS AND CONDITIONS OF USE

The Terms and Conditions can be downloaded here.

All information contained in these Terms (see Section 1.2 below for the definition of the term "Terms") is important and should be read carefully. However, we would like to draw your attention in particular to the following Sections of these Terms of Use (the definition of the term "Terms of Use" is set out in Section 1.2 below) and the essential provisions contained therein. These Sections may affect your rights and interests. It is important that you read these Sections in their entirety, not just the summaries below:

By registering for an Account (defined in Section 4.1 below) and/or by accessing or using any part of the Services (defined in Section 1.1 below), you are entering into a legally binding contract. The contract is between you and us, and includes all terms, regulations and documents that form the "Terms" (this term is explained and defined in Section 1.2 below). Please read Section 1 carefully.

You must be 18 years of age or older and meet certain other criteria and conditions to register for an Account and use the Services. Please read Section 4 carefully.

We will need to perform Verification Checks (defined in Section 6.1) before you can use your Account for certain actions. We may also conduct Verification Checks on an ongoing basis after you open your Account. If we are unable to complete our Verification Checks, we will take appropriate action in accordance with applicable law and your Account will be suspended and, ultimately, terminated. We may also pass on any necessary information to the competent authorities. Please read Section 6 carefully.

You can only open one Account. If we discover that you have opened and/or used more than one Account (what we refer to as a "**Duplicate Account**"), we will have certain rights, including the right to close your Duplicate Account(s) (and, in some

cases, your original Account as well) and cancel Transactions (defined in Section 4.1 below), Bonuses (defined in Section 13 below) and/or winnings. Please read Section 8 carefully.

Withdrawing your funds: In principle, you will be able to withdraw your Available Balance from your Permanent Account (defined in Section 5) at any time, but in certain circumstances exhaustively listed in Section 11, we will delay or prevent withdrawals. Please read Section 11 carefully.

In some cases, we reserve the right to suspend types of bets/settlement of bets and/or cancel Transactions: for example, where the integrity of an event has been called into question, or where we suspect that the Transaction has been compromised by match-fixing, manipulation of odds or masses, other forms of cheating or other suspicious activity. Please read Section 14 carefully.

We will not tolerate fraudulent activity, cheating, or other "Prohibited Activities" (defined in Section 16 below). If you commit any of these activities, we will have certain rights, including the right to suspend and, if necessary, close your Account, cancel all relevant Transactions and/or prevent access to funds (including winnings). Please read Section 16 and Section 17 carefully.

Malfunctions and Interruptions: In the event of a Malfunction or Interruption of any of the Services (defined in Section 22 below), we have certain rights, including (but not limited to) the right to suspend the relevant event/bet type in order to allow us to investigate and/or cancel the affected Transactions. This includes situations in which the problem is not clear to you or to us, and is only discovered by us as a result of a subsequent check or verification of the outcome of a Transaction and/or the progress of a game. Please read Section 22 carefully.

Your obligation to indemnify us. You may be required to compensate us if we suffer losses as a result of your involvement in a Prohibited Activity. Please read Section 24 carefully.

We may occasionally take action with respect to your Account for legal and/or regulatory reasons, including where we are required to do so by the terms of our approval and/or a regulatory authority. These measures may include performing certain Verification Checks, restricting/closing your Account. We may also prevent you from participating in and/or completing certain Bonuses. Please read Sections 6, 13.5 and 17.5 carefully.

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1. Introduction - The Terms and Conditions of Use and other Important Terms that apply to you

1.1 When you open an Account with us (the term "**Account**" is defined in Section 4.1 below) and/or use or access any betting or Poker product, or service (including the bet365.com Website as well as the Mobile Application), and/or any other website or application owned or operated by us (together the "**Services** "), you are entering into a legally binding agreement with us.

1.2 These terms and conditions do not contain all the terms and conditions that apply between you and us (the "**Terms of Use**") – some are contained in separate documents in order to prevent these Terms of Use from being too long. We refer to these other documents and provide you with direct links to them below. These documents remain important and form part of the legal agreement between you and us, and you should read and understand them as well as these Terms of Use. The terms and conditions to which we refer which (in addition to these Terms and Conditions of Use) form the binding agreement between you and us (known in this document as the "**Terms**") include the following :

(a) the Sports Betting Rules which can be found by clicking here;

(b) the Poker Rules which can be viewed by clicking here;

(c) the Horse Racing Betting Rules which can be found here;

(d) in addition to the terms and conditions applicable to Bonuses described in Section 13 below, the terms and conditions specific to the Bonuses that we offer from time to time, which will be available on the relevant Bonus page(s) of the Website (the term "Bonus" is defined in Section 13.1 below).

1.3 In the event of any inconsistency between the Terms and Conditions of Use and the terms listed above, these Terms and Conditions of Use shall prevail (unless otherwise specified).

1.4 Please read the Terms carefully before opening an Account or accessing any part of the Services. If you do not agree to the Terms, you are not authorized to use, access, or access any part of the Services.

2. Who are we?

2.1 References in these Terms to "**bet365**", "**we**", "**our** " or "**us**" are to Hillside (New Media Malta) Plc, a company incorporated in Malta (Identification Number C 66039), with its registered office at Office 1/2373, Level G, Quantum House, 75, Abate Rigord Street, Ta' Xbiex, XBX 1120, Malta.; and

2.2 Hillside (New Media Malta) Plc has a licence for the categories of "online sports betting" under the number 0067-PS-2026-04-16-AGR-00, and its activity is regulated by the National Gaming Authority.

3. Changes to these Terms and/or the Services

Changes to these Terms

3.1 We may change the Terms from time to time for a variety of reasons, including to comply with applicable laws and regulations, to reflect changes to the Services, for security purposes, and/or to reflect changes in our business operations or procedures.

3.2 After such changes have been made, you will be required to accept any changes when you subsequently log in to your Account.

3.3 If you do not agree with any changes to the Terms, you must immediately cease your use of the Services and your Account will be terminated. If you agree to the Terms and any amended Terms, the Terms will apply to you.

Changes to the Services

3.4 From time to time, we may make changes or modifications to, or correct, suspend, supplement to, remove or terminate any aspect of the Services (or any part thereof).

4. Account Eligibility and Registration

4.1 In order to use the Services and to make any bets, stakes, and/or similar transactions with us (collectively "**Transactions**"), you must first register to open an Account with us ("**Account**").

4.2 In order to be eligible to open an Account and use the Services, you must meet all of the following conditions and, by opening an Account, you guarantee that you:

(a) are 18 years of age or older and have the legal capacity to enter into these Terms and use the Services;

(b) act solely for your personal use in connection with your Account and your use of the Services (i.e., you are not acting on behalf of any other person or entity);

(c) are not self-excluded from gambling and are not prohibited from gambling or using our Services for any reason;

(d) do not already have an Account with us (see Section 8 below for more information on Duplicate Accounts);

(e) agree that there is a risk of loss of money when using the Services and that you are responsible for such losses;

(f) are not an employee of bet365 or the family of a bet365 employee;

(g) are not part of the senior management of a third-party provider of bet365;

(h) are a resident of France; and

(i) have not previously had an Account with us (or any other member of our group of companies) that we (or the relevant company) have restricted or closed, for any Prohibited Activity.

4.3 Access to and/or use of the Services may be illegal for persons who are resident or located in certain countries.

5. Opening an Account

5.1 In order to open an Account, you must complete the required registration form with certain personal information.

5.2 All information you provide when you open an Account must be complete, accurate, and not misleading in all respects.

5.3 You must keep your registration and Account information up to date. You can update and change your account information, through the "My Account" section when you are logged into your Account or by contacting us. It is important that you notify us of any changes to information that may affect your use of the Services (e.g., your payment method and contact information) as soon as possible. If you need any assistance, please Contact Us.

5.4 By opening an Account, you assure and confirm to us that you meet the eligibility requirements described in Section 4 above and that all information you provide when opening an Account (and also thereafter) is complete, accurate and not confusing.

5.5 We may refuse to register an Account if we have a legitimate reason including but not limited to one of the reasons set out in Section 4.2, and/or if we have reason to suspect that you are involved in a Prohibited Activity (as defined in Section 16 below).

5.6 In accordance with the applicable regulations, the account opening procedure will

initially result in the creation of a temporary account (the "**Temporary Account**"). Your Temporary Account allows you to make deposits and make Transactions. However, you cannot withdraw any balance to your payment account with a Temporary Account. Withdrawals to your bank account may only be made once your Account has passed all applicable verification checks (the "Permanent Account") (see Section 6 below).

5.7 The Temporary Account is open for a maximum of 30 days. During this 30-day period, you must provide us with all necessary verification documents, and if you do not do so or if the documents are not validated, your Temporary Account will be suspended. You will then no longer be able to make deposits or make Transactions, and you will not be able to access the Services. You will then have an additional 30 days to finalize your registration by sending all the necessary documents. If you do not complete the account opening and validation process, and in particular, if you do not provide us with the required documents and/or supporting documents within a maximum period of sixty (60) days from the request to create the Account or if you have provided non-compliant documents, your Temporary Account will be closed. Any balance will be blocked for a period of 6 years from the date the Account is closed. At any time during this period, you will be able to obtain payment of the balance by providing us with the necessary documents and payment information. At the end of the 6-year period and without any action on your part, the balance of the Temporary Account will be transferred to the French State after deduction of €5 for administrative costs.

6. Account Verification

6.1 We are required to carry out certain checks in order to remain compliant with our legal and regulatory obligations – for example, to verify your age, identity, address, location and the origin of funds you deposit and use – we may also carry out other fraud prevention and verification checks (collectively the "**Verification Checks**"). We may ask you to provide various types of information and supporting documents in order to enable us to carry out these Verification Checks, for example (but not limited to) a copy of your identity card, passport, driver's licence, residence licence, financial statements, documents supporting the expenses on your Account, proof of address and/or any other documents/evidence that we may reasonably request.

6.2 Upon creation of your Temporary Account, you must provide us with certain information and in particular the following documents:

(a) a document proving your identity and date of birth, i.e. a copy of your valid identity card, passport, driver's license, residence permit or resident card; and

(b) a document proving the postal address of your place of residence, such as a rent

receipt, a water, gas, electricity, internet or telephone bill or your last tax or non-tax notice.

You can send us these documents by uploading them electronically in the Verification section of your Account or by emailing them to us at documents@bet365.com.

6.3 In the event that we observe a discrepancy between the information entered during the registration process and that on the supporting documents provided, resulting from a clerical error, we will notify you and ask you to rectify your information or ask for your permission to correct your information accordingly. In the event of a discrepancy between the information you have provided and the information on the supporting documents, which is not due to a clerical error, we will be obliged to close the Account and enter any balance in accordance with our regulatory obligations.

6.4 We will also verify that your bank details are in your name. We will close your Account if the bank details used to withdraw the available balance and/or the credit/debit card used to make a deposit into your Account are not in the name of the person who opened the Account.

6.5 The use of the Services is prohibited by minors, and you acknowledge that you will not assist any minor in applying for a bet365 Account or in using a bet365 Account. If we discover (after you open an Account) that you are under the age of 18:

(a) your Account will be terminated;

(b) any deposits made by you will be returned to you;

(c) all Transactions made through your Account will be cancelled; and

(d) we may report such activities to the relevant regulatory authorities.

6.6 By opening an Account, you acknowledge and agree that we are entitled to carry out any Audit Checks that are reasonably necessary and/or required to be carried out by applicable laws and regulations. We will carry out Verification Checks during the Account opening process, and it is also possible that we may need to carry out additional/enhanced Verification Checks at certain times, such as when financial caps are reached and/or if certain risk factors arise or change. In both cases, we act reasonably in order to remain compliant with our legal and regulatory obligations. You agree to promptly provide all information/documents that we may reasonably request in connection with the Audit Checks.

6.7 If our Audit Checks cannot be carried out in a manner that reasonably satisfies our obligations, we will be obliged to take appropriate action in accordance with applicable regulations, and your Account will be suspended or permanently terminated. In this case, we may be required by applicable law/authority to prevent access to funds in your Account including as set out in Article 17 of these Terms.

6.8 We may share your information with our regulators.

6.9 Your personal information will be treated in accordance with our Privacy Policy (see Section 27 below).

7. Account Security

7.1 We allow our customers to choose their own username/email address combination and password for their Account, as well as a 4-digit code to access the bet365 applications from their mobile phone (collectively the "**Login Credentials**").

7.2 You must always keep your Login Credentials secret and never share them with any other person.

7.3 You are responsible for all Transactions made from your Account and for any other activity on/through your Account if your Login Credentials have been entered correctly and/or access to your Account has been obtained via Touch ID, fingerprint login, Face ID, passcode, or if the "Stay Logged In" option (or a similar option on your device(s)) has been enabled (and in any case, whether with your permission or not). Accordingly bet365 shall not be held liable for any Transactions or any other activity on/through your Account resulting from your negligence in safeguarding your Login Credentials or securing access to your devices. However, bet365 may be held responsible, in accordance with applicable law, where it is established that such Transactions or activity are not attributable to you but result from a proven fault or breach by bet365 of its obligations, including where applicable a failure to implement appropriate state of the art security measures.

7.4 We recommend that you change your Login Credentials regularly. If you suspect at any time that someone else knows your Login Credentials, you will need to change them immediately via the Settings area of your Account. If you forget any or all of your Login Credentials, please Contact Us.

7.5 If you enable Touch ID, fingerprint login, Face ID, passcode, or if the "Stay Signed In" option (or a similar option on your device(s)) has been enabled and you suspect that someone else may be accessing your Account via one of these login methods, you must

immediately disable the relevant login methods on your device(s) and Contact Us.

7.6 Please note that cardholder information and any other personal data should never be sent to us by unencrypted email. If you need help sending an encrypted email or sending us confidential information, please contact us.

7.7 You can view the current balance and Transaction history of your Account at any time after logging into your Account.

8. Duplicate Accounts

8.1 You may only open one Account. If we discover or have reason to believe that you have opened more than one Account, each such Additional Account will be considered a "**Duplicate Account**". For each Duplicate Account, we will :

(a) close the Duplicate Account in question, leaving you with only the original Account (unless we have reason to close all of your Accounts - for example, if you have intentionally or fraudulently opened more than one active Account);

(b) consider void any Bonuses and/or free bets obtained using the Duplicate Account (and, if applicable, the original Account), as well as any winnings from such Bonuses and/or free bets; and

(c) void all uncompleted and/or future Transactions on the Duplicate Account (as well as any winnings from such Transactions).

9. Inactive Accounts

9.1 We will consider your Permanent Account to be "Inactive" if your Account remains inactive for a consecutive period of 12 months. We will try to get in touch with you before your Permanent Account becomes Inactive. An account is considered inactive during any period during which none of the following actions take place on such account:

(a) A sports or pari-mutuel bet is placed; or

(b) An entry into a Poker product is recorded.

9.2 We will immediately close any Permanent Account that is considered Inactive.

9.3 If your Permanent Account becomes Inactive, any positive balance will be

returned to you after a deduction of €5 for administrative costs. If the Account balance is equal to or less than the administrative fee, you will not be able to recover it.

9.4 For security reasons, we may need to confirm the validity of the information related to your last payment method before we can refund the amount of your balance to it. In the event that it is not possible to refund the balance on your last means of payment, you will be asked to provide the details of a bank account opened in your name with a service provider established in a Member State of the European Union or in a State party to the Agreement on the European Economic Area that has concluded an agreement with France including an administrative assistance clause in order to combat fraud and tax evasion, so that we can check that account and return the balance.

9.5 If we cannot verify the bank details, the balance of the Inactive Account will be blocked for a period of 6 years. At any time during this period, you will be able to obtain payment of your balance by providing us with the required information and provided that we have been able to carry out the required verifications. At the end of the 6-year period and without any action on your part, the balance of the Account will be transferred to the French State after a deduction of €5 for administrative costs.

10. Deposits, Currency, and How Your Funds Are Held and Protected

Deposits

10.1 You may only make Transactions within the limits of the funds available and credited to your Account. This means that, if you wish to make Transactions through your Account, you must deposit funds into your Account beforehand.

10.2 To find out more about how to make a deposit, click here. We have the right to withdraw and/or restrict certain payment/deposit methods at any time, without having to notify you.

10.3 You may only deposit funds into your Account from a payment source of which you are the holder.

10.4 We do not charge for deposits made by Debit/Credit Card. However, please note that some card issuers consider betting transactions to be "cash" payments and therefore may charge you a cash advance fee. For more information, please check with your card issuer.

10.5 By depositing funds into your Account, you instruct us, and we agree, to keep such

funds and any winnings, for the sole purpose of using them: (i) to place your bets on sports and poker; (ii) to pay any fees or charges you may incur in connection with the use of our Services (this is the "**Purpose**"). The funds deposited into your Account are guaranteed under a trust. We hereby inform you that the trustee is IQ EQ Management (RCS Paris 431 252 121). The contract between IQ EQ Management and us covers the funds deposited by you in your Account in accordance with French regulations. By accepting these Terms, you thereby accept the benefit of the trust.

10.6 We are not a bank, and you may not use your Account to hold funds that are not intended for use in connection with the Services. The funds in your Account do not earn any interest and no credit will be given to you by us (which means that all Transactions must therefore be covered by sufficient funds in your Account).

10.7 Funds are deposited, wagered and winnings paid out in Euros.

11. Withdrawals

11.1 You may withdraw any available real money balance in your Permanent Account at any time, provided that:

(a) all payments made to your Account have been confirmed as credited and have not been charged, rejected, or otherwise reversed;

(b) we have carried out our Verification Checks on your Temporary Account (see Section 6.2 above). If we have requested information from you in order to enable us to carry out these Verification Checks (see Section 6.6 above), any delay in providing this information may result in a delay when you withdraw funds;
(c) we are not required to block the payment of your deposit and/or winnings under applicable law or regulation and/or we have not received an instruction to do so from any regulatory authority; and

(d) there are currently no ongoing or completed investigations (unless they have been completed and have been decided in your favour):

(i) an Interruption or Malfunction (as those terms are definedin Section 22 below) in relation to any aspect of the Services you have used; or

(ii) where we have reasonable evidence that you are involved in a Prohibited Activity (asdefined in Section 16.2 below) that allows us to Hold funds in accordance with Section 17.5 below,

and in the circumstances set out in (a) and (b) above, you acknowledge and understand that, as set out in the "Important Information" section atthe beginning ofthese Terms and Conditions of Use, we have the right to cancel any affected Transaction, prevent access to funds (including winnings) and (in the event ofillegalor prohibited activity) suspend and, as a last resort, closeyour Account.

11.2 Withdrawals can only be madein the name of and to the holder of the Registered Account.

11.3 The payment bank account must be a current account opened with a payment service provider established in a Member State of the European Union or in a State party to the Agreement on the European Economic Area that has concluded an agreement with France containing an administrative assistance clause in order to combat fraud and tax evasion.

11.4 Withdrawals can be made by clicking on 'Withdrawal' inyour Account settings,provided that thereare sufficient funds in your Account and unless these Terms require or allow us to hold funds (as explained in Section 11.1 above). Withdrawals will be returned to the payment bank account on file.

11.5 We do not impose a maximum withdrawal amount per day, but some withdrawal methods have their own maximum limits per transaction. Please see the Withdrawals section by clicking here for more information.

12. Placing Transactions and Confirming Transactions

Placing Transactions

12.1 We have the right to refuse to accept all or part of a Transaction that you have requested via the Services, if we have a legitimate reason to do so. A legitimate reason may be, but is not limited to, the reasons set forth in Section 4.2 or be due to a Prohibited Activity (as defined in Section 16.1).

12.2 We only accept Transactions made online (including via the mobile app). Transactions are not accepted in any other form (mail, email, fax, etc.) and when received by these means, they will be invalidated and void - whether they win or lose.

12.3 It is your responsibility to ensure that the details of your Transactions are correct. Once Transactions have been placed, you may not cancel them.

12.4 Your funds will be allocated to Transactions in the order in which they are placed and will then no longer be available for any other use. Transactions placed with funds allocated to one or more other Transactions will be cancelled.

12.5 Transactions will not be valid if there are insufficient funds in your account to cover the Transaction.

12.6 Any Transaction you request online or through our applications will be valid **only** once accepted by our servers and provided that we have received payment in full (see Section 12.7). Each valid Transaction will receive a unique Transaction code. You can view your Transaction history in your Account history or you can Contact Us.

12.7 Transactions are only valid when we have received payment in full. Transactions will be automatically cancelled if we have not received payment before the start of the relevant event.

12.8 Maximum earning limits apply to our Services. The maximum amount that can be won for certain sports and bets will be shown on the selection, if applicable.

13. Promotions, Bonuses and Offers

13.1 We may, from time to time, through the Services, offer certain bonuses, offers and/or promotions, including (without limitation) bet credits, cash prizes, tangible prizes, gift cards, discounts, cashback offers (each a "**Bonus**" and together "**Bonuses**") from time to time. "Bet credits" are a form of promotional balance that can be used to place Transactions. They are not real money and cannot be withdrawn. Any winnings from Transactions placed with bet credits will be added to your withdrawable balance, but the bet credits stake itself will not be returned.

13.2 All Bonuses are subject to these Terms, which as explained in Section 1.2 above, include the Bonus-specific terms/rules.

13.3 All Bonuses are limited to one per person.

13.4 We may withdraw, amend or cancel any Bonus at any time without notice. If we do so (and except in the circumstances described in Section 13.5 below), any Bonus you have joined or acquired will remain valid in accordance with and subject to the Bonus Terms applicable at the time it is offered.

13.5 We may also prevent the granting of new Bonuses and/or the fulfilment of Bonuses for legal and regulatory reasons, including but not limited to responsible gaming

reasons.

13.6 Any breach of the terms and conditions applicable to the Bonus will be considered a Prohibited Activity (as defined in Section 16.1).

14. Settlement Terms for Transactions and Payment of Winnings, as well as our Right to Suspend Bet Types/Events

14.1 As explained in Section 12.8, Transactions are subject to maximum win limits, which form part of these Terms.

14.2 The "Potential Winnings" calculation available on the Services is provided for informational purposes only, and all Transactions will be calculated on the basis of the stake/risk at the accepted odds. In the case of Multiple/Combination Bet Transactions with a cancelled selection(s), the 'Potential Wins' amount will be reduced accordingly.

14.3 If a selection included in a multi/accumulator bet is declared non-participating or void, the Transaction will be settled on the remaining selections.

14.4 Winnings from settled Transactions are added to your Account balance, subject to our rights to void winnings/block monies, as explained and specified in these Terms.

14.5 We reserve the right to (i) suspend any or all of our betting types on any event or series of events; (ii) blocksettlement, and/or (iii) cancel the Transactions, in each case if we have reasonable evidence that any of the following has occurred in connection with such event or series of events:

(a) the integrity of the event or events have been called into question;

(b) the dimension(s) or mass has been manipulated;

(c) we have reasonable evidence that robots or other automated systems have placed a bet;

(d) we have reasonable evidence that a match has been fixed, in particular where there are irregular and/or unusual betting patterns;

(e) where we have received incorrect data or information from data feeds or other sources relating to an event/type of bet. We will not cancel Transactions if we rely on this ground (e), but will simply suspend our offer and/or temporarily delay settlement in accordance with points (i) and (ii) above, unless and until data or information can be

verified, after which the Transactions will be settled in accordance with the rules for determining bets set out below in Section 15.3.

Evidence of the above (without limitation) may be based on the size, volume or pattern of Transactions placed with us on all or part of our betting networks. If no fraudulent or illegal behaviour has been found as a result of our investigation (and/or, where applicable, the investigation by the relevant governing body of the relevant sport), settlement of the relevant Transactions will be made. The decision of the governing body concerned will be decisive.

14.6 Where there is evidence that a series of Transactions each with the same selection(s) has been placed by or for the same individual or a group of individuals acting in a concerted manner, we reserve the right to cancel the Transactions or block the payment of winnings pending the outcome of any further investigation.

14.7 For events for which there is no official declared start time, the announced start time of the event will be considered the start time. If, for any reason, a Transaction is inadvertently accepted after the start of an event or match (other than a live bet clearly indicated on the Services), the Transactions will remain valid provided that the final result is not known and no participant or team has obtained a material advantage (e.g., a change of score, a sending off for the other team, etc.) at the time the Transaction was placed. If, however, the outcome of an event/type of bet is known, we will void the Transaction, whether it wins or loses. Disputes regarding the time a Transaction was placed will be settled using our Transaction database. Unless otherwise stated, all times indicated on the Services and/or mentioned by our staff refer to France time.

14.8 Live Betting: If we have reasonable evidence that a Transaction has been placed after the outcome of an event is known, or after the selected participant or team has obtained a material advantage (e.g. a change in score, expulsion for the other team, etc.), we will void the Transaction, whether it wins or loses.

14.9 It is your responsibility to report your gains and losses, if any, to the tax authorities and/or other authorities in your jurisdiction.

15. Sports and Special Event Betting

15.1 We accept Sports and Other Special Event Transactions advertised through the Services. All such Transactions are subject to the rules applicable to each sport, e.g. football, tennis, boxing, etc. In a match between two teams whose participants are named, if any player is substituted before the start of the match, all Transactions placed prior to the substitution and relating to the substituted/non-starter will be voided,

regardless of whether they win or lose. Our general betting rules apply to any situation not covered by special rules.

15.2 Unless otherwise specifically provided for in the Sports Betting Rules, where the official outcome of the bet type is a tie, and no odds have been offered for this eventuality, all Transactions on the participants affected by the tie will be voided and the stakes refunded.

15.3 The outcome of a match or event shall be determined on the day it is concluded for betting purposes, subject to confirmation by the relevant governing sports body. Any subsequent investigation that may result in a decision being overturned will not be recognised by bet365, and the original settlement of the Transactions will remain valid. If no official results from an appropriate governing body are available or if there is a problem with the outcome announced by that governing body, we will report the problem to the governing body and/or the ANJ and settle the bet accordingly.

15.4 If the venue of a sporting event is changed, all Transactions placed on the basis of the original venue will be cancelled and stakes refunded, unless otherwise provided.

16. Prohibited Activities

16.1 You may only use the Services and your Account for lawful gaming purposes, in accordance with these Terms and applicable law. You must not engage in, or assist, facilitate, or induce any third party to engage in any activity that we define below as a "Prohibited Activity ". Similarly, you acknowledge and understand that the consequences of your actions will include (depending on the specific circumstances) the cancellation of all relevant Transactions, the withholding of all attributable winnings and the suspension and/or closure of your Account. You may also be required to compensate us for losses we have incurred as a result of your participation in a Prohibited Activity (see Section 24 below).

16.2 The following activities are defined as a "**Prohibited Activity**":

(a) If we have reasonable evidence that you have attempted to harm us or take unfair advantage of us or the Services;

(b) if you deliberately attempt to circumvent our Responsible Gaming policies and procedures;

(c) if we have reasonable evidence that you have used the Services in a fraudulent manner and/or for any unlawful and/or unlawful purpose;

(d) if we have reasonable evidence that you are involved in a betting strategy exploiting the differences in odds between different bookmakers, or involving placing bets on all possible outcomes of an event, in either case in order to ensure a profit regardless of the outcome of the event (sometimes referred to as "arbitrage" or "arbing");

(e) if we have reasonable evidence that you deposit or withdraw money, or use the Services, without actually playing/betting;

(f) if we have reasonable evidence that you have used the Services unfairly, including if you have cheated, colluded or improperly taken advantage of us, the Services or any other user of the Services;

(g) if we have reasonable evidence that your Account is being used for the benefit of or on behalf of a third party and/or if you are using the Services other than for your own personal or recreational use (including if you are using a third party's Account);

(h) if we have reasonable evidence that you are depositing funds into your Account without intending to make Transactions;

(i) if the name on your Account differs from the name on the payment method used to make deposits into your Account, or if you request a withdrawal of your balance to a bank account in the name of a third party;

(j) if you use, or we have reasonable evidence, that you are attempting to use a VPN or similar technology to conceal your location;

(k) if we have received a notice of "chargeback", "rejection", "cancellation" and/or "return" through a deposit mechanism used on your Account;

(l) if you misuse the Bonuses, including if we have reasonable evidence that you have taken unfair advantage of any Bonus, or that you have sought to misuse it or circumvent the rules applicable to Bonuses;

(m) if you provide misleading information when registering an Account or during the registration process, or if you subsequently provide incorrect, incomplete or misleading information (except when you provide incorrect, incomplete or misleading information in order to pass the relevant age verification steps, which will be dealt with as described in Section 6.2 above) and/or do not update the information provided at the time of opening the Account when it changes;

(n) if we have reasonable evidence that you have authorized or permitted someone else to use or access your Account (except as permitted by us as described in Section 7.6 above);

(o) if we have reasonable evidence that you have deliberately or fraudulently opened or used one or more Duplicate Account(s), which may result from similarities in behaviour (including in betting and poker activities) and/or shared information Accounts (including, for example, mailing address, email addresses, phone number, IP address, device, payment method, bank account);

(p) if we have reasonable evidence that you are prohibited from entering into a Transaction under any term of your employment contract, these Terms, or a rule of a governing sports body or other professional body of which you are a member and applicable to you;

(q) where a Transaction is made on the result of a race, competition or other event or process, or on the likelihood of something happening or not, and we have reasonable evidence that you know the result of that race/competition/event/process;

(r) if we have reasonable evidence that you are misusing non-public information to complete a Transaction;

(s) if we have reasonable evidence that you are making deposits into your Account with money derived from criminal and/or illegal activities;

(t) if you behave in a manner that is defamatory, abusive, obscene, discriminatory, or otherwise inappropriate towards other users of the Services, our Customer Service team, and/or other staff members/representatives;

(u) if we have reasonable evidence that you have used, developed, supported, or otherwise facilitated the use of any automated systems, devices, scripts, programs, robots, processes (including spiders, browser plugins and add-ons, or any other technology) or software to copy, delete, and/or extract any or all of the Services, any information or data, recordings or other materials on the Services or any part thereof (including, but not limited to, scores, statistics, sports data and match schedules, betting odds and statistics, APIs, technological background, software or code), or any other information or data on or contained in or being part of the Services and/or its source code (sometimes referred to as "screen scraping" (screenshot) or "scraping");

(v) if we have reasonable evidence that you have sought commercial use of all or any

part of the Services, the information or data contained on the Services (including, but not limited to, results, statistics, sports data and match schedules, odds and betting statistics), or any other information or data contained in the Services and/or their source code;

(w) if we have reasonable evidence that you have in any way interfered, interrupted or manipulated the operation of the Services or the normal operation of any of them;

(x) if we have reasonable evidence that you have used third-party external player support programs or software that are designed to provide an unfair advantage to customers, including (but not limited to) the use of artificial intelligence, automated players(bots) and/or player support software;

(y) if we have reasonable evidence that you have repeatedly exploited or participated in the exploitation of any fault, flaw or Error (including any Error, Malfunction or Interruption as defined in Section 22 below) in the Services and/or in our or a third party's software, except for errors that are considered "inexcusable errors" under the French case law;

(z) if we have reasonable evidence that you have, or have attempted to, sell, transfer and/or acquire any Account belonging to another customer;

(aa) if we have reasonable evidence that you are an individual prohibited from gambling in accordance with local law;

(bb) if we have reasonable evidence that you have been diagnosed with a gambling problem or disorder;

(cc) if we have reasonable evidence that you have participated in, or procured, any form of circumvention against any technological measure deployed or used on any part of the Services to prevent copying, scraping or other misuse of the Services or any information or data, recording or other material on the Services; and/or;

(dd) if you (except to the extent permitted by a mandatory provision of applicable law that cannot be overridden by contract) reproduce any materials, information, data or content on or in the Services as part of text and data mining activities or for training purposes or otherwise to develop or deploy an AI-based system.

17. Suspension, and Closing Your Account at Our Discretion

17.1 We may (depending on the specific circumstances) close, restrict, or suspend

your Account at any time without notice where we have reasonable evidence that you have engaged in any Prohibited Activity or have violated the Terms. Restricting your Account may include, for example and without limitation, a restriction on using certain payment methods (where, for example, we have reason to believe fraudulent activity or other Prohibited Activity may have been carried out in connection with a certain payment method). If we close your Account, the contractual relationship between us will then be terminated.

17.2 We may also close your Account without notice if we discover that you have not met the eligibility criteria (see section 4 above) to open an Account.

17.3 If we have reasonable evidence that you have engaged in any Prohibited Activity, we will restrict or suspend your Account without notice, and your Account will remain restricted/suspended for the duration of the investigation. Once your Account is restricted or suspended, you will be notified. You agree to fully cooperate with any such investigation. You will not be able to access or withdraw your funds during the hold periods, and any balance will remain in the Account. We will make every effort to complete our investigation within a reasonable time, but you acknowledge that any delay on your part in responding to our requests for information or other requests will affect our ability to do so.

17.4 If our investigation concludes (acting reasonably) that the issue has been resolved to our satisfaction, we will lift the suspension on the Account. If our investigation concludes (acting reasonably) that you have engaged in Prohibited Activity, we will permanently close your Account. In these circumstances, your data may be passed on to any relevant regulatory authority or any other relevant external third party. In any case, we will inform you of the outcome of our investigation.

17.5 We may also need to restrict, suspend or close accounts for legal or regulatory reasons, including where we are required to do so by a competent authority and/or the conditions of our authorisation. These actions, if any, may affect the use of your Account.

17.6 If we close your Account, any positive real money balance available in your Account at the time of such closure will be refunded to you, **unless**:

(a) you have been involved in illegal activity and provided that we are permitted under applicable laws, regulations and public authority orders or directives to retain your balance; and

(b) if we have reasonable evidence that you have participated in any Prohibited

Activity, we will withhold all or part of the Account balance and/or cancel or recover from deposits made to your Account, payments, Bonuses and/or any winnings (if any) in each case, to the extent attributable to the relevant Prohibited Activity(ies).

18. Closing Your Account

If you wish to close your Account, please do so from our Account Closure page by clicking here or otherwise by contacting us.

19. Your Equipment

19.1 Your computer equipment or mobile phone and internet connection may affect the performance and/or operation of the Services.

19.2 Click here for more information regarding the accessibility requirements of the Services and technical issues relating to the use of the Services.

20. Software and Technology

20.1 In order to use certain elements of the Services, you may need to download software (the "**Software**").

20.2 In addition, some third-party product providers may require you to agree to additional terms and conditions governing the use of their products. If you do not agree to these terms, do not use the applicable third-party software.

20.3 You may only use the Software for the purpose of using the Services as designed and, except to the extent permitted by applicable law, for no other purpose.

20.4 We grant you a personal, non-exclusive, non-transferable right to use the Software, for the sole purpose of using the bet365 Services, as designed to be used, in accordance with the provisions below.

(a) You may not: (i) install or launch the Software on any server or other networked device or take any other action to make the Software available to any other person through any "bulletin board," online service, remote connection, or network; (ii) sublicense, assign, rent, lease, loan, transfer, or copy (except as expressly provided in these Terms) your license to use the Software or make or distribute copies of the Software; (iii) enter, access, or attempt to enter, access, or circumvent our security system in any way or interfere in any way (including, but not limited to, through the use of robots or similar devices) with the applicable products or Services, or attempt to

make changes to the Software and/or its functions or components; or (iv) copy or translate any User Documentation provided online or in electronic format. In addition, and except to the minimum extent permitted by applicable computer program law, you may not: (a) translate, reverse engineer, decompile, disassemble, modify in any way the Software or create derivative works based on the Software; (b) reverse engineer, decompile, disassemble, modify, adapt, translate, attempt to discover the source code of the Software, or create derivative works based on all or any part of the Software.

(b) You do not own the Software. The Software is the exclusive property of bet365 or a third-party software provider (the "**Software Provider**"). Any software, and accompanying documentation, licensed to us are proprietary products of the Software Provider and are protected worldwide by copyright laws. Your use of the Software does not give you ownership of any intellectual property rights in the Software.

(c) In the event of Communication or System Errors (as defined in Section 22 below) that occur in connection with the management of Accounts or other features or components of the Software, we reserve the right to remove all affected products from the Services and take any other action to correct such Errors.

(d) You acknowledge that your use of the Software is beyond our control and at your own risk.

(e) The Software may include confidential information that is secret and important to the Software Provider and/or to our company. You are permitted to use or disclose such confidential information only in strict accordance with these Terms.

20.5 You must not misuse the Services by introducing viruses, Trojan horses, worms, logic bombs or other malicious or technologically harmful content. In particular, you must not gain unauthorized access to, interfere with, damage, or disrupt all or any part of the Services; any equipment or network on which the Services are stored; any software used in connection with the provision of the Services; or any equipment, software or website owned or used by any third party. You must not attack our Services by means of a denial-of-service attack. Except where we have not taken appropriate measures, we will not be liable for any loss or damage caused by a distributed denial-of-service attack, viruses or other technologically harmful content that may infect your computer programs, data and equipment or any other proprietary equipment, due to your use of the Services, of the Software or your downloading of any content posted on the Services or on any website linked to it, where such loss or damage results from a case of force majeure as defined in Article 1218 of the French Civil Code.

21. Third-Party Content

21.1 We receive news feeds, comments and content from a number of providers. Some third-party product providers may require you to agree to additional terms and conditions governing the use of their news feeds, comments, and content. If you do not agree to the terms and conditions of the relevant third parties, do not use their news feeds, comments and content.

21.2 Where the Services contain links to third-party websites and resources, such links are provided to you for your information only. We have no control over the content of such sites or resources, and are not responsible for them or for any loss or damage that may arise from your use of them. The inclusion of a link to a third party's website does not constitute an endorsement of such third party's website, product or services (if any).

22. Malfunctions, Errors and Interruptions

22.1 We strive to provide you with a high quality betting and Poker platform, but we cannot guarantee that the Services will function properly at all times. Various kinds of errors may occur - technical, human or otherwise - and you understand and agree that we are providing the Services to you, and that you must accept them, in the condition in which we may from time to time make them available.

22.2 In this section, we describe the issues that may arise and the rights we have in such cases.

22.3 Here are some key definitions to help you understand this section:

A "**Malfunction**" means when an automated process does not function as designed or intended, such as when software has a variation from the intended specifications or performance parameters, or when two software packages fail to interface or communicate with each other in the intended or designed manner, in both cases in such a way as to produce a result that is not the one that was planned or designed. These malfunctions may or may not be apparent, either to you or to us. Inexcusable errors in accordance with French case law that are attributable to us are not considered to be malfunctions.

An "**Error**" refers to a technical or operational error but excludes all "inexcusable errors" within the meaning of French case law.

An "**Interruption**" refers to an interruption of a Game Transaction for any reason, such as an interruption caused by an internet or connectivity failure, severe latency in

communications, or a technical failure due to a disaster or unforeseen event.

22.4 When any of the above occurs, it is important that you understand and agree to the following before using the Services, as we have set out in the "Important Information" section at the top ofthese Terms and Conditions of Use:

Malfunctions

22.5 If, as a result of a Malfunction, your Account is created If you have any winnings that you would not have receivedbut for the Malfunction, we may cancel the relevant Transactionand any related Transactions and retain the winnings in question. This applies evenif the gambling product or Bonus in question could have generated the sameor a similar amount of winnings without the intervention of the Malfunction and this applies whether or not the Malfunction was apparent to you or ours. If you have withdrawn any such winnings, you agree to reimburse us for the amount thereof as soon as we ask you to do so.

22.6 Where a Malfunction is or becomes apparent or obvious to you, or where you suspect that a Malfunction may be occurring, you agree to immediately stop using the relevant Service(s) and to Contact Us immediately.

Errors

22.7 In the event of an Error, we may suspend the affected event/bet type while we investigate the issue, and we will settle Transactions as set out below:

(a) **Incorrect Match** – where an incorrect player or team is quoted for a match, Transactions will be void.

(b) **Incorrect Bet Type** – if an incorrect bet type is quoted for a match or event, Transactions placed on that bet type will be void and other types of bets may also be voided.

(c) **Late Bets** – where a "Late Bet" (being a bet placed where the outcome is already known) is inadvertently accepted the Transaction will be cancelled.

22.8 If, as a result of an Error, your Account is credited with winnings that you would not have received without the Error, we reserve the right to cancel the relevant Transaction and any related Transaction(s) and to block the winnings in question. This applies even if the gambling product or Bonus in question could have generated the same or similar payout without the intervention of the Error, and this applies whether or

not the Error was apparent to you or ours. If you have withdrawn any winnings credited as a result of an Error, you agree to refund the amount to us as soon as we ask you to do so.

22.9 Where an Error is or becomes apparent or obvious to you or where you suspect that an Error may be occurring, you agree to immediately stop using the relevant Service(s) and to Contact Us immediately.

22.10 Our priority is to ensure that we treat Interruptions in a manner that is fair and does not systematically disadvantage our customers.

22.11 In relation to **betting activities**: we reserve the right to suspend bet types, cancel Transactions and return their stakes to customers.

22.12 In relation to Poker:

(a) where an Interruption occurs after receiving notification of your gaming activity and you can no longer influence the outcome of the event or gaming activity, the results of the gaming activity will stand;

(b) for games with multiple participants (equal odds or not), we will deal with this on a case-by-case basis according to the additional rules available in the Poker Rules.

23. Absence of Chance and Ambiguity

23.1 Chance is a constituent element of sports betting. Any bet on an event implies the randomness of its occurrence at the time it is placed. In the absence of chance, a Transaction cannot be validly placed and we will cancel the relevant Transaction and the stakes will be refunded to you. For example, we will cancel Transactions on known or impossible results.

23.2 If the wording or wording of a bet is unclear or ambiguous, such that the Transaction placed cannot give rise to a valid betting contract, we will cancel the relevant Transaction and the stakes will be refunded to you. In these situations, the exact purpose of the Transaction cannot be identified, and it is not possible to determine whether the bet is a winner or loser, and consequently the Transaction is void.

Art. 24. Your Liability to Us, Our Right to Set-Off

24.1 We may set off any credit balance in your Account against any monies you owe

us.

24.2 You agree to indemnify us for any costs, fees or losses suffered or incurred as a result of any Prohibited Activity by you.

25. Responsible Gaming

25.1 We are committed to responsible gaming. We strive to promote gambling as an enjoyable leisure activity and we believe that gambling can only stay that way if you stay in control and gamble responsibly. However, we are aware that gambling may, for some people, cease to be a harmless hobby and become a problem.

25.2 We have a number of tools in place to help you stay in control of your gambling habits. For example, you have the options Pause, Deposit limits, Checks and checks, Self-exclusion, Budget calculation, Track your activity and Block access to the game. In particular, when you register and open your Account, you must enter certain information about yourself and control your ability to play by setting:

(a) a weekly limit for deposits made to your Account;

(b) a weekly limit (set at 7 consecutive days) for your bets; and

(c) an automatic withdrawal threshold.

25.3 For further information, advice and support, please click here. Please note that you can change the game limit settings at any time by increasing or decreasing the limits.

26. Intellectual Property Rights

26.1 The Services and their content are protected by international copyright laws and other intellectual property rights. The owner of such rights is bet365, its affiliates and/or any other third party licensors.

26.2 All product and company names and logos mentioned on the Services are the trademarks, service marks or trade names of their respective owners, including bet365 (as applicable).

26.3 Except to the extent required to place Transactions, no part of the Services may be reproduced or stored, modified, copied, republished, uploaded, displayed, transmitted or distributed, by any means or in any manner, or included in any other

website or in any public or private electronic retrieval system or service, including but not limited to text, graphics, video, messages, code, and/or software.

27. Privacy and Cookies

27.1 Your personal information is processed in accordance with our Privacy Policy, a copy of which can be found here.

27.2 Our Cookie Policy, a copy of which is available by clicking here, explains what cookies are, how they are used on the Services and how to manage their use.

28. Other important legal terms

28.1 If you breach these Terms and we do not take any action against you, we will still be able to exercise our rights and remedies in any other situation where you breach these Terms.

28.2 The rights and remedies provided in these Terms are cumulative and (except as otherwise provided herein) do not exclude any other rights or remedies available to us.

28.3 If any provision of these Terms is found by a court or competent body to be invalid or unenforceable, the remaining provisions will continue to apply.

28.4 Subject to obtaining all necessary regulatory approvals, we may at any time transfer our rights and/or obligations under these Terms to another organisation. Without limiting the foregoing, we may wish to transfer our rights or obligations under these Terms to another company in our group or to any other legal entity, including in the event of a restructuring or sale of our business. You agree that we will do so provided that, in the event of any such transfer, after we have notified you of the date on which such transfer will occur, your rights under these Terms will be enforceable against the new legal entity. If you are not satisfied with this change, you may close your Account at any time.

28.5 These Terms are only as personal to you. You may not transfer your rights or obligations under these Terms, or your account, to any other person.

28.6 If we need to notify or contact you under these Terms, we will do so using the information registered in your Account or through a notice on our websites, applications and/or other parts of the Services. If you would like to contact us, you can do so by following the following link Contact Us.

29. Claims and Disputes, Governing Law and Jurisdiction

29.1 In this Section 29:

(a) "**Gaming Dispute**" means a claim that relates to any Game Transaction (including the administration of the Transaction) or that is related to the management or operation of your Account and that has not been resolved in the first step of our claims procedure described below; and

(b) "**Consumer**" means any person acting wholly or mainly for purposes unrelated to his or her commercial, industrial, craft or liberal activity.

29.2 In the event of a claim or dispute arising out of a Transaction or in connection with the Services, please follow our internal complaints procedure which can be found here.

29.3 If we are unable to resolve a gaming complaint or dispute following the published Complaint Procedure, you may contact the Gaming Mediator at the following postal address: Gaming Mediator, Immeuble TRIEO, 11 boulevard Galliéni, 92130 Issy-les-Moulineaux France, or at the following email address: mediation@anj.fr. The Gaming Mediator's website is available at www.mediateurdesjeux.fr.

29.4 These Terms, and any dispute or claim arising out of or relating to their subject matter, shall be governed by French law.

29.5 The French courts shall have exclusive jurisdiction to settle any dispute that may arise out of or in connection with these Terms, it being understood that the choice of French law shall not prevent you from bringing proceedings before the courts of your home country, if different. If the dispute is not a Gaming Dispute, legal action may also be brought by bet365, in its sole and absolute discretion, against any party breaching these Terms and Conditions, at its option, in the courts of the place of domicile of that party, and, if there are more than one party, in the court of the place of domicile of any of those parties, and all other parties shall submit to such jurisdiction.

Privacy Policy (Customers)

The Privacy Policy can be downloaded here.

This Privacy Policy outlines how bet365 uses information and data provided by customers to ensure a successful working relationship with bet365.

Personal information provided by customers or otherwise stored relating to customers will be used in accordance with this Privacy Policy. Information may be provided through the bet365 website (the "Site"), telephone calls, or otherwise.

By accepting this Privacy Policy, you agree that you understand and accept the use of your personal information as set out in this Privacy Policy. If you do not agree to this data protection declaration, you should refrain from using the website and providing your personal data.

Who We Are

References in this Privacy Policy to "bet365", "we", "us", or "our" refer to Hillside (New Media Malta) PLC, which is a structured partnership under the laws of Malta and has its registered office at the following address: Office 1/2373, Level G, Quantum House, 75 Abate Rigord Street, Ta' Xbiex XBX 1120, Malta ("Company") (trading as "bet365.fr"). We control how your personal information is collected and the purposes for which your personal information is used by bet365, acting as the "data controller" for the purposes of applicable European data protection legislation.

Protecting Your Personal Information

Your personal information is protected not only by the quality, commitment, and high standards of bet365 but also by law. This means that we can only process your personal information where there is a legitimate reason to do so, and that reason must be one of the following:

- To perform a contract we have with you
- We have a legal obligation
- When you have consented to the processing
- When it is in our legitimate interests
- When it is in the public interest
- When it is in your legitimate interest

Legitimate Interests

When we have a business or commercial reason to process your personal information, we rely on legitimate interests. Your personal information is still protected, and we must not process it in a way that is unfair to you or your interests.

If we use legitimate interests as a reason for processing your personal data, we will notify you, identifying our legitimate interests and giving you the opportunity to ask questions or raise possible objections. However, compelling reasons for processing such information may override your right to object.

How Long We Keep Your Personal Information

Whenever your information is held by bet365, we will ensure that it is adequately protected and only used for acceptable purposes.

In accordance with applicable regulation, we will retain your data (including identity data, contact data, player data, playing data, banking and payment, transaction data, gaming operations, playing habits data, player profiles and gaming behaviour, promotional data, IT data, controls data, gaming incidents, fraudulent operations detected, etc) for 6 years from the date of closure of your account.

If you are no longer a customer of bet365, we will retain your information for the minimum period necessary to fulfil the purposes set out in this notice and to comply with any relevant legal or regulatory obligation. Your personal data could be kept longer if we cannot remove it for technical reasons.

Personal data relating to a prospective customer who is not a customer may be retained for a period of 3 years from the date of collection by bet365 or from the last contact made by the prospective customer (e.g. a request for documentation or a click on a hyperlink in an e-mail referring to the promoted service) or until the prospective customer withdraw his consent when processing is based on consent.

The retention period for telephone communications will depend on the purpose for which the telephone communications are processed:

• If we record the telephone communications with you to improve our customer service quality and ensure bet365 agents receive appropriate training, we will retain the telephone communications for 6 months from such telephone communications.
• If we record the telephone communications with you to enable us to comply with our legal obligations, we will retain the telephone communications for 6 years from the date of closure of your account.

Why We Process Your Personal Data

What we do	How it's justified	Our legitimate interests
• Manage customer relationships • Develop new products and services for our customers and to grow our business • Create, develop and send marketing • Learn from how our customers use our products and services • To provide support for our products and services	• Your consent • Fulfilling contracts • Our legitimate interests • Legal obligations	• Maintaining our records • Letting you know about relevant products and services • Developing or improving products and services and determining who may be interested in them • Obtaining your consent when needed • Being efficient about how we fulfil our legal duties and contractual duties
• Develop and manage our brands • Develop and manage our products and services • To test new products, systems or services • To manage our relationship with and the performance of other companies that provide services to us and our customers	• Fulfilling contracts • Our legitimate interests • Legal obligations	• Developing or improving products and services and determining who may be interested in them • Being efficient about how we fulfil our legal and contractual duties • Conducting brand image and reputation protection activities to support and grow the business
• Deliver quality products and services to you • Create and manage customer accounts, payments and withdrawals • Responding to any customer complaints • Prevent and detect improper use of our systems	• Fulfilling contracts • Our legitimate interests • Legal obligations	• Being efficient about how we fulfil our legal and contractual duties • Complying with laws or regulations that apply to us
• Prevention of crime • Detect, investigate, and report crime • Managing risk for us and our customers • Complying with any laws and regulations that apply to us	• Fulfilling contracts • Our legitimate interests • Legal obligations	• Developing and improving how we deal with crime and attempted crime • Protecting our customers and ourselves from the impacts of crime • Complying with laws or regulations that apply to us • Being efficient about how we fulfil our legal and contractual duties
• Manage and run our business to efficiently and effectively provide quality products and services • Manage our finances • Ensure corporate governance and compliance to all legal and regulatory obligations. To run our business in an efficient and proper way • Fulfil our obligations as an accountable and responsible organisation	• Our legitimate interests • Legal obligations	• Complying with laws or regulations that apply to us • Being efficient about how we fulfil our legal and contractual duties

If you choose not to provide us with your personal information, this may prevent us from complying with a legal obligation, performing a contract, or providing services

necessary to maintain your account. Failure to provide your personal information may mean that we are unable to provide products or services to you.

Information Collected

We may collect, use, and process the following information and data about you:

• **Identification Data:** Name, Date of birth, Gender, Nationality and Identification numbers
• **Contact Information:** Email Address, Telephone Number and Postal Address
• **Account Information:** Username, Password and Account Preferences
• **Financial Data:** Payment Information (e.g. credit/debit card details, bank account information), Transaction history and Betting history
• **Device and Usage Data:** IP Address, Device type and operating system, Browser type and Location data (if applicable)
• **Communication Data:** Correspondence with customer service, Feedback and survey responses
• **Marketing Data:** Preferences for marketing communications and Interaction with marketing materials
• **Behavioural Data:** Betting patterns and preferences, engagement with the website and mobile app
• **Legal and Compliance Data:** Data required for compliance with legal obligations (e.g. money laundering regulations, fight against fraud, responsible gambling, game integrity)
• **Special Categories of Data:** Information related to health or vulnerability (if collected for responsible gambling purposes)

Where we deem it appropriate and not prejudicial to your rights and freedoms, we also collect personal information from publicly available sources such as internet searches, and the broadcast media.

Phone Calls

Telephone calls to and from our customer contact centre are recorded for training and security purposes, together with the resolution of queries arising out of the service you receive from us. You will be informed at the beginning of the call about the recording system, the purpose of the recording and the possibility of objecting to it.

Social Features of Our Products

If you choose to participate in any of our social features that we provide on our Products (such as chat rooms), bet365 may store, record, or otherwise process that information.

Use of Cookies

For more information on how we use cookies, please see our Cookie Policy.

Personal Information That We Share with Others

We may share your personal information within the bet365 group and with the following other organisations:

• Law enforcement, regulators (including the ANJ), and other authorities
• Fraud prevention agencies
• Identity verification agencies
• Governing sports bodies
• Organisations that introduce you to us
• Third parties that you ask (or whom you allow) to share your information
• Third parties as necessary to provide products or services you have requested

Depending on the products you choose, we may share your personal information with third parties who provide those services. When your personal information is transferred outside of the European Economic Area (EEA), we require that appropriate safeguards are in place.

We may also share personal information with other companies within our associates or subsidiaries and business partners, or successors of our business.

In particular, your personal information is shared with IQ EQ Management (RCS Paris 431 252 121), acting as a trustee and independent data controller within the meaning of the regulations on personal data. Your personal information may be further processed by IQ EQ Management for the purposes of the trust. We invite you to consult IQ EQ Management's privacy policy by clicking here (https://iqeq.com/legal-and-compliance/).

Data Transfers Outside the EEA

We will only transfer your personal data outside the EEA where:

• You have given your express consent, or
• It is necessary for us to perform a contract that you have entered into with us; or
• To comply with a legal duty or obligation.
If we do transfer your Personal Data outside of the EEA, within the group or to our

business partners, we will take measures to ensure it is protected to the same standards as it would be within the EEA by relying on one of the following:
• The country receiving your personal information has been classified by the European Commission as offering the same level of security as the EEA. More information can be found on the website of the Court of Justice of the European Commission.
• We will use contracts that require the recipient to protect your personal information with the same standards as it would within the EEA.
• Standard Contractual Clauses or Binding Corporate Rules or other acceptable methods that ensure the protection of your personal information to the standards required within the EEA.

In some cases, we may be required by law to disclose your personal information to third parties, and we may have limited control over how they are protected from this site.

Your Rights Over Your Personal Information

As a data subject, you have the following rights:

• Right to Access: You have the right to request access to your personal data.
• Right to Rectification: You have the right to request correction of inaccurate or incomplete personal data.
• Right to Erasure: You have the right to request the deletion of your personal data under certain conditions.
• Right to Restrict Processing: You have the right to request the restriction of processing your personal data in certain circumstances.
• Right to Data Portability: You have the right to receive your personal data in a structured, commonly used, and machine-readable format.
• Right to Object: You have the right to object to the processing of your personal data based on legitimate interests.
• Right to Withdraw Consent: If we process your personal data based on your consent, you have the right to withdraw that consent at any time.
• Right to Challenge a decision made entirely by automated processing. To express your point of view and to request that a human review the decision.
• Right to Provide Instruction regarding the fate of your personal data after your death.

To exercise any of these rights, please contact us at data.protection@bet365.com. If you believe that your rights regarding your personal data have not been complied with after contacting us, you can lodge a complaint to the Commission Nationale de l'Informatique et des Libertés (3 place de Fontenoy - TSA 80715 – 75334 Paris cedex 07 - telephone: 01 53 73 22 22).

Changes to Our Privacy Policy

We may update this policy from time to time, so please keep checking back.

If material changes are made to this Privacy Policy, we will endeavour to notify you in advance by email, notice on our website, or other agreed communication channels. We will communicate the changes to you in advance and give you sufficient time to consider and understand the changes before they become effective.

We will not make any material changes to the Privacy Policy without your express consent. If you decline to accept the changes to the Privacy Policy or otherwise do not accept the changes within the time period, we may no longer be able to provide you with some or all of the products and services.

Contact Us

If you have any concerns or would like more information about how we process your personal data, you can contact us at data.protection@bet365.com.

bet365.fr Sports Rules

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Introduction

This document serves as a comprehensive guide to the sports betting rules and regulations employed by bet365. It outlines the specific conditions and interpretations that govern how bets are settled across a wide array of sports, from Athletics and Football to more niche markets like Sailing and Weightlifting. The document details general betting principles, sport-specific rules, and clarifies the settlement of various bet types, including handicaps, totals, and outright markets, ensuring clarity and consistency for bet365 customer.

General rules applicable to all bets offered on the website

The following rules will apply to the bets offered on the website, unless otherwise stated in the sections dedicated to each specific sport.

Statistics provided by the official website of the relevant competition will be used to execute and settle bets. If the statistics of the competition organizer are not available or if it is clearly evident that they are incorrect, we will contact the organiser of the competition or sporting event and/or the ANJ, and we will settle the bets accordingly.

All bets offered on a competition will be limited to the phases authorised in the ANJ Sports List. All bets offered on rankings will be limited to the TOP X defined in the ANJ Sports List.

Outright Betting is non-runner no-bet unless otherwise stated

Match-Up/Finishing Position markets

Bets will be void if both participants withdraw or do not finish within the Top X per sport - if stipulated by the regulator

Dead-Heat Rules

A **dead heat** is a tie between two or more competitors for a specific position (e.g., first place, or a top 10 finish) that cannot be separated even by a photo finish or other tie-

breaking methods. When a dead-heat occurs, settlement will be based as such. For example:

Two-way dead heat (two tied competitors): Your stake is halved (divided by two). Half the stake is settled as a winner at the original odds, and the other half is lost. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

1. Athletics

Outright Betting is non-runner no-bet

Diamond League/Grand Prix/Indoor Meetings

Prices will be offered on selected events. Where prices are offered for a given event then four selected athletes will be quoted. Only the quoted athletes count for settlement purposes. In the event of one or more of the quoted athletes being declared a non-runner then the entire market will be void. All quoted athletes must start for bets to have action. World Athletics official results are used for settlement purposes - the winner being deemed as the highest placed of the four athletes quoted upon completion of an event.

Olympics/European and World Championships - Outright/Group/Heat/Round/Tournament Betting

Non-runner no-bet. Participants awarded gold, silver and bronze medals at the medal ceremony will be deemed 1st, 2nd and 3rd respectively for betting purposes.

Match-Ups

Both competitors must compete for bets to stand.

Markets:

35km Road Walk

- **Explanation:** A bet on the outcome of the 35km road walk event.

- **Example:** You bet on "Player A" to win the 35km Road Walk. If Player A finishes first in the race, your bet wins.

35km Road Walk - Podium Finish Yes/No

- **Explanation:** A bet on whether a specific athlete will finish in a podium position (typically 1st, 2nd, or 3rd) in the 35km road walk event.
- **Example:** You bet "Yes" on "Player A" to achieve a Podium Finish. If Player A finishes in the top three, your bet wins. If they finish fourth or lower, your bet loses.

Half Marathon

- **Explanation:** A bet on the outcome of the Half Marathon event. This could be on the winner of the race, or specific placings.
- **Example:** You bet on "Player B" to win the Half Marathon. If Player B finishes first in the race, your bet wins.

Marathon Race Walk Relay

- **Explanation:** A bet on the outcome of a Marathon Race Walk Relay event, where teams of athletes complete different legs of the race.
- **Example:** You bet on "Team X" to win the Marathon Race Walk Relay. If Team X's combined effort results in them finishing first, your bet wins.

Match Ups

- **Explanation:** A bet comparing two specific athletes or teams against each other in an event, regardless of the overall race result. You are betting on which of the two selected participants will achieve a better performance or finish higher.
- **Example:** In a 100m race, you bet on "Player A" to beat "Player B" in a match-up. If Player A finishes ahead of Player B in the race, your bet wins, even if neither of them wins the overall race.

New World Record In The Final

- **Explanation:** A bet on whether a new world record will be set in the final of a specific Athletics event.
- **Example:** You bet "Yes" on "New World Record In The Final" for the 100m sprint. If the winner of the 100m final runs faster than the existing world record, your bet wins.

Podium Finish

- **Explanation:** A bet on whether a specific athlete will finish in a podium position (typically 1st, 2nd, or 3rd) in their event.
- **Example:** You bet on "Player A" to achieve a Podium Finish in the Javelin throw. If Player A finishes in the top three, your bet wins.

Semi Final Top 3

- **Explanation:** A bet on whether a specific athlete will finish in the top three positions in their semi-final heat of an event, which would typically qualify them for the final.
- **Example:** You bet on "Player B" to finish in the Top 3 of their 200m semi-final. If Player B finishes 1st, 2nd, or 3rd in their semi-final heat, your bet wins.

To Break World Record

- **Explanation:** A bet on whether a specific athlete will break the existing world record in their event.
- **Example:** You bet on "Player A" to Break the World Record in the Long Jump. If Player A achieves a jump longer than the current world record, your bet wins.

To Win Outright

- **Explanation:** A bet on which competitor or team will win the entire Athletics competition or tournament.
- **Example:** You bet on "Player A" to win the Decathlon outright. If Player A accumulates the highest total score across all events and wins the Decathlon, your bet wins.

To Win Race

- **Explanation:** A bet on which competitor will win a specific race within an Athletics event.
- **Example:** You bet on "Player A" to win the 1500m race. If Player A crosses the finish line first in the 1500m race, your bet win

2. Badminton

General

Outright Betting is non-runner no-bet.

Future appeals and/or disqualifications will not affect betting.

Match Betting: If any player in a match changes before it starts, all bets will be void.

If a match starts but is not completed or is played to a specific time limit and as a result is not completed, all bets will be void unless the outcome of the relevant bet is already determined or there is no reasonable way in which the match could have been completed normally without unconditionally determining the outcome of a given bet type.

Total Points Betting (Match and Player, including other options): Bets are based on the statutory number of sets played. If the statutory number of sets is changed or differs from what is offered for betting, all bets are void. For all these types of bets, if a Setting Option is set in the form of a point-based tie-break, this will be counted as one point for settlement purposes.

Lead after current/next set: If the indicated number of points is not reached during the relevant set, the team/player winning the set will be declared the winner.

First Set Bets: The set must be completed for these bets to stand, unless the outcome of the relevant bet type is already determined.

Correct Set Score**:** Bets are void if the statutory number of sets are not completed, or are changed.

Markets:

Correct Set Score

- **Explanation**: Bet on the exact final score of the match in sets.
- **Example**: Player A to win 2-1 in sets. If Player A wins the match 2 sets to 1, your bet wins.

Double Result

- **Explanation:** This market requires the selected player to win the first set and then go on to win the match.
- **Example:** You bet on Player A to win 1st set & win match. Player A wins the first set 21-15 and the match 2-1. Your bet settles as a winner. If Player A loses the first set but still wins the match, your bet loses.

Game X Lead After X Points

- **Explanation:** This market predicts which player will be leading after a specific number of points have been played in a specific game.
- **Example:** Game 1, Lead after 10 points. If the score is 8-2, Player A is the winning selection.

Match Handicap (Points)

- **Explanation:** A points advantage or disadvantage is applied to a player's final score. For example, Player A -5.5 means Player A must win the match by at least 6 points for the bet to win.

- **Example:** You bet on Player A -5.5 points. Player A wins the match 21-15, 21-17. Player A wins the first set by 6 points (21-15) and the second by 4 points (21-17). The handicap is applied to the total points difference or each set's difference depending on the specific rules, but generally, if Player A wins the match by more than the handicap, the bet wins. If Player A wins 21-18, 21-19 (winning by 3 and 2 points respectively), the handicap bet would lose.

Match Handicap (Sets)

- **Explanation:** A sets advantage or disadvantage is applied to a player's final match score. For example, Player A -1.5 sets means Player A must win the match 2-0.
- **Example:** You bet on Player A -1.5 sets. Player A wins the match 2-0 (e.g., 21-10, 21-12). Your bet settles as a winner. If Player A wins 2-1, your bet loses.

Match Ups

- **Explanation**: This is a head-to-head bet between two specific players in the same match or tournament.
- **Example Settlement:** You bet on "Player A to finish higher than Player B."
    - If Player A loses their match but Player B also loses, and Player A finishes with a better overall score or ranking, your bet wins.
    - If Player B finishes higher than Player A, your bet loses.

Player X Total Points

- **Explanation:** This market bets on whether a specific player will score over or under a stated number of points in the entire match.
- **Example:** You bet on Player A to score Over 30.5 points. Player A scores 18 points in the first set and 15 points in the second set, totalling 33 points. Your bet settles as a winner.

Point Betting

- **Explanation:** This is a bet on the outcome of a specific point within a set or match, such as who will win the next point.
- **Example:** You bet on Player A to win the next point. Player A wins the next rally. Your bet settles as a winner.

Result and Total Double

- **Explanation:** This bet combines two outcomes: the winner of the match and the total number of points played in the match. Both parts of the bet must be correct for it to win.
- **Example Settlement:** You bet on "Player A to win the Match and the Total Points to be Over 76.5."
    - If Player A wins the match and the total number of points in the match is 77 or more, your bet wins.
    - If Player A wins the match and the total number of points in the match is 76 or less, your bet loses because the total number of points is less than 76.5.
    - If Player B wins the match and the total number of points in the match is 77 or more, your bet loses because Player A did not win the match.

Set X Correct Score

- **Explanation:** You must correctly predict the exact final score of a specific set.
- **Example:** You bet on Set 1 Correct Score to be 21-18 in favour of Player A. If Set 1 finishes with Player A winning 21-18, your bet wins. If set 1 finishes with any other score, your bet loses.

Set X Race to X

- **Explanation:** This market bets on which player will be the first to reach a specified number of points within a particular set.
- **Example:** You bet on Player B to win the Race to 10 points in Set 1. Player B reaches 10 points while Player A has 8 points. Your bet settles as a winner.

Set X to Go to Extra Points

- **Explanation:** This market bets on whether a specific set will reach a score of 20-20 and therefore go into extra points (e.g., 22-20, 23-21).
- **Example:** You bet on Set 1 to Go to Extra Points (Yes). Set 1 finishes with a score of 22-20. Your bet settles as a winner. If Set 1 finishes 21-15, your bet loses.

Set X Winner and Total Double

- **Explanation:** This is a combination bet where you predict both the winner of a specific set and whether the total number of points scored in that set will be over or under a stated figure.

- **Example:** You bet on Set 1 Winner: Player A, and Total Points: Over 40.5. Player A wins Set 1 with a score of 21-20. Player A is the winner, and the total points (21+20=41) are over 40.5. Your bet settles as a winner.

Team X Total Points

- **Explanation:** This market applies to doubles matches and bets on the total number of points scored by a specific team (pair) in the match.
- **Example:** You bet on Team A (Doubles) to score Over 35.5 points. Team A scores 18 points in the first set and 19 points in the second set, totalling 37 points. Your bet settles as a winner.

To Win Match

- **Explanation:** Bet on which player will win the match.
- **Example Settlement:** You bet on "Player A to win." If Player A wins the match, your bet wins. If Player B wins, your bet loses.

To Win Outright

- **Explanation:** This is a bet on a specific player to win the entire tournament or competition.
- **Example Settlement:** You bet on "Player A to win the Tournament."
    - If Player A wins the final match of the tournament, your bet wins.
    - If Player A is eliminated before the final, your bet loses.

Total Match Points

- **Explanation:** This is a bet on whether the total number of points scored in the entire match (by both players combined) will be Over or Under a specific line set by the bookmaker.
- **Example Settlement:** Let's say the line is 80.5 points.
    - If the match ends with a total of 81 points or more, your "Over 80.5" bet wins.
    - If the match ends with a total of 80 points or fewer, your "Under 80.5" bet wins.

First Set Winner:

- **Explanation:** Bet on which team or player will win the first set of the match.
- **Example:** Team A to win the first set. If Team A wins the first set, your bet wins.

Current Set Winner:

- **Explanation:** Bet on which team or player will win the current set of the match.
- **Example:** Team A to win the current set. If Team A wins the current set, your bet wins.

Next Set Winner:

- **Explanation:** Bet on which team or player will win the next set of the match.
- **Example:** Team A to win the next set. If Team A wins the next set, your bet wins.

1st Set Handicap:

- **Explanation:** Bet on a team or player to win the first set with a point handicap.
- **Example:** Player A -3.5 handicap in the first set. If Player A wins the first set by 4 or more points, your bet wins.

Current Set Handicap:

- **Explanation:** Bet on a team or player to win the current set with a point handicap.
- **Example:** Player A -3.5 handicap in the current set. If Player A wins the current set by 4 or more points, your bet wins.

Next Set Handicap:

- **Explanation:** Bet on a team or player to win the next set with a point handicap.
- **Example:** Player A -3.5 handicap in the next set. If Player A wins the next set by 4 or more points, your bet wins.

1st Set Total:

- **Explanation**: Bet on the total number of points played in the first set (over/under).
- **Example**: The first set to have under 36.5 points. If the set finishes in 36 points or fewer, your bet wins.

Current Set – Total Points:

- **Explanation**: Bet on the total number of points played in the current set (over/under).

- **Example**: The current set to have under 36.5 points. If the set finishes in 36 points or fewer, your bet wins.

Next Set – Total Points:

- **Explanation**: Bet on the total number of points played in the next set (over/under).
- **Example**: The next set to have under 36.5 points. If the set finishes in 36 points or fewer, your bet wins.

1st Set Winning Margin

- **Explanation:** This is a bet on the difference in points by which a player will win the 1st set (game).
- **Example:** You bet on "Player A to win the First Set by 5 points."
    - If Player A wins the first set with a score of 21-16, your bet wins (the margin is 5 points).
    - If Player A wins the first set 21-15 or 21-17, your bet loses (the margin is not exactly 5 points).

Current Set Winning Margin

- **Explanation:** This is a bet on the difference in points by which a player will win the current set (game).
- **Example Settlement:** You bet on "Player A to win the current Set by 5 points."
    - If Player A wins the current set with a score of 21-16, your bet wins (the margin is 5 points).
    - If Player A wins the current set 21-15 or 21-17, your bet loses (the margin is not exactly 5 points).

Next Set Winning Margin

- **Explanation:** This is a bet on the difference in points by which a player will win the Next set (game).
- **Example Settlement:** You bet on "Player A to win the Next Set by 5 points."
    - If Player A wins the Next set with a score of 21-16, your bet wins (the margin is 5 points).
    - If Player A wins the Next set 21-15 or 21-17, your bet loses (the margin is not exactly 5 points).

3. Baseball

In addition to the following sports betting rules, the General rules applicable to all bets offered on the website apply. However, the sports rules will take precedence over the general rules.

If you wish to download a copy of our Sports Rules please click here.

General
All matches must start on the scheduled date (local time) for bets to stand. If a match is postponed or cancelled before the scheduled start time, all bets will be void.

Hypothetical Matchups - Potential playoff matches that may be offered in advance of a confirmed schedule. If a displayed match is not played, all bets will be void.

Non-MLB Baseball: All bets are considered, at the fixed odds, regardless of the pitcher for each team. The pitchers displayed are for informational purposes only. The 8.5 innings rule applies, although the Mercy Rule applies. Attention: In baseball, the "Mercy Rule" or the mercy rule, also called the "run rule," is a rule that ends a game prematurely if one team has a large and seemingly insurmountable lead, usually 10 runs or more after a certain number of innings. Mercy rules may vary from league to league.
For 7-inning games played as part of a doubleheader, the 6.5-inning rule applies.

Unless otherwise stated below, in 2-option bet types, Push rules apply. E.g. If no winning outcome then bets are void. Stakes on single bets are refunded, while for multiple/combined bets the selection is treated as a non-runner, remaining selections will continue as Win/Lose

For any game where the full 9 innings are played, and the team batting second is leading after 8.5 innings, then any recorded score of the home team in the 9th inning does not count for the settlement of bet types.

MLB Bets
All bets are considered, at the fixed odds, regardless of the pitcher for each team. The pitchers displayed are for informational purposes only.

Suspended/Interrupted Games

For any suspended/interrupted game that resumes within 48 hours of the suspension, all bets will stand and be settled after the completion of the game. If the game is not completed within 72 hours following the time of suspension, then all bets will be void unless settlement of bets is already determined.

Matches not played as scheduled
In the event of a change of venue, bets already placed will remain valid, provided that the home team remains designated as such. If the home and away teams for a game are

reversed (e.g., the game is played on the away team's home field), bets placed based on the original roster are void. For matches scheduled to be played on neutral ground, bets will stand regardless of how we state the order of the fixture.

4.5 innings rule
Money Line & Money Line 3-Way There must be at least 5 complete innings of play, unless the team batting second is leading after 4.5 innings, for bets to stand. If the match is abandoned after this point of play, the winner is determined by the score after the last complete inning (unless the team batting second scores to tie the game or takes the lead in the second half of the inning, in which case the winner is determined by the score at the time the match is abandoned). If the Mercy Rule is used, all bets will stand on the score at that time.

6.5 innings rule
Total and Run Handicap Betting (for 7-inning games) – The game must be at least 7 complete innings (or 6.5 innings if the team batting second is leading) for bets to have action. If the Mercy Rule is used, all bets will stand on the score at that time.

8.5 innings rule
Total and Run Handicap Betting – The game must be at least 9 complete innings (or 8.5 innings if the team batting second is leading) for bets to have action. If the Mercy Rule is used, all bets will stand on the score at that time.

Mercy Rule
In baseball, the "Mercy Rule" also called the "run rule," is a rule that ends a game prematurely if one team has a large and seemingly insurmountable lead, usually 10 runs or more after a certain number of innings. Mercy rules can vary from league to league

Main Pre-Match Odds
All pre-game bets take into account extra innings unless otherwise stated.

When the Mercy Rule is applied, all bets stand on the current score.

Winner & Winner - 3 options - Subject to the 4.5 round rule.

Handicap on points, Handicap - 3 options and Run line - Other options – Subject to the 8.5 innings rule.

Total Runs, Team Total, Total - 3 Options and Total Runs - Other Options – Subject to the 8.5 Innings Rule, EXCEPT where the total has already been over, (if the total has already overtaken the stated total, then Over bets are settled as winners, and Under bets are settled as losers) or where the expected end of the match would mean that the outcome of the stated total would be determined. For example, if an MLB game is stopped or suspended at 5-5, Over 10 or 10.5 bets are considered winners, with Under

10 or 10.5 bets considered losers, since any expected end to the game would have included at least 11 runs.

Innings 4.5 - Total – Bets are settled on the score at the midpoint of the 5th inning (e.g. not at the end of the 5th inning), unless the stated total has already been exceeded. In this case, all bets are settled as follows: bets over the stated total are considered winners, and bets under the stated total are considered losers.

Handicap - 4.5 Innings – Bets are settled on the score at the middle of the 5th inning (not at the end of the 5th inning), unless the team batting first is in the lead (with a Runs Handicap applied) at the start of the 5th inning or takes the lead by scoring (with a Runs Handicap applied) in that inning, in which case the team batting first is declared the winner.

Total after 3/5/7 Innings – Bets are settled on the score after 3/5/7 complete innings unless the stated total has already been exceeded. In this case, all bets are settled as follows: bets over the stated total are considered winners, and bets under the stated total are considered losers.

Handicap after 3/5/7 Innings – Bets will be settled on the result after the first 3/5/7 innings of a match have been completed, unless the team batting second is already in the lead (with a Runs Handicap applied) midway through the relevant inning, or takes the lead by scoring (with a Runs Handicap applied) in that inning, in which case the team batting second will be declared the winner.

Alternative pre-match bets
When the Mercy Rule is applied, all bets stand on the current score.

All bets are considered, at the fixed odds, regardless of the pitcher for each team. The launchers displayed are for informational purposes only. Unless otherwise stated, extra innings are counted.

All Alternative Bets - 1st Inning– 1st Inning must be completed for bets to stand, unless settlement is already determined.

Money Line and Total Double (including Alternatives) / Run Line and Total Double
Subject to the 8.5 Innings Rule unless settlement is already determined, for example if an MLB game is abandoned or suspended at 5-4 at the end of the 6th inning, at which point bets on the 8.5 Innings Total Runs would be determined (as the quoted total has already been exceeded) and the Winner portion of the Combo is subject to the 4.5 Innings Rule (as standard) and is therefore determined.

Double Result – Result after 4.5 innings and final result of the match. If a match ends in a tie, bets will be void.
Total Points - 5 Options – The 8.5 innings rule applies, unless the total has already reached the highest band, in which case that band will be settled as the winner.

Winning Margin – Subject to the 8.5 innings rule. The rules include extra innings for MLB; for non-MLB games that can end in a tie, this option is available. If an MLB game ends in a tie, when a game is cancelled bets will be void.

All bets stand regardless of pitcher changes. Unless otherwise stated, extra innings are counted. If, after a bet is placed, there is no further play in a match, bets are void.

Winner – Subject to the 4.5 innings rule.

Handicap on points / Handicaps - Other options – Subject to the 8.5 innings rule.

Total Runs/Total - Other Options – Subject to the 8.5 innings rule, EXCEPT where the total has already been overrun, (if the total has already overrun the stated total, then Over bets are settled as winners, and Under bets are settled as losers) or where the expected finish of the match would mean that the outcome of the stated total would be determined. For example, if an MLB game is stopped or suspended at 5-5, bets on Total Runs - Over 10 or 10.5 are considered winners, with bets on Under 10 or 10.5 being considered losers, since any expected end to the game would have featured at least 11 runs.

Team Total – Subject to the 8.5 innings rule, UNLESS the team total has already been exceeded (if the team total has already exceeded the stated total, Overs are considered winners and Unders are considered losers).

Handicap (3 options) – Includes Handicap Tie price. Extra innings count. Subject to 8½ innings rule.

Go to Overtime – The end of the 9th inning must be completed for bets to stand. In the event of a tie after 9 innings, this type of bet will be considered a Yes, even if extra innings are not played due to the match being stopped/suspended.

Runs Handicap - Innings (including Other Options) – Both the first (away team) and second (home team) halves of the specified innings must be completed for bets to stand, unless the runs handicap has already been achieved by the team batting second in the specified innings and cannot be exceeded.

Total Innings (including Other Options) – Both the first (away team) and second (home team) halves of the specified innings must be completed for bets to stand, unless the stated total is already exceeded at the time the match is abandoned/suspended.

One Run in One Half of an Inning – The specified half-inning (away or home team) must be completed, unless a run has already been scored or a hit has already occurred when the game is stopped/suspended.

Team with Most Hits in (Current/Next) Inning – Both the first (away team) and second (home team) halves of the specified inning must be completed for bets to stand, unless

the team batting second in the specified inning has the most hits when the game is stopped/suspended.

Total Hits in (Current/Next) Inning / Total Runs in (Current/Next) Inning – Both the first (away team) and second (home team) halves of the specified inning must be completed, unless settlement is already determined.

Winning Margin – Subject to the 8.5 innings rule. The rules include extra innings for MLB; for non-MLB games that can end in a tie, this option is available. If an MLB game ends in a tie, when a game is cancelled bets will be void.

Exact match score - Subject to the 8.5 innings rule. The rules include extra innings when they occur; when a match can end in a draw, this option is available. If an MLB game ends in a tie when a game is cancelled bets will be void.

5 Innings - Winner – Bets are settled on the result after the completion of the first 5 innings, unless the team batting second is already ahead midway through the 5th inning, or scores and takes the lead in that inning, in which case the team batting second will be declared the winner.

Long Term Betting – General Rules
Regular Season Wins - The team must have played at least 160 regular season games for bets to have action, unless the remaining games of the season do not affect the outcome.

Regular Season - Special Bets - All bet types refer to season statistics accumulated in MLB and are transferable between the American League and the National League. Statistics accumulated in any other league are not taken into account. Unless otherwise stated, all bets stand, regardless of the length of the season.

Betting on the Final Winner, Pennant and Division
All bets stand regardless of team transfers, team name changes, season length or playoff format.

Markets:

1st Innings Runs:

- **Explanation:** Bet on the total runs scored in the first inning.
- **Example:** Over/Under 0.5 runs in the 1st inning. If 1 run is scored, "Over" wins.

1st Innings Winner:

- **Explanation:** Bet on which team will score more runs in the first inning.

- **Example:** Team A scores 2 runs, Team B scores 0; bet on "Team A" wins.

3-Way Run Line:

- **Explanation :** Bet on a team to win with a run line, with three outcomes: Team A wins with run line, Team B wins with run line, or Draw (if applicable).
- **Example:** Team A -1.5 run line. If Team A wins by 2+ runs, bet wins.

3-Way Total:

- **Explanation:** Bet on whether the total runs will be under a number, exactly that number, or over that number.
- **Example:** Total runs are 8; bet on "Exactly 8" wins.

4 1/2 Innings Line:

- **Explanation:** Bet on the outcome of the game after 4.5 innings, often including a run line.
- **Example:** Team A -1.5 after 4.5 innings. If Team A is leading by 2+ runs, bet wins.

4 1/2 Innings Total:

- **Explanation:** Bet on the total runs scored in the first 4.5 innings.
- **Example:** Over/Under 4.5 runs in the first 4.5 innings. If 5 runs are scored, "Over" wins.

X Innings Line:

- **Explanation:** Bet on the outcome of the game after a specified number of innings (X), often including a run line.
- **Example:** Team B -0.5 after 7 innings. If Team B is leading by 1+ run, bet wins.

X Innings Money Line:

- **Explanation:** Bet on which team will be leading after a specified number of innings (X).
- **Example:** Team A leads after 5 innings; bet on "Team A" wins.

X Innings Result 3-Way:

- **Explanation:** Bet on Team 1 to lead, Team 2 to lead, or a tie after a specified number of innings (X).
- **Example:** After 6 innings, the score is tied; bet on "Tie" wins.

X Innings Run Line:

- **Explanation:** Bet on a team to win after a specified number of innings (X) with a run line handicap.
- **Example:** Team A -1.5 after 8 innings. If Team A leads by 2+ runs, bet wins.

X Innings Total:

- **Explanation:** Bet on the total runs scored after a specified number of innings (X).
- **Example:** Over/Under 7.5 runs after 8 innings. If 8 runs are scored, "Over" wins.

A Run in the 1st Innings:

- **Explanation:** Bet on whether at least one run will be scored in the first inning .
- **Example:** A run is scored in the 1st inning; bet wins.

A Run in the Current Half-Inning:

- **Explanation:** Bet on whether at least one run will be scored in the current half-inning.
- **Example:** A run is scored in the bottom of the 3rd inning; bet wins.

A Run in the Current Inning:

- **Explanation:** Bet on whether at least one run will be scored in the current inning (either half).
- **Example:** A run is scored in the 5th inning; bet wins.

A Run in the Next Half-Inning:

- **Explanation:** Bet on whether at least one run will be scored in the upcoming half-inning.
- **Example:** A run is scored in the top of the 7th inning; bet wins.

A Run in the Next Inning:

- **Explanation:** Bet on whether at least one run will be scored in the upcoming inning (either half).
- **Example:** A run is scored in the 8th inning; bet wins.

Any Player to hit X+ Home Runs:

- **Explanation:** Bet on whether any player in the game will hit X or more home runs.
- **Example:** Player A hits two home runs; 2+ wins.

Any Player to Hit X+ Home Runs in the Tournament:

- **Explanation:** Bet on any player hitting X or more home runs in a tournament.
- **Example:** A player hits 93 home runs; 92+ bet wins.

Any Player to Hit X+ Home Runs in 1st Round:

- **Explanation:** Bet on any player hitting more than 35.5 home runs in the first round.
- **Example:** A player hits 36 home runs; Over 35.5 bets win.

Any Player to Hit X+ Home Runs in Any Round:

- **Explanation:** Bet on any player hitting more than X home runs in any round of a tournament.
- **Example:** A player hits 41 home runs; bet wins.

Both Teams to Score X

- **Explanation:** This market bets on whether both participating teams will score at least a specified number of runs (e.g., 2 runs, 5 runs) during the entire game.
- **Example:** If you bet on "Both Teams to Score 3 Runs" and the final score is Team A 5 - 3 Team B, your bet wins because both teams scored at least 3 runs. If the

score was Team A 4 - 2 Team B, your bet would lose as Team B did not score 3 runs.

Conference Tournament Winner:

- **Explanation:** Bet on which team will win a specific conference tournament.
- **Example:** Team A wins the SEC tournament; bet on "Team A" wins.

Conference Winner:

- **Explanation:** Bet on which team will win their respective conference (regular season).
- **Example:** Team B wins the AL East; bet on "Team B" wins.

Correct Score

- **Explanation:** A bet on the exact score of the match
- **Example:** You bet on Correct Score: 1-0'. If the score is 1-0 when the match finishes, your bet settles as a winner.

Division of World Series Winner

- **Explanation:** This market asks you to predict the division that the team that wins the World Series comes from.
- **Example:** If you select Division A, and the team that wins the World Series came from Division A, your bet will be declared a winner.

Double Result (5th Innings/End):

- **Explanation:** Bet on a team to be leading after the 5th inning AND to win the match.
- **Example:** Team A leads after the 5th inning and wins the match; bet wins.

Final Exact Forecast

- **Explanation:** This market asks you to predict the exact final finishing order of the specified teams or divisions.

- **Example:** If you select Team A to finish 1st and Team B to finish 2nd, the bet wins only if they finish in those exact positions.

First Team to Score

- **Explanation:** This market bets on which team will score the first run of the game.
- **Example:** If you bet on "Team A to be the First Team to Score" and Team A scores in the top of the 2nd inning, while Team B has not scored yet, your bet wins. If Team B scores first, your bet loses.

Game Total:

- **Explanation:** Bet on the total runs scored by both teams in the entire game.
- **Example:** Over/Under 8.5 total runs. If 9 runs are scored, "Over " wins.

Last Team to Score

- **Explanation:** This market bets on which team will score the final run of the game.
- **Example:** If you bet on "Team B to be the Last Team to Score" and the final score is Team A 4 - 6 Team B, with Team B scoring the final run in the bottom of the 8th inning, your bet wins. If Team A scores the last run, your bet loses.

Match Result:

- **Explanation:** Bet on which team will win the match.
- **Example:** Team A wins the match; bet on "Team A" wins.

Match Ups:

- **Explanation:** Bet on which of two specific players or teams will perform better in a given category.
- **Example:** Player A to hit more home runs than Player B; if Player A hits 2 and Player B hits 1, bet wins.

Match Winner - Total Double:

- **Explanation:** Bet on the winner of the match AND whether the total runs will be over or under a set number.

- **Example:** Team A wins and the total runs are over 8.5; “Team A & Over 8.5” bets wins

Money Line:

- **Explanation:** Bet on which team will win the match.
- **Example:** Team B wins the match; bet on "Team B" wins.

Most Home Runs:

- **Explanation:** Bet on which player will hit the most home runs in the game.
- **Example:** Player C hits the most home runs; bet on "Player C" wins.

Most Home Runs by any Player in 1st Round:

- **Explanation:** Bet on which player will hit the most home runs in the first round of a tournament.
- **Example:** Player D hits the most home runs in the first round; bets on “Player D” wins.

Most Home Runs Record to be Broken - Any Round:

- **Explanation:** Bet on whether the record for most home runs in any round of a tournament will be broken.
- **Example:** The record is broken; bet wins.

Most Playoff Home Runs:

- **Explanation:** Bet on which player will hit the most home runs in the playoffs.
- **Example:** Player H hits the most playoff home runs; bets on “Player H” wins.

Most Regular Season Home Runs Match-Up:

- **Explanation:** Bet on which of two specific players will hit more home runs during the regular season.
- **Example:** Player I hits more regular season home runs than Player J; bets on “Player I” win.

Number of Players to Hit X+ Home Runs:

- **Explanation:**Bet on how many players will hit a certain number of home runs (X) in a game
- **Example :** Over/Under 2.5 players hit 2+ home runs. If 3 players hit 2+ home runs, "Over" wins.

Pitcher Earned Runs:

- **Explanation:** Bet on the number of earned runs a specific pitcher will allow.
- **Example:** Pitcher A allows 3 earned runs; bet on "Under 3.5 earned runs" wins.

Player Career Regular Season Home Runs:

- **Explanation:** Bet on a player reaching a specific career milestone for regular season home runs.
- **Example:** Player B hits 500 career regular season home runs; bets on “Player B to get 500 runs” wins.

Player Home Runs:

- **Explanation:** Bet on the number of home runs a specific player will hit in a game
- **Example:** Player C hits 2 home runs; bet on "Over 1.5 home runs" wins.

Player Home Runs In Round:

- **Explanation:** Bet on the number of home runs a specific player will hit in a particular round of a tournament.
- **Example:** Player E hits 1 home run in Round 2; bet on "Over 0.5 home runs" wins.

Player Regular Season Home Runs:

- **Explanation:** Bet on the number of home runs a specific player will hit during the regular season.
- **Example:** Player H hits 40 home runs in the regular season; bet on "Over 39.5 home runs" wins.

Player Regular Season Runs Batted In:

- **Explanation:** Bet on the number of Runs Batted In (RBIs) a specific player will achieve during the regular season.
- **Example:** Player K gets 90 RBIs in the regular season; bet on "Over 85.5 RBIs" wins.

Player Runs:

- **Explanation:** Bet on the number of runs a specific player will score.
- **Example:** Player L scores 2 runs; bet on "Over 1.5 runs" wins.

Player Runs Batted In:

- **Explanation :** Bet on the number of Runs Batted In (RBIs) a specific player will achieve.
- **Example:** Player J gets 3 RBIs; bet on "Over 2.5 RBIs" wins.

Player Tournament Home Runs:

- **Explanation:** Bet on the number of home runs a specific player will hit in an entire tournament.
- **Example:** Player P hits 5 home runs in the tournament; bet on "Over 4.5 home runs" wins.

Race to X Runs

- **Explanation:** This market bets on which team will be the first to reach a specified number of runs (e.g., 3 runs, 5 runs) during the game.
- **Example:** If you bet on "Team A to Race to 3 Runs" and Team A scores their third run in the 4th inning, while Team B has only scored two runs by the end of the game, your bet wins. If Team B reaches 3 runs first, or if neither team reaches 3 runs, your bet loses.

Result and Total Double:

- **Explanation:** Bet on the winner of the match AND whether the total runs will be over or under a set number.

- **Example:** Team A wins and the total runs are over 9.5; bet wins.

Regular Season Wins Match-Up:

- **Explanation:** Bet on which team will have the most regular season wins.
- **Example:** Bet on Team A to win. If Team A has most wins in the season than Team B, your bet wins

Run Line:

- **Explanation:** Bet on a team to win with a run line handicap (e.g., Team A -1.5).
- **Example:** Team A -1.5. If Team A wins by 2 or more runs, bet wins.

Run Line - Total Double:

- **Explanation:** Bet on a team to win with a run line AND whether the total runs will be over or under a set number.
- **Example:** Team B +1.5 run line and total runs under 8.5; bet wins if both conditions are met.

Runs in the Current inning:

- **Explanation:** Bet on the total runs scored in the current inning.
- **Example:** Over/Under 1.5 runs in the 7th inning. If 2 runs are scored, "Over" wins.

Runs in the Next inning:

- **Explanation:** Bet on the total runs scored in the upcoming inning.
- **Example:** Over/Under 0.5 runs in the 8th inning. If 1 run is scored, "Over" wins.

Team Total:

- **Explanation:** Bet on whether a specific team's total points will be over or under a set number.
- **Example:** Away team scores 20 points; your bet on "Away Team - Over 19.5" wins.

Team X Total Home Runs:

- **Explanation:** Bet on the total number of home runs hit by a specific team.
- **Example:** Team A hits 3 home runs; bet on "Over 2. 5 home runs" wins.

To Win Division:

- **Explanation:** Bet on which team will win their specific division.
- **Example:** Team A wins the East division; bet on "Team A" wins.

To Win League:

- **Explanation:** Bet on which team will win their respective league
- **Example:** Team B wins the American League; bets on "American League" wins.

To Win Outright:

- **Explanation:** Bet on which team will win the entire competition
- **Example:** Team C wins the World Series; bet on "Team C" wins.

To Win the Current Inning:

- **Explanation:** Bet on which team will score more runs in the current inning.
- **Example:** Team A scores 2 runs, Team B scores 1 in the 6th inning; bet on "Team A" wins.

To Win the Next Inning:

- **Explanation:** Bet on which team will score more runs in the upcoming inning.
- **Example:** Team B scores more runs in the 7th inning; bet on "Team B" wins.

To Win World Series:

- **Explanation:** Bet on which team will win the World Series.
- **Example:** Team E wins the World Series; bet on "Team E" wins.

Total Home Runs:

- **Explanation:** Bet on the total number of home runs hit by both teams in the game.
- **Example:** Over/Under 2.5 total home runs. If 3 home runs are hit, "Over" wins.

Total Home Runs in 1st Round:

- **Explanation:** Bet on the total home runs hit in the first round of a tournament.
- **Example:** Over/Under 50.5 total home runs in the first round. If 51 are hit, "Over" wins.

Total Home Runs in Tournament:

- **Explanation:** Bet on the total home runs hit in an entire tournament.
- **Example:** Over/Under 100.5 total home runs in the tournament. If 101 are hit , "Over" wins.

Total Runs:

- **Explanation:** Bet on the total runs scored by both teams in the entire game.
- **Example:** Over/Under 7.5 total runs. If 8 runs are scored, "Over" wins.

Winning Margin:

- **Explanation:** Bet on the margin of victory for the winning team.
- **Example:** Team A wins by 3 runs; bet on "Team A by 2-4 runs" wins.

4. Basketball

Match betting and alternative bets

All matches must start on the scheduled date (local stadium time) for bets to stand. If there is a change of venue for a match, bets already placed stand, provided the home team is still designated as such. If the home team and the away team play each other at

the away team's home ground in an official match, bets will stand provided the home team is still officially designated as such, otherwise bets will be void. For matches scheduled to be played on neutral ground, bets will stand regardless of how we state the order of the fixture.

Hypothetical Matchups - Potential playoff matches that may be offered in advance of a confirmed schedule. If a displayed match is not played, all bets will be void.

If a match is interrupted and then resumes (from the point it was interrupted) and is completed within 48 hours of the originally scheduled match time, all bets stand.

Otherwise, if the match resumes but is not completed within 48 hours of the originally scheduled match time, this will be deemed an abandonment and bets on the original match will be void, except for bets where the outcome is already determined before the initial match interruption.

If a match is interrupted for any reason and is replayed in full, this is considered an abandonment and bets on the original match are void, except for bets where the outcome is already determined before the initial interruption of the match.

There must be a maximum of 5 minutes of scheduled time remaining for bets to have action, unless the match result is already determined.

For all matches played in a two-legged confrontation, if the final result is equal at the end of regulation time in the second leg, extra time is included to determine the outcome of bets on the second leg.

For 3x3, the rules are based on the official competition rules. When a match starts but is not completed, bets are void unless the result of the match is already determined.

Unless otherwise stated below, in 2-option bet types, Push rules apply. Stakes on single bets are refunded, while for multiple or combined bets the selection is treated as a non-runner.

Pre-match betting, including alternative match bets

Unless otherwise stated, all pre-match bets include overtime.

Double Result - Predict the result at half-time and at the end of the match, including possible extra time.

Player Betting Markets

Available Wagers

Wagering is available on the performance of a named player in a variety of achievements e.g. points, rebounds, assists, blocks. Push rules apply, in the event of a tie, bets will be void. Markets will be settled according to game stats from the respective official competition site published on the day of the game. Subsequent amendments do not affect settlement.

Relevant Players

Relevant players (all quoted players in a multi-player market) must be dressed and see court-time for bets to have action (unless specified otherwise). Overtime counts for any player props unless specified otherwise. In-play bets are action, irrespective of; if, after placing a bet, the selected player does not see any further court-time.

Quarter (1st,2nd,3rd,4th) Player Performances

All bets are action if player is active/dressed and sees court time, irrespective of the player seeing action in the relevant Quarter.

Match up/Performances/Player groups

It is possible to bet on the performance of a given player according to a series of criteria such as points, rebounds, assists, blocks or. Push rules apply. Bet types will be settled based on the match statistics published on the official competition website on the day of the match. Subsequent amendments do not affect the regulation.

Affected players must be prepared and participate in at least one match for bets to have action (unless otherwise stated). Unless otherwise stated, overtime counts for all player alternative bets. In live betting, if after placing a bet the selected player does not return to the field, the bet is void.

Individual player performances are compared for betting purposes in a head-to-head match. It is possible to use handicaps which are applied to each player's actual results to determine the outcome. Push rules apply.

Double Double: the player must achieve 10 or more in two of the following 5 statistical categories: points, rebounds, assists, blocks, steals.

Triple/Double, the player must reach 10 or more in 3 of the following 5 statistical categories: Points, rebounds, assists, blocks, steals.

All bets on players starting the match count. Bets on players not starting the match on the pitch are void. Settlement is determined by the player who scores the first point (even if odds are not available for that player (Named players may be substituted)); and (for the 'Correct Score' version of the bet type), combined with the exact manner of scoring the point, as shown in the official match commentary.

Regular Season Player Performance– Players must be prepared and participate in at least one regular season game, after the bet placement date, for bets to stand. Bet types are settled based on official statistics provided by tournament governing bodies. Subsequent amendments do not affect the regulation.

Live betting INCLUDES overtime

Live halftime betting INCLUDES overtime

The first half must be completed for bets on that half to stand, unless settlement has already been determined.

1st Half/2nd Half - Both Teams Score X Points - Both teams must each score the indicated number of points during the relevant half only, including any overtime.

Live quarter betting INCLUDES overtime

The quarter must be completed for bets to have action, unless settlement of bets has already been determined.

1st/2nd/3rd/4th Quarter - Both teams score X points - Both teams must each score the number of points indicated during the quarter in question only, including any overtime.

Long-Term Betting/Alternative Tournament Betting

NBA - Regular Season Wins and Head-to-Heads: Teams must have played at least 80 regular season games for bets to have action, unless the remaining games of the season do not affect the outcome.

Division winner: NBA tiebreaker rules apply.

Win the conference (NBA): The team that qualifies for the NBA championship will be considered the winner of the conference.

Play-offs: All bets stand, regardless of team transfers, team name changes or season length. Play-in matches are excluded from the rules.

Settlement of all bet types is determined by official rankings and statistics provided by tournament governing bodies such as the NBA or FIBA.

Furthest Progressing Team and Stage of Elimination: The highest official ranking (provided by the tournament governing body) is used for settlement, except when teams are eliminated at the same stage and no ranking is available to determine settlement. In this case, bets are void.

Winner, Division, Conference and Regional Betting

All bets stand, regardless of team transfers, team name changes or season length.

Betting on the series

Bets are void if the statutory number of matches (as per the respective governing bodies) is not reached or is changed. The settlement of all types of bets is determined by the official rankings and statistics provided by the tournament governing bodies.

Markets:

Conference Tournament Winner

- **Explanation**: This is a bet on which team will emerge as the champion of a specific conference's post-season tournament.

- **Example**: You bet on ‘Team A to win X Conference Tournament'. If Team A wins the tournament final, your bet wins. If any other team wins the tournament, your bet loses.

Conference Winner

- **Explanation**: This market allows you to bet on which team will win their respective conference.
- **Example**: You bet on ‘Team A to win X Conference'. If Team A finish as the top team in that Conference your bet wins.

Correct Score After Game X:

- **Explanation:** Bet on the correct score in the series after a specific game
- **Example:** You bet on Team A - 2-1 after Game 3. If Team A are winning the series 2-1 after the 3rd match has finished, your bet wins

Division Finishing Position:

- **Explanation:** Bet on a team's final finishing position within the division, conference, or league.
- **Example:** Team D to finish 1st in the Atlantic Division . If Team D finishes 1st the bet wins.

Half/ Match Team X Total

- **Explanation:** This market refers to the total number of points scored by a specific team (Team X) in either the half or the entire match.
- **Example:** If you bet on "Team A Over 50.5 points" for the first half, and Team A scores 55 points in the first half, your bet wins. If they score 50 or fewer, it loses.

Half/Match/Quarter - Both Teams To Score X Points:

- **Explanation: Bet on whether both teams will score at least ‘X’ points in the specific quarter, half or match**
- **Example: You bet on Both Teams to score 190+ points. If the game finishes 196-194 your bet wins**

Half/Match/Quarter – Team To Score X Points:

- **Explanation: Bet on whether a specific team will score at least 'X' points in the specific quarter, half or match.**
- **Example: You bet on Team A to score 80+ points in the 1st half. If Team A scores 85 in the first half your bet wins**

Half/Match/Quarter - Race to X Points

- **Explanation:** This market bets on which team will be the first to reach a specified number of points (X) within a half, quarter or match.
- **Example:** If you bet on "Team B to reach 15 points first" in the second quarter, and Team B scores their 15th point before Team A does, your bet wins. If Team A reaches 15 points first, or neither team reaches 15 points within the quarter, your bet loses.

Half/Match/Quarter Double Chance

- **Explanation:** This market offers three options: Team A to win, Team B to win, or a Draw for either the half, quarter or match. You can bet on two of these outcomes occurring.
- **Example:** If you bet on "Team A or Draw" in a quarter, and Team A wins the quarter, your bet wins. If the quarter ends in a draw your bet also wins. If Team B wins the quarter, your bet loses.

Half/Match/Quarter Correct Score

- **Explanation:** This market involves predicting the exact final score for a specific half, quarter or match.
- **Example:** If you bet on "Team A 25 - Team B 20" for the first quarter, and the first quarter ends with that exact score, your bet wins. Any other score results in a loss.

Half/Match/Quarter Handicap

- **Explanation:** This market involves a virtual points advantage or disadvantage given to a team to level the playing field for betting purposes.
- **Example:** If you bet on "Team A -5 .5 points" in the first half, Team A must win the first half by 6 or more points for your bet to win. If they win by 5 or fewer points, or lose, your bet loses.

Half/Match/Quarter Handicap and Total

- **Explanation:** This is a combined bet that includes both a handicap and a total points line for a either a specific half or quarter or the match.
- **Example:** A bet on "Team A -3.5 points and Over 45.5 total points" for the second half means Team A must win the second half by 4 or more points, AND the combined score of both teams in the second half must be 46 or more points. Both conditions must be met for the bet to win.

Half/Match/Quarter Margin of Victory

- **Explanation:** This market bets on the exact margin of victory for a team in a specific half or quarter.
- **Example:** If you bet on "Team A to win by 11-15 points" in the first half, and Team A wins the first half by exactly 13 points, your bet wins. Any other margin of victory results in a loss.

Half/Match/Quarter Money Line

- **Explanation:** This is a straightforward bet on which team will win a specific half, quarter or match.
- **Example:** If you bet on "Team A and Team A wins the relevant half, quarter or match, your bet wins. If they lose, your bet loses.

Half/Match/Quarter Result and Total

- **Explanation:** This market combines the outcome of a half, quarter or match (win/loss) with the total points scored during that period.
- **Example:** A bet on "Team A to win and Over 50.5 total points" for the second quarter means Team A must win the second quarter, AND the combined score of both teams in that quarter must be 51 or more points.

Half/Match/Quarter Total

- **Explanation:** This market bets on whether the total combined score of both teams in a specific half, quarter or match will be over or under a set line.
- **Example:** If you bet on "Under 48.5 total points" for the first half, and the combined score of both teams in the first half is 47 points, your bet wins. If the combined score is 49 or more, it loses.

Half/Match/Quarter Winning Margin

- **Explanation:** This market bets on the range within which a team's winning margin will fall in a specific half, quarter or match.

- **Example:** If you bet on "Team A to win by 6-10 points" in the second half, and Team A wins the second half by 8 points, your bet wins. Any other winning margin results in a loss.

Half/Quarter Winner

- **Explanation:** This is a bet on which team will win a specific half or quarter.
- **Example:** If you bet on "Team A to win the first half," and Team A scores more points than Team B in the first half, your bet wins.

Highest Scoring Half

- **Explanation**: You are betting on which half of the game will have a higher total score.
- **Example**: You bet on 'First Half'. If the combined score of both teams in the first half is greater than the combined score in the second half, your bet wins.

Highest Scoring Quarter

- **Explanation**: This market involves betting on which of the four quarters in a game will see the most points scored by both teams combined.
- **Example**: You bet on '2nd Quarter'. If the total points scored by both teams in the second quarter is higher than the total points scored in the first, third, or fourth quarters, your bet wins.

Most Assists

- **Explanation:** This market bets on which player will record the most assists in a single game.
- **Example:** If Player X records 12 assists, Player Y records 10, and all other players record fewer, a bet on Player X wins.

Most Assists in Series

- **Explanation:** This market bets on which player will record the most assists across an entire series.
- **Example:** If Player X has 50 assists over a 7-game series, and Player Y has 45, a bet on Player X wins.

Most Blocks in Series

- **Explanation:** This market bets on which player will record the most blocked shots across an entire playoff series.

- **Example:** If Player X records 25 blocks in a series and Player Y records 20, a bet on Player X wins.

Most Blocks in Series - Betting Without

- **Explanation:** This market bets on which player will record the most blocks in a series, excluding a specific player who is considered the favourite.
- **Example:** If Player X is excluded, and Player Y records 18 blocks and Player Z records 15 in the series, a bet on Player Y wins.

Most Ponts in Series

- **Explanation:** This market bets on which player will record the most points in a series
- **Example:** If you bet on Player X gets 15 Points and all others get fewer, a bet on Player X wins.

- **Most ReboundsExplanation:** This market bets on which player will record the most rebounds in a single game
- **Example:** If Player X gets 15 rebounds, Player Y gets 12, and all others get fewer, a bet on Player X wins.

Most Rebounds in Series

- **Explanation:** This market bets on which player will record the most rebounds in a series
- **Example:** If you bet on Player X gets 15 rebounds, and all others get fewer, a bet on Player X wins.

Most Steals in Series

- **Explanation:** This market bets on which player will record the most steals across an entire playoff series.

- **Example:** If Player X records 20 steals in a series and Player Y records 18 , a bet on Player X wins.

Name the Finalists

- **Explanation:** This market bets on correctly predicting the two teams that will reach the final of a specific competition.
- **Example:** If you bet on "Team A vs. Team B" to be the finals matchup, and those two teams are indeed the finalists, your bet wins.

Next Made Field Goal

- **Explanation:** This is a bet on which method the next field goal will be scored by (Free throws do not count).
- **Example:** If you bet on “2 point” and the next field goal method is a 2-point shot, your bet wins. If it is not a 2-point shot, the bet loses

Player Assists

- **Explanation:** This market bets on whether a specific player will achieve over or under a set number of assists in a game.
- **Example:** If you bet on "Player X Over 8.5 assists," and Player X records 10 assists, your bet wins. If they record 8 or fewer, it loses.

Player Assists and Rebounds

- **Explanation:** This market bets on whether a specific player will achieve over or under a combined total of assists and rebounds in a game.
- **Example:** If you bet on "Player X Over 15.5 combined assists and rebounds," and Player X gets 9 assists and 7 rebounds (total 16), your bet wins.

Player Blocks

- **Explanation:** This market bets on whether a specific player will achieve over or under a set number of blocked shots in a game.
- **Example:** If you bet on "Player X Under 2.5 blocks," and Player X records 1 block, your bet wins. If they record 3 or more, it loses.

Player Double Double

- **Explanation:** This market bets on whether a specific player will achieve a double-double (reaching double figures in two of the following categories: points, rebounds, assists, steals, or blocks) in a game.
- **Example:** If you bet on "Player X to get a double-double," and Player X finishes the game with 15 points and 10 rebounds, your bet wins.

Player Points

- **Explanation:** This market bets on whether a specific player will score over or under a set number of points in a game.
- **Example:** If you bet on "Player X Over 20.5 points," and Player X scores 22 points, your bet wins. If they score 20 or fewer, it loses.

Player Points and Assists

- **Explanation:** This market bets on whether a specific player will achieve over or under a combined total of points and assists in a game.
- **Example:** If you bet on "Player X Over 30.5 combined points and assists," and Player X scores 25 points and 7 assists (total 32), your bet wins.

Player Points and Rebounds

- **Explanation:** This market bets on whether a specific player will achieve over or under a combined total of points and rebounds in a game.
- **Example:** If you bet on "Player X Over 25.5 combined points and rebounds," and Player X scores 18 points and 9 rebounds (total 27), your bet wins.

Player Points, Assists and Rebounds

- **Explanation:** This market bets on whether a specific player will achieve over or under a combined total of points, assists, and rebounds in a game.
- **Example:** If you bet on "Player X Over 40.5 combined points, assists, and rebounds," and Player X gets 20 points, 10 assists, and 12 rebounds (total 42), your bet wins.

Player Quarter Assists

- **Explanation**: This market involves betting on a specific player to achieve a certain number of assists within a designated quarter of a basketball game.
- **Example**: You bet on ‘Player A Over 2.5 Assists in the 1st Quarter'. If Player A records 3 or more assists in the first quarter, your bet wins. If they record 2 or fewer, your bet loses.

Player Rebounds

- **Explanation:** This market bets on whether a specific player will achieve over or under a set number of rebounds in a game.
- **Example:** If you bet on "Player X Under 10.5 rebounds," and Player X records 9 rebounds, your bet wins. If they record 11 or more, it loses.

Player Steals

- **Explanation:** This market bets on whether a specific player will achieve over or under a set number of steals in a game.
- **Example:** If you bet on "Player X Over 1.5 steals," and Player X records 2 steals, your bet wins. If they record 1 or fewer, it loses.

Player Steals and Blocks

- **Explanation:** This market bets on whether a specific player will achieve over or under a combined total of steals and blocks in a game.
- **Example:** If you bet on "Player X Over 4.5 combined steals and blocks," and Player X gets 3 steals and 2 blocks (total 5), your bet wins.

Player Three's Made

- **Explanation:** This market bets on whether a specific player will make over or under a set number of three-point shots in a game.
- **Example:** If you bet on "Player X Over 3.5 three-pointers made," and Player X makes 4 three-pointers, your bet wins. If they make 3 or fewer, it loses.

Player to Score First Basket:

- **Explanation:** Bet on the player to score the first basket in the game.
- **Example:** Bet on Player A. If Player A scores the first basket in the game, your bet wins

Player Triple Double

- **Explanation:** This market bets on whether a specific player will achieve a triple-double (reaching double figures in three of the following categories: points, rebounds, assists, steals, or blocks) in a game.
- **Example:** If you bet on "Player X to get a triple-double," and Player X finishes the game with 20 points, 10 rebounds, and 11 assists, your bet wins.

Point Spread

- **Explanation:** This is a bet on the margin of victory, where a handicap is applied to the favourite team to make the odds more even.
- **Example:** If you bet on "Team A -7.5 points," Team A must win the game by 8 or more points for your bet to win. If they win by 7 or fewer points, or lose, your bet loses.

Quarter Rebounds

- **Explanation:** This market bets on the total number of rebounds that will occur in a specific quarter.
- **Example:** If you bet on "Over 20.5 rebounds" for the first quarter, and there are 22 rebounds in total during that quarter, your bet wins.

Regular Season Wins

- **Explanation:** This market bets on how many regular season games a specific team will win.
- **Example:** If you bet on "Team A Over 50.5 wins," and Team A wins 52 regular season games, your bet wins.

Team to Make Conference Semifinals

- **Explanation:** This market bets on whether a specific team will advance to the Conference Semifinals of a playoff tournament.
- **Example:** If you bet on "Team A to make the Conference Semifinals," and they win their first-round series, your bet wins.

Team to Score Next Field Goal

- **Explanation:** This is a bet on which specific team will score the next field goal (Free throws do not count).
- **Example:** If you bet on “Team A to score the next field” goal and Team A scores the next field goal (excluding free throws), your bet wins. If Team B score the next field goal, the bet loses.

Team to Score point 'X' in Match

- **Explanation:** This is a bet on which specific team will score the specified point (X) in the match.

Example: If you bet on “Team A to score point 10” and Team A scores the 10th point your bet wins. If Team B score the 10th point the bet loses.

Team Undefeated Regular Season:

- **Explanation:** Bet on whether a specific team will complete the regular season without any losses.
- **Example:** Team A finishes the regular season undefeated; your bet wins.

Team With Highest Scoring Quarter

- **Explanation**: This is a bet on which specific team will score the most points in any single quarter of the game.

- **Example**: You bet on ‘Team A’. If the Team A score more points in any one quarter than the opposing team scores in any of their quarters, your bet wins.

Team X To Score X Points

- **Explanation:** This market bets on whether a specific team (Team X) will score a specific number of points (X) in a game.
- **Example:** If you bet on "Team A to score 100 points," and Team A scores 100 points or more, your bet wins. If they score 99 or fewer, it loses.

Tied at End of Regulation?

- **Explanation**: This is a bet on whether the score will be level at the conclusion of the standard four quarters of play, before any overtime periods commence.
- **Example**: You bet 'Yes' for 'Tied at End of Regulation?'. If the score is the same for both teams when the fourth quarter buzzer sounds, your bet wins. If one team is leading, your bet loses.

To Go to Overtime:

- **Explanation:** Bet on if the game will go to Overtime.
- **Example:** If the game goes beyond the regular formatted time, and into overtime, your bet on “yes” wins.

To Make the Playoffs

- **Explanation:** This market bets on whether a specific team will qualify for the playoffs in their respective league.
- **Example:** If you bet on "Team A to make the playoffs," and they secure a playoff spot, your bet wins.

To Record First Assist

- **Explanation**: You are betting on which player will be credited with the very first assist of the basketball game.
- **Example**: You bet on ‘Player A to Record First Assist'. If Player A makes the pass that leads to the first score by a teammate, your bet wins. If another player records the first assist, your bet loses.

To Record First Rebound

- **Explanation**: This market involves betting on which player will secure the first rebound of the basketball game.

- **Example**: You bet on 'Player A to Record First Rebound'. If Player A is the player credited with the first rebound (either offensive or defensive), your bet wins. If another player gets the first rebound, your bet loses.

To Win Division

- **Explanation:** This market bets on which team will win their specific division within a league.
- **Example:** If you bet on "Team A to win the Atlantic Division," and they finish the regular season with the best record in that division, your bet wins.

To Win Outright

- **Explanation:** This market bets on which team will win the entire championship or tournament.
- **Example:** If you bet on "Team A" and they win their respective championship, your bet wins.

Top Point Scorer (Including Series)

- **Explanation:** This market bets on which player will score the most points in a specific game or series
- **Example:** If Player X scores 30 points, Player Y scores 25, and all others score fewer, a bet on Player X wins.

Top Rebounder (Including Series)

- **Explanation:** This market bets on which player will record the most rebounds in a specific game or series
- **Example:** If Player X gets 15 rebounds, Player Y gets 12, and all others get fewer, a bet on Player X wins.

Top Team Total Points Scorer

- **Explanation:** This market bets on which player on a specific team will score the most points in a game.
- **Example:** If Player X scores 25 points, Player Y scores 20 , and Player Z scores 15 for Team A, a bet on Player X to be the top scorer for Team A wins.

X Overtime Period Tied

- **Explanation**: This bet is on whether the score will be tied at the end of a specific overtime period

- **Example**: You bet on '1st Overtime Period Tied'. If the score is level after the first overtime period concludes, your bet wins. If one team leads at the end of the first overtime, your bet loses.

X Overtime Race to X

- **Explanation**: This market bets on which team will be the first to score a specified number of points within a specific overtime period.
- **Example**: You bet on '1st Overtime Race to 5 for Team A'. If Team A scores 5 points before Team B scores 5 points in the first overtime period, your bet wins. If Team B reaches 5 points first, your bet loses.

5. Beach Volleyball

General

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

If any player changes before the start of a match, all bets will be void. In the event that a match starts but is not completed, all bets will be void, except those where the outcome is already determined.

If a match starts but does not go to completion, all bets will be void, unless the outcome of the relevant bet is already determined or there is no reasonable way in which the set and/or match could have gone to its natural conclusion without unconditionally determining the outcome of a given bet type.

Leader after current/next set: If the indicated number of points is not reached during the relevant set, the team that wins the set will be declared the winner.

Markets:

First Set Winner:

- **Explanation:** Bet on which team or player will win the first set of the match.
- **Example:** Team A to win the first set. If Team A wins the first set, your bet wins.

Handicap Betting:

- **Explanation:** Bet on a team to win with a handicap, where points are added or subtracted from their score.
- **Example:** Team B -1.5 handicap. If Team B wins the match by 2 or more sets, your bet wins.

Match Handicap (Sets):

- **Explanation:** Bet on a team to win the match with a set handicap (e.g., Team A -1.5 sets).
- **Example:** Team A -1.5 sets. If Team A wins the match 2-0, your bet wins.

Match Total:

- **Explanation:** Bet on the total number of sets played in the match (over/under).
- **Example:** The match to have over 2.5 sets. If the match goes to 3 sets, your bet wins.

Match Winner:

- **Explanation:** Bet on which team or player will win the entire match.
- **Example:** Team C to win the match. If Team C wins the match, your bet wins.

Point Betting:

- **Explanation:** Bet on the outcome of a specific point within a game.
- **Example:** Team D to win the next point. If Team D wins the next point, your bet wins.

Set Betting:

- **Explanation:** Bet on the exact score of the match in sets (e.g., 2-0, 2-1).
- **Example**: Player E to win 2-0 in sets. If Player E wins the match 2 sets to 0, your bet wins.

Set X Correct Score:

- **Explanation:** Bet on the exact score of a specific set (e.g. Set 1 score to be 21-18).
- **Example:** Set 2 correct score to be 21-15. If Set 2 finishes with a score of 21-15, your bet wins.

Set X Extra Points:

- **Explanation:** Bet on whether a specific set will go beyond the standard winning score (e.g. to 21 points) and require extra points.
- **Example:** Set 3 to have extra points. If Set 3 goes beyond the standard winning score (e.g. 21-21), your bet wins.

Set X Handicap:

- **Explanation:** Bet on a team to win a specific set with a point handicap.
- **Example:** Team F -3.5 handicap in Set 1. If Team F wins Set 1 by 4 or more points, your bet wins.

Set X Lead After X Points

- **Explanation:** This market predicts which player will be leading after a specific number of points have been played in a specific set.
- **Example:** Set 1, Lead after 10 points. If the score is 8-2, Player A is the winning selection.
-

Set X Race To X Points:

- **Explanation:** Bet on which team will be the first to reach a specific number of points (X) in a specific set (Set X).
- **Example:** Team G to win Set 2, Race to 15 points. If Team G reaches 15 points first in Set 2, your bet wins.

Set X Total:

- **Explanation:** Bet on the total number of points played in a specific set (over/under).
- **Example:** Set 1 to have over 35.5 points. If 36 or more points are played in Set 1, your bet wins.

Set X Winner:

- **Explanation:** Bet on which team will win a specific set.
- **Example:** Team H to win Set 3. If Team H wins Set 3, your bet wins.

Set X Winning Margin:

- **Explanation:** Bet on the margin of victory for the winning team in a specific set.
- **Example:** Team I to win Set 1 by 5 or more points. If Team I wins Set 1 by 5 or more points, your bet wins.

Team X Total

- **Explanation:** This market asks you to predict whether a team will score over or under a specified total of points in the match.
- **Example:** Team A Total Over 41.5. If Team A scores 42 points, the bet wins.

To Win Match:

- **Explanation:** Bet on which player or team will win the entire match.
- **Example:** Player J to win the match. If Player J wins the match, your bet wins.

To Win Outright:

- **Explanation:** Bet on a player or team winning the entire tournament.
- **Example:** Team K to win the tournament. If Team K wins the tournament, your bet wins.

Total Points:

- **Explanation:** Bet on the total number of points scored in the match (over/under).
- **Example:** The match to have over 45.5 points. If 46 or more points are scored, your bet wins.

6. Boxing

Introduction

General

Unless otherwise stated, bets placed on postponed fights will remain valid for 30 days. If either fighter is replaced with another fighter all bets will be void and stakes returned.

Fights for which betting is opened before their official date is known will be indicated on the site as taking place on December 31 until an official date is announced.

Bets placed on these fights will stand provided they take place during the current year or within the next calendar year. For example, bets placed on a fight scheduled on the site on December 31, 2020 are valid as long as the fight takes place on or before December 31, 2021. After this date, bets will be cancelled and stakes refunded. In the event of a fight being cancelled before an official date is announced, bets will be void and stakes refunded.

Once an official date for this fight is confirmed, bets placed on the fight on the

announced date will be subject to the classic 30-day rule.

For betting purposes, the fight is considered to have started as soon as the bell rings for the start of the first round.

If either boxer fails to answer the bell at the start of a round, his opponent will be deemed the winner of the previous round.

In the event of a fight being declared a No Contest all bets will be void and stakes returned, with the exception of markets where the outcome has already been determined.

In boxing, a "no contest" (NC) is a fight result where no winner or loser is declared because the bout is stopped due to an issue outside the fighters' control, such as an accidental foul that injures one boxer, interference from an outsider, a problem with the ring itself, or other unusual circumstances.

If the scheduled round length is changed for a fight, for example, a 3 minute round is reduced to 2 minutes (but the scheduled number of rounds remains the same), then bets remain valid on all bet types.

Winner of the fight

In the event of a draw, all bets will be void and stakes refunded, including fights ending in a majority draw.

All bets will stand regardless of changes to the number of rounds.

Additional Information on fight outcomes and decisions within boxing

Draw or technical draw: A draw is a tie on the scorecard

KO or technical KO: A KO occurs when the boxer does not get up after ten seconds. A technical knockout occurs if the boxer is knocked down three times or if the referee intervenes. Any withdrawal will be considered a technical knockout, unless the

outcome of the fight is subsequently decided by the judges' scorecards or in the event of a declaration of "No Contest".

Technical decision: The decision is based on the points on the score sheets between the judges. The technical decision is determined by the judges' scorecards at any time other than at the end of the scheduled rounds.

Markets:

Double Chance

- **Explanation:** This market offers two possible outcomes for a single bet, a fighter wins or the fight is a draw.
- **Example:** If you bet on "Fighter A Double Chance", your bet wins if Fighter A wins the fight OR if the fight is declared a draw. Your bet loses if Fighter B wins the fight.

Draw No Bet

- **Explanation: Bet on which fighter will win**
- **Example: If Fighter A wins the match; your bet on "Team A" wins. If there is a tie, the bet is refunded**

Fight Winner 2-Way

- **Explanation:** A bet on which fighter will win the boxing match, without the draw option
- **Example:** You bet on "Player A" to win the fight. If Player A wins the fight, your bet wins. If the fight ends in a draw, your bet is voided and your stake is returned.

Fight Winner 3-Way

- **Explanation:** A bet on the outcome of the boxing match, with three options: Player A to Win, Player B to Win, or a Draw.

- **Example:** You bet on "Draw" in a fight between "Player A" and "Player B". If the fight ends in a draw, your bet wins.

Round Betting

- **Explanation:** This market involves predicting the exact round in which a fight will end, or the method of victory within a specific round.
- **Example:** If you bet on "Fighter A to win in Round 5", your bet wins if Fighter A defeats Fighter B by knockout, TKO, or decision in the fifth round. If Fighter B wins in Round 5, or Fighter A wins in a different round, or the fight goes to the judges' scorecards after Round 5, your bet loses.

Round Group Betting

- **Explanation:** This market allows you to bet on a fighter winning within a specified range or group of rounds (e.g., rounds 1-3, rounds 4-6).
- **Example:** If you bet on "Fighter B to win in rounds 7-9", your bet wins if Fighter B wins the fight by any means (KO, TKO, decision) during the 7th, 8th, or 9th round. If Fighter B wins in Round 6 or Round 10, or if Fighter A wins, your bet loses.

To go the Distance

- **Explanation:** This market bets on whether the fight will complete all of its scheduled rounds and be decided by the judges' scorecards.
- **Example:** If you bet on "Fight X to go the distance" and the fight lasts for the full number of scheduled rounds, your bet wins. If the fight ends by knockout, technical knockout, or disqualification before the final bell, your bet loses.

To Win Outright

- **Explanation:** This market is typically used for tournaments or series rather than a single fight. It refers to betting on a fighter to win the entire tournament or series.
- **Example:** In a boxing tournament, you bet on "Player A" to win the tournament outright. If Player A wins the final match of the tournament, your bet wins.

Total Rounds

- **Explanation:** A bet on whether the total number of rounds completed in the fight will be over or under a specified number.

- **Example:** The specified number of rounds is 7.5. You bet on "Over 7.5 Rounds". If the fight goes into the 8th round, your bet wins. If the fight ends in 7 rounds or fewer, your bet loses.

What Round Will Fight End?

- **Explanation:** A bet on the exact round in which the boxing match will conclude.
- **Example:** You bet on "Round 5". If the fight ends in Round 5 (either by knockout, TKO, or decision at the end of Round 5), your bet wins.

When Will Fight End Groups

- **Explanation:** A bet on the fight ending within a specified group of rounds (e.g., Rounds 1-3, Rounds 4-6, Rounds 7-9, etc.).
- **Example:** You bet on "Fight Ends in Rounds 4-6". If the fight concludes in Round 4, Round 5, or Round 6, your bet wins

7. Motor Racing

7.1 Formula 1

<u>Formula 1</u>

General

All race bets are settled based on the official classification of the Fédération Internationale de l'Automobile (FIA) when the competition is organized by the FIA.

If a race is postponed (either before the start of the race or during the race due to an interruption) but is completed within 72 hours of the originally scheduled start time of the race, then all bets will stand.

For Grand Prix betting, all drivers who start the warm-up lap are considered starters. Otherwise, selections on the specific bet type will be void.

Drivers' Championship

Each participant is rated for the title of best driver of the Formula 1 season in accordance with the drivers' championship standings and the rules laid down by the FIA.

Constructors ' Championship

Each participant is rated for the title of best constructor of the Formula 1 season in

accordance with the constructors' championship standings and the rules laid down by the FIA.

Race Betting / Group Betting
Two drivers or constructors may be combined in a group for betting purposes and odds may be offered for which of them will finish in the higher position in the Drivers'/Constructors' Championship standings as determined by the FIA in accordance with its official rules

First podium / Points / Winner
Make your predictions on the first Grand Prix in which the specified driver will finish on the podium / finish in the points / win a race / not finish on the podium. All races must be run in the order listed. The driver in question must participate in qualifying for bets to stand. The driver in question does not have to finish the race for bets to stand.

Most races won / Pole positions / Fastest laps / Podium finishes
Bet settlement is based on the results of the entire season. For settlement purposes, the first announcement of the official FIA results shall prevail. Dead-Heat rules may apply (in any case, the recalculation of the odds will not result in the application of odds lower than 1).

Driver Points / Driver – Head-to-Head over the Season
Each driver must participate in six races for the team they start the season with for bets to stand. If the driver changes teams after more than six races, the points/rankings obtained with his new team will be added to those obtained with his original team. At least 16 races must take place for bets to stand.

Races won by the driver in the season
A driver must participate in six races for the team he starts the season with for bets to stand. If a driver changes teams after more than six races, the victories obtained with his new team will be added to those he had obtained with his original team. At least 16 races must take place for bets to stand. Sprint races are not counted.

Betting on a Grand Prix
All drivers starting the formation lap are considered starters.

Betting on qualifications
Official qualifying times recorded by the FIA will be taken into account for settlement purposes. In the case of Fastest Qualified Driver, Top 3 (Qualifying), Top 6 (Qualifying), Combined Order (Qualifying), Top Two (Qualifying), Winner's Margin in Qualifying Session 3 and Winning Car in Qualifying Session 3 bets, only times recorded in the third session will be taken into account. If the third session does not take place for any reason, the regulations will be based on the official grid established by the FIA. Grid position penalties and subsequent disqualifications do not count towards settlement.

On the other hand, penalties on qualifying times (indicated by the FIA) will be taken into account. For bets to stand, drivers must start the first qualifying session. For the fastest qualifying Driver in Qualifying Sessions 1 and 2, Drivers must start the relevant session for bets to stand. Specifically regarding Winner Margin bet types in Q1, Q2 and Q3 sessions, the specified session must start and recorded times must be established during the session, otherwise bets will be void. If stakes on a Qualifying bet are placed after a result has been determined (as a result of the FIA changing the criteria used to form the official grid), bets will be void.

Markets:

Betting Without Driver

- **Explanation:** A bet on the winner of the tournament, excluding a specific driver (X) from the market.
- **Example:** You bet on Driver A to win the tournament, betting without Driver B. If Driver A wins the tournament and Driver B does not, your bet wins. If another driver wins, the bet is settled based on Driver A's performance relative to other drivers excluding driver B.

Betting Without Team

- **Explanation:** A bet on the winner of the tournament, excluding a specific team (X) from the market.
- **Example:** You bet on Team A to win the tournament, betting without Team B. If Team A wins the tournament and Team B does not, your bet wins. If another Team wins, the bet is settled based on Team A's performance relative to other teams excluding Team B.

Both Cars Podium Finish:

- **Explanation:** Bet on both cars from a specified team finishing in the top three.
- **Example:** Team A's cars to both podium. If both Team A cars finish 1st, 2nd, or 3rd, the bet wins.

Both Cars Points Finish:

- **Explanation:** Bet on both cars from a specified team finishing in the points
- **Example:** Team B's cars to both finish in the points. If both Team B cars finish in the points, the bet wins.

Both Cars Top X Finish:

- **Explanation:** Bet on both cars from a specified team finishing in the top 'X'
- **Example:** Team B's cars to both finish in the top 6. If both Team B cars finish in the top 6, the bet wins.

Car to Set the Fastest Lap:

- **Explanation:** Bet on a specific car (team) setting the fastest lap of the race.
- **Example:** Car X to set the fastest lap. If Car X records the fastest lap time, the bet wins.

Combination Podium Finish:

- **Explanation:** Bet on a specific driver finishing in the top three, and another specific driver also finishing in the top three.
- **Example:** Driver A and Driver B to podium. If both Driver A and Driver B finish in the top 3, the bet wins.

Combination Tricast:

- **Explanation:** Bet on the 1st, 2nd, and 3rd place finishers in any order, involving specific drivers.
- **Example:** Bet on C, D & E. Driver C to finish 1st, Driver D 2nd, and Driver E 3rd, the bet wins.

Driver to Reach Q2/Q3:

- **Explanation:** Bet on a specific driver reaching Q2 or Q3.
- **Example:** Driver G to reach Q2. If Driver G reaches Q2, the bet wins.

Driver to Win X+ Races:

- **Explanation:** Bet on a specific driver winning a certain number (X) or more races in a season.
- **Example:** Driver F to win 3+ races in the season. If Driver F wins 3 or more races, the bet wins.

Driver to Win a Race:

- **Explanation:** Bet on a specific driver winning any single race in the season.
- **Example:** Driver G to win a race. If Driver G wins any race during the season, the bet wins.

Dual Forecast (Qualifying):
- **Explanation:** Bet on two specific drivers finishing in the top two positions in any order in the qualifying race.

- **Example:** Driver H and Driver I to finish in the top two in the qualifying race. If Driver H is 1st and Driver I is 2nd, OR Driver I is 1st and Driver H is 2nd, the bet wins.

Dual Forecast:

- **Explanation:** Bet on two specific drivers finishing in the top two positions in any order.
- **Example:** Driver H and Driver I to finish in the top two. If Driver H is 1st and Driver I is 2nd, OR Driver I is 1st and Driver H is 2nd, the bet wins.

Fastest Lap:

- **Explanation:** Bet on which driver will set the fastest lap time during the race.
- **Example:** Driver J to set the fastest lap. If Driver J records the fastest lap time, the bet wins.

Fastest Lap and Win Race:

- **Explanation:** Bet on a specific driver setting the fastest lap AND winning the
- **Example:** Driver K to set the fastest lap and win the race. If Driver K achieves both, the bet wins.

Fastest Qualifier:

- **Explanation:** Bet on which driver will achieve pole position (the fastest qualifying time).

- **Example:** Driver L to be the fastest qualifier. If Driver L has the quickest qualifying lap, the bet wins.

Fastest Qualifier and Win Race:

- **Explanation:** Bet on a specific driver achieving pole position AND winning the race.
- **Example:** Driver M to be fastest qualifier and win the race. If Driver M achieves both, the bet wins.

Fastest Qualifier, Fastest Lap and Race Win:

- **Explanation:** Bet on a specific driver achieving pole position, setting the fastest lap, AND winning the race.
- **Example:** Driver N to achieve all three. If Driver N achieves all three, the bet wins.

Fastest Team Pit Stop:

- **Explanation:** Bet on which team will achieve the fastest pit stop during the race.
- **Example:** Team P to have the fastest pit stop. If Team P's pit stop is the quickest, the bet wins.

Finishing Position:

- **Explanation:** Bet on a driver finishing in a specific position in the race.
- **Example:** Driver O to finish 5th. If Driver O finishes exactly 5th, the bet wins.

Most Team Points:

- **Explanation:** Bet on which team will score the most points in a race (based on driver finishing positions).
- **Example:** Team Q to score the most points. If Team Q's drivers accumulate more points than any other team, the bet wins.

Podium Finish:

- **Explanation:** Bet on a driver finishing in one of the top three positions (1st, 2nd, or 3rd).

- **Example:** Driver P to achieve a Podium Finish. If Driver P finishes 1st, 2nd, or 3rd, the bet wins.

Points Finish:

- **Explanation:** Bet on a driver finishing in the points
- **Example:** Driver Q to achieve a Points Finish. If Driver Q finishes within the points, the bet wins.

Q3 Winning Margin:

- **Explanation:** Bet on the margin of victory for Q3
- **Example:** You bet the winning margin to be between 5.0 and 10.0 seconds. If the winner finishes with a margin in this range, the bet wins.

Qualifying Session Winner

- **Explanation:** Bet on which driver will win the qualifying session
- **Example:** Driver L to win the qualifying session. If Driver L wins, the bet wins.

Race Winner:

- **Explanation:** Bet on which driver will win the race.
- **Example:** Driver R to win the race. If Driver R crosses the finish line first, the bet wins.

Straight Forecast:

- **Explanation:** Bet on two specific drivers finishing in the top two positions in the exact order.
- **Example:** Driver T to finish 1st and Driver U to finish 2nd. If this exact order occurs, the bet wins.

Straight Forecast (Qualifying):

- **Explanation:** Bet on two specific drivers finishing in the top two positions in the exact order in the qualifying race.

- **Example:** Driver T to finish 1st and Driver U to finish 2nd. If this exact order occurs in the qualifying race, the bet wins.

Straight Tricast:

- **Explanation:** Bet on the exact 1st, 2nd, and 3rd place finishers in the correct order.
- **Example:** Driver V 1st, Driver W 2nd, Driver X 3rd. If this exact order occurs, the bet wins.

Team to Win X+ Races:

- **Explanation:** Bet on a specific team winning a certain number (X) or more races in a season.
- **Example:** Team Y to win 4+ races in the season. If Team Y wins 4 or more races, the bet wins.

Team to Win a Race:

- **Explanation:** Bet on a specific team having a driver win any single race in the season.
- **Example:** Team Z to win a race. If any driver from Team Z wins any race during the season, the bet wins.

To Finish 2nd:

- **Explanation:** Bet on a specific driver finishing in exactly 2nd place.
- **Example:**Driver A to finish 2nd. If Driver A finishes in exactly 2nd place, the bet wins.

To Finish 3rd:

- **Explanation:** Bet on a specific driver finishing in exactly 3rd place.
- **Example:** Driver B to finish 3rd. If Driver B finishes in exactly 3rd place, the bet wins.

To Win Outright:

- **Explanation:** Bet on a driver winning the entire championship.

- **Example:** Driver F to win the World Championship. If Driver F wins the championship, the bet wins.

To Win Race:

- **Explanation:** Bet on which driver will win a specific race.
- **Example :** Driver G to win the Monaco Grand Prix. If Driver G wins that specific race, the bet wins.

Top 3 (Qualifying):

- **Explanation:** Bet on a driver finishing in the top three positions during qualifying.
- **Example:** Driver I to qualify in the Top 3. If Driver I qualifies 1st, 2nd, or 3rd, the bet wins.

Top 6 (Qualifying):

- **Explanation:** Bet on a driver finishing in the top six positions during qualifying.
- **Example:** Driver J to qualify in the Top 6. If Driver J qualifies 1st through 6th, the bet wins.

Top 6 Finish:

- **Explanation:** Bet on a driver finishing within the top six positions in the race.
- **Example:** Driver K to achieve a Top 6 Finish. If Driver K finishes 1st through 6th, the bet wins.

Winning Car:

- **Explanation:** Bet on which car will win the race.
- **Example:** Car L to win the race. If Car L crosses the finish line first, the bet wins.

Winning Margin:

- **Explanation:** Bet on the margin of victory for the race winner (in seconds)
- **Example:** The winning margin to be between 5.0 and 10.0 seconds. If the winner finishes with a margin in this range, the bet wins.

Winning Nationality:

- **Explanation:** Bet on the nationality of the driver who wins the race.
- **Example:** A British driver to win the race. If a driver from Great Britain wins, the bet wins.

7.2 NASCAR Racing

NASCAR RACING

General

All race bets are settled according to the official classification set by the official race organizers. Any further investigation will have no impact on betting.

Betting on the winner of the race

The Field includes any driver who is not listed. All drivers not qualified for the race will be considered invalid. The race must take place within one week of the scheduled date for bets to stand. The official winner of the race as determined by NASCAR will be the winner of the race for betting purposes (this includes all races prematurely interrupted for any reason).

Long-term / seasonal betting

All long-term alternative bets will be valid as long as drivers qualify for at least 27 races. Bets on the winner for the Drivers' Championship will be valid as soon as a driver has qualified for at least 27 races.

Markets:

Either to Win:

- **Explanation:** Bet on either of two specified drivers winning the race.
- **Example:** Driver A or Driver B to win. If either Driver A or Driver B wins the race, the bet wins.

Exact Forecast:

- **Explanation:** Bet on two specific drivers finishing in the top two positions in the exact order.
- **Example:** Driver C to finish 1st and Driver D to finish 2nd. If this exact order occurs, the bet wins.

Pole Winning Manufacturer:

- **Explanation:** Bet on which manufacturer (e.g. Ford, Chevrolet, Toyota) will have the driver who wins pole position.
- **Example:** Chevrolet to win pole position. If a Chevrolet driver achieves pole, the bet wins.

Stage Winner:

- **Explanation:** Bet on which driver will win a specific stage of the race (NASCAR races are often divided into stages).
- **Example:** Driver E to win Stage 1. If Driver E finishes first at the end of Stage 1, the bet wins.

Straight Forecast:

- **Explanation:** Bet on two specific drivers finishing in the top two positions in the exact order.
- **Example:** Driver T to finish 1st and Driver U to finish 2nd. If this exact order occurs, the bet wins.

Team to Win a Race:

- **Explanation:** Bet on a specific team having a driver win the race.
- **Example:** Team X to win the race. If any driver from Team X wins the race, the bet wins.

To Win Outright:

- **Explanation:** Bet on a driver winning the race, event or championship.
- **Example:** Driver F to win the Nascar Cup Series Championship. If Driver F wins the championship, the bet wins.

Winning Manufacturer:

- **Explanation:** Bet on which manufacturer (e.g., Ford, Chevrolet, Toyota) will win the race.

- **Example:** Chevrolet to win the race. If a Chevrolet driver wins the race, the bet wins.

Winning Team:

- **Explanation:** Bet on which team (e.g., Hendrick Motorsports, Joe Gibbs Racing) will have the race winner.
- **Example:** Team Y to win the race. If the winning driver drives for Team Y, the bet wins

7.3 INDY Racing

<u>INDY RACES</u>

General

All race bets are settled according to the official classification set by the official race organizers. Any further investigation will have no impact on betting.

Betting on the winner of the race

The Field includes any driver who is not listed. All drivers not qualified for the race will be considered invalid. The race must take place within one week of the scheduled date for bets to stand. The winner as determined by the official race organizer will be the winner of the race for the purposes of the stakes. This includes all races prematurely interrupted for any reason.

Markets:

Podium Finish:

- **Explanation:** Bet on a driver finishing in one of the top three positions (1st, 2nd, or 3rd) in a race.
- **Example:** Driver A to achieve a Podium Finish. If Driver A finishes 1st, 2nd, or 3rd, the bet wins.

To Win Outright:

- **Explanation:** Bet on a driver winning the race or championship.
- **Example:** Driver C to win the IndyCar Championship. If Driver C wins the championship, the bet wins.

Winning Manufacturer:

- **Explanation:** Bet on which manufacturer's car (e.g., Chevrolet, Honda) will win the race.
- **Example:** A Chevrolet car to win the race. If a Chevrolet-powered car crosses the finish line first, the bet wins.

7.4 CAR RALLY

CAR RALLY

General

All bets on the race are settled according to the official classification set by the race organizers and will not be affected by any subsequent investigations.

Markets:

Podium Finish:

- **Explanation:** Bet on a driver finishing in one of the top three positions (1st, 2nd, or 3rd) in a rally event.
- **Example:** Driver A to achieve a Podium Finish. If Driver A finishes 1st, 2nd, or 3rd in the rally, the bet wins.

To Win Outright:

- **Explanation:** Bet on a driver winning the entire rally race, event or competition
- **Example:** Driver D to win the Rally Monte Carlo. If Driver D wins the overall rally, the bet wins.

8. Cycling

General Rules

Bet Settlement

All bets are settled on the results published by the official race governing body.

Multi-Stage Events

For multi-stage events, in the event of stages being cancelled, then the official standings after the last completed stage will be used for settlement purposes, providing one stage is completed in full.

Single stage / Outright betting / Finishing position of the cyclist

Participants must cross the start line of the relevant event/stage for bets to stand. Otherwise, bets will be void and stakes refunded.

Stage Winner - If the conditions of a given stage (detailed below) are changed from those originally planned by the official organizer.

The removal or addition of 50% or more riders (from the original total number of riders listed) of categorized climbs used in a specific stage.

For team classification bets, settlement is based on final time rankings (if there are multiple team competitions at a given event).

Betting on an intermediate sprint group

Only selected cyclists are considered for settlement purposes.

If at least one of the selected cyclists is declared a non-starter, the bet will be cancelled in its entirety.

If none of the selected cyclists scores points in the relevant intermediate sprint, the bet will be void in its entirety.

Special bets on events

The event in question must be completed (regulated number of stages) or bets will be void, unless the result has already been determined:

Number of stage wins by the cyclist: If a cyclist does not start a given event, bets will be void.

Cyclist to finish in Top X: If a cyclist does not start a given event, bets will be void.

Markets:

Finish Position:

- **Explanation:** Bet on a rider finishing in a specific position in a race.
- **Example:** Rider A to finish 3rd. If Rider A finishes exactly 3rd, the bet wins.

Number of riders to wear Pink Jersey:

- **Explanation:** Bet on how many different riders will wear the Pink Jersey during a stage race
- **Example:** Over/Under 4.5 different riders to wear the Pink Jersey. If 5 different riders wear it, " Over" wins.

Number of riders to wear the Red Jersey:

- **Explanation:** Bet on how many different riders will wear the Red Jersey during a stage race
- **Example**: Over/Under 3.5 different riders to wear the Red Jersey. If 4 different riders wear it, "Over" wins.

Number of riders to wear Yellow Jersey:

- **Explanation:** Bet on how many different riders will wear the Yellow Jersey during a stage race
- **Example:** Over/Under 5.5 different riders to wear the Yellow Jersey. If 6 different riders wear it, "Over" wins.

Number of Stage Wins:

- **Explanation:** Bet on the number of stages a specific rider/team will win
- **Example:** Team X to win 2 stages. If Team X wins 2 stages, the bet wins.

Podium Finish:

- **Explanation:** Bet on a rider finishing in one of the top three positions (1st, 2nd, or 3rd).
- **Example:** Rider B to achieve a Podium Finish. If Rider B finishes 1st, 2nd, or 3rd, the bet wins.

Queen Of The Mountains:

- **Explanation:** Bet on the rider who will win the Queen of the Mountains classification
- **Example:** Rider C to win the Queen of the Mountains. If Rider C accumulates the most points, the bet wins.

Rider to Win a Stage:

- **Explanation:** Bet on a specific rider winning any individual stage of a race.
- **Example:** Rider D to win a stage. If Rider D wins any stage during the race, the bet wins.

Rider to Win X+ Stages

- **Explanation:** Bet on a specific rider winning X+ amount of stages.
- **Example:** Rider D to 2+ stages. If Rider D wins 2 or mores stages during the race, the bet wins.

Straight Forecast:

- **Explanation:** Bet on two specific riders finishing in the top two positions in the exact order.
- **Example:** Rider T to finish 1st and Rider U to finish 2nd. If this exact order occurs, the bet wins.

Team to Win a Stage:

- **Explanation:** Bet on a specific team having a rider win any individual stage of a race.
- **Example:** Team X to win a stage. If any rider from Team X wins any stage, the bet wins.

Team to Win X+ Stages

- **Explanation:** Bet on a specific Team winning X+ amount of stages.
- **Example:** Team D to win 2+ stages. If Team D wins 2 or mores stages during the race, the bet wins.

To Win Outright:

- **Explanation:** Bet on a rider winning the entire race or competition.
- **Example:** Rider H to win the Tour de France. If Rider H wins the overall classification, the bet wins.

To Win Race:

- **Explanation:** Bet on a rider winning the entire race or competition.
- **Example:** Rider J to win the Paris-Roubaix. If Rider J wins the race, the bet wins.

To Win Stage:

- **Explanation:** Bet on a specific rider winning a particular stage of a race.
- **Example:** Rider K to win Stage 5. If Rider K wins Stage 5, the bet wins.

Top 10 Finish:

- **Explanation:** Bet on a rider finishing within the top 10 positions in the overall classification.
- **Example:** Rider L to achieve a Top 10 Finish . If Rider L finishes 1st through 10th overall, the bet wins.

Young Rider Classification:

- **Explanation:** Bet on the rider who will win the Young Rider classification
- **Example:** Rider M to win the Young Rider classification. If Rider M wins this classification, the bet win

9. Football

Introduction

90 minutes of play

Unless otherwise stated, all match bets are based on the result at the end of 90 minutes of regular time. These bets include injury time or stoppage time, but not extra time, penalty shootouts or golden goals. Unless otherwise stated, bets on a match that ends before the end of 90 minutes of play are void, except for bets where the outcome has already been determined at the end of the match. The bet must be fully defined to be validated. For example, bets on the first player to score or the minute of the first goal are valid if a goal has been scored before the end of the match.

The exceptions to this rule are in relation to Beach Soccer, where markets are specifically settled on 36 minutes play only., and other competitions that play shorter/non-standard formats, where all match markets exclude shootouts if played (do include Match ball modes if utilised).

For matches listed specifically as Youth, for the purpose of reference, "Youth" is a generic term we use for Soccer matches played between teams where the players are aged below 23 years old.

Live betting on extra time

Bets are settled based on official statistics for the extra time period.

If extra time starts but does not finish, unless otherwise stated, extra time bets are void, except for bets where the outcome has already been determined at the end of the match.

Matches postponed, brought forward, abandoned or interrupted

An unplayed or postponed match is considered a non-starter for settlement purposes unless it is played within 5 days after the scheduled start time of the match. In this case, the bet stands, unless it is cancelled by mutual agreement.

If a match is played before the scheduled kick-off date or time, all bets stand provided the bet is placed no later than the revised kick-off time.

Any match abandoned before the end of 90 minutes of play is void, except for bets whose result has already been determined at the time of abandonment of the match. The bet must be fully defined to be validated. For example, bets on the first player to score or the minute of the first goal are taken into account if a goal has been scored when the match is abandoned.

If a match is interrupted, but then resumes (from the point it was interrupted) and is completed within 48 hours of the originally scheduled kick-off time, all bets stand.

Otherwise, if the match is resumed but not completed within 48 hours of the originally scheduled kick-off time, this is deemed an abandonment and bets on the original match are void, except for bets on the result which had already been determined before the match was initially interrupted.

If a match is interrupted for any reason and is replayed in its entirety (with the clock at 00:00), this is considered an abandonment and bets on the original match are void, except for bets on the result that had already been determined before the initial interruption of the match.

Matches not played as scheduled

If there is a change of ground for a match (other than the away team's ground), bets already placed will stand provided the home team is still designated as such. If the home and away teams for a match are reversed (e.g. the match takes place at the away team's ground), bets placed according to the original list are void.

We will endeavour to identify on our website all matches played on neutral ground. For matches played on neutral ground (whether indicated on our site or not), bets stand regardless of the home team.

If an official match features team information that is different from that shown on our website, bets are void. For example, an official match indicates the name of the team, the reserves, the age group (e.g., under 21), and the gender (e.g., women).

In all other cases, bets stand, including when we mention a team name without including the term "XI" in the name.

Season Handicap Winner

Settlement is determined after handicap points have been added to all teams' final league points total. Dead-heat rules apply (goal difference is disregarded). In the event of the scheduled programme of fixtures not being completed, then all bets will be void.

Combination Goal Range Markets (Result / Goals Range and Double Chance Goals Range)

The selection must combine the correct match result (Result or Double Chance) plus the total number of goals in the match that fall within the selected range for the 'Yes' result to win; or the correct match result (Result or Double Chance) plus the total number of goals in the match that fall within the selected range for the 'No' result to win.

First/Last player to score

We make every effort to establish first/last player to score odds for all possible participants. However, players not initially listed are considered winners if they score

the first/last goal. Bets on players not starting the match are void, except in competitions where rotating substitutes are used in which case bets will stand whether the player starts or not.

Subsequent requests for information from official bodies are not considered for settlement purposes.

Please note: Own goals do not count towards betting settlement.

Multi Scorers / To Score 2 or more / To Score a Hat Trick

Bets on players (any one of the quoted players in a multi-player market) not starting the match are void, except in competitions where rotating substitutes are used in which case bets will stand whether the player starts or not.

Exact scores

Predict the score at the end of regulation time. Own goals are taken into account.

Scorecasts - First Player to Score/Correct Score Doubles

If a player enters the field after a goal or does not enter the field, these bets are settled as a straight bet for the correct score bet, at the corresponding odds at kick-off. If a match is abandoned after a goal has been scored, all bets will be settled as singles on the first goalscorer at the odds prevailing at kick-off. If the first goal of the match is an own goal, bets are settled on the next goalscorer and on the correct score bets. If all goals in the match are own goals, all bets are settled as single bets for the correct score bet, at the odds quoted at kick-off.

Scorecasts - Last Player to Score/Correct Score Doubles

If a player does not enter the field, these bets are settled as a straight bet for the correct score bet, at the odds quoted at kick-off. If a player enters the field when the correct score portion of the bet can no longer be reached, these bets are settled as a straight bet for the last goalscorer, at the odds quoted at kick-off. If a match is abandoned, all bets are settled as single bets for the last goalscorer bet, at the odds quoted at kick-off. If the last goal of the match is an own goal, bets are settled on the second to last

goalscorer and on the correct score bets. If all goals in the match are own goals, all bets are settled as single bets for the correct score bet, at the odds quoted at kick-off.

First/Last team goalscorer

Bets on players not participating in the match are void. Bets where the selection comes into play after that team's first goal are void, whether or not the selected player has scored in the match. Own goals are not counted.

Live betting on the next goalscorer

We make every effort to establish odds for all possible participants. However, players not initially named are considered winners if they score the next goal. Bets on players not participating in the match are void, as are bets on the first player to score if the selected player comes on after the first goal. All players who entered the field before the next goal are considered starters.

If you place a bet on a player after they have left the field, and the selected player does not return to the field, bets on that player are void for that type of bet.

Subsequent requests for information from official bodies are not considered for settlement purposes.

Own goals are not counted.

Player who scores at any time

If a selected player does not start the match, bets are void, except in competitions where rotating substitutes are used in which case bets will stand whether the player starts or not.

Any bet placed on a game that is not completed is considered a non-runner.

Please note: Own goals do not count towards betting settlement.

Player to Score: Betting on whether a specific player will score a goal in the match. Bets on players that do not start the match will be void

Minute of the first goal

If a match is abandoned after the first goal, all bets stand.

If a match is abandoned before the first goal, all bets accepted for completed periods

are considered losing bets and any other period which included the period of abandonment is void and considered a non-runner.

10 Minute Events

Events must occur between 0:00 min and 09:59 min to be counted in the first 10 minutes. The designated 10 minute period must be completed for bets to stand (unless the outcome of the bet in question is already decided).

Half Time Scorecast (Half Time Correct Score and Player to Score First)

If a player comes on after a goal, does not play in the first half, or all goals in the first half are own goals, these bets are settled as a single bet for the first half correct score bet, at the odds quoted at kick-off.

Anytime Scorecast (Correct Score and Player to Score Anytime)

If a player does not enter the field for the full 90 minutes of play or if all goals scored are own goals, bets will be settled as straight bets for the correct score bet, at the odds quoted at kick-off.

Wincast (Team to Win and Player to Score First)

If a player comes on after a goal, does not play in the match, or all goals are own goals, these bets are settled as a single bet for the match result bet, at the odds corresponding to the match kick-off.

Timecast (Time of First Goal and Player to Score First)

Players must start for bets to stand, otherwise bets involving that player are void (regardless of the minute of the first goal). If all goals scored are own goals, all bets are void.

Handicap betting, including live (3 options)

Settlement is made according to the displayed odds, based on the official score of the match, adjusted for the handicap.

Half-time result, including live

If the match is abandoned before half time, bets are void.

Correct score in the 1st half

If the match is abandoned before half time, bets are void.

Half with the most goals

Bets are void if the match is abandoned, unless settlement of bets has already been defined.

1st half - Goals

Bets are void if the match is abandoned before half-time, unless settlement of bets has already been defined.

Half with most goals per team

Predict which half of a match will have the most goals for a given team. Bets are void if the match is abandoned, unless settlement of bets has already been defined.

Result after 10/20/30/40 Etc. Minutes In-Play

This bet is settled on the result at a specific point in the match. For example, the result after 10 minutes is set to the match result after 10 minutes of play. In case of abandonment before 90 minutes of play, all bets are void, unless the settlement is already defined.

Double result - Half-time / Full-time

If the match is abandoned, bets are void. Extra time and penalty shootouts are not taken into account.

Double result - Extra time

Bets are settled on the combination of the Result after the 1st period of extra time and the Result at the end of extra time. Bets are void if extra time does not take place or if the match is abandoned before the end of extra time.

Match - Special bets

Unless otherwise stated, special player bets are void if the player does not enter the field.

Bets are settled on the result at the end of 90 minutes of play. Unless otherwise stated, extra time, golden goals or penalty shootouts do not count.

When more than one participant is mentioned in a special bet, and there are non-runners, the bet is on the remaining participant(s) if a prize is available.

Winner's team scores: The player's team must win by one goal and that player must score the last goal.

Win both halves: The team must score more goals than the opponent in both halves of the match.

Team that wins by coming back: The team must be behind at any point in the match but must then win the match within 90 minutes.

Team to score a penalty: All bets are limited to 90 minutes of play. If no penalty is awarded, bets are settled as losers.

In the event of a foul during a penalty (when the referee penalizes the shooter for an illegal run or shot), the penalty is not counted as scored or missed and does not count for this bet.

Double chance

The following options are available:

1 or X – If the result is a home win or a draw, bets on this option are winners.

X or 2 – If the result is a draw or an away win, bets on this option are winners.

1 or 2 – If the result is a home win or an away win, bets on this option are winners.

If a match is played on a neutral ground, the team named first is considered the home team for betting purposes.

Betting Rules

Bets on a match or qualification are not affected if a team is subsequently disqualified or reinstated in the competition.

Settlement of the following bets is determined based on individual statistic definitions as detailed below:

Shots (including headers) on target (Match/Team) A shot on target is defined as any goal attempt that:

Is an intentional attempt to score and is on target. All Goals scored and Shots on Target

saved by the Goalkeeper are included. Shots on target that are blocked by a last defender, who prevents the ball from entering the goal, are also included.
A shot hitting the goal frame is classified as a Shot Off Target, unless the ball subsequently enters the goal.

Shots (including headers) (Match/Team) A shot is defined as any intentional goal attempt that: a) Goes into the goal b) Would have gone into the goal if it had not been stopped by the goalkeeper or an opposing player who was the last defender. c) Heads towards the goal but is stopped by a defender, while there are other defenders or a goalkeeper behind them. d) Would have gone over or wide of the goal if it had not been stopped by the goalkeeper or a field player. e) Hits the goal frame. f) Goes over or wide of the goal without contact with another player.

Assists (Selected Player) The last contact with the ball by a teammate that allows the receiving player to score a goal. If the assist is deflected by a player of the opposing team, it must be considered as going to the scorer, despite the deflection. An assist will not be awarded for own goals, goals scored directly from a free kick, goals scored directly from a corner or penalties.

Number of goals

If a match is abandoned before 90 minutes of play, all bets are void unless settlement has already been agreed. Please refer to the following examples regarding betting settlement:

Live extra time goals

Only goals during extra time are taken into account. If a match is abandoned before the end of extra time, all bets are void unless settlement is already defined.

Number of goals 2.5

Goals Under 2.5 - Bets win if 0, 1 or 2 goals are scored in the match. Bets are lost if 3 or more goals are scored in the match.

Over 2.5 Goals - Bets win if 3 or more goals are scored in the match. Bets are lost if 0, 1 or 2 goals are scored in the match.

Live Goals Score

For live betting, all goals count, whether scored before or after the bet.

Tournament Betting

If a specific series of matches (e.g., home and away matches), a specific stage or phase (e.g., group stage), or a competition as a whole, is interrupted for any reason, bets placed on any type of bet after the last official match are void.

Top scorer

Goals scored in the 90 minutes and extra time are taken into account. Goals scored in penalty shootouts are not counted. Dead-Heat rules apply (rather than the player receiving the Golden Boot, etc.): in any case, the recalculation of the odds will not result in the application of odds lower than 1. The team mentioned is for guidance only. Bets stand if a player is transferred to another team (other than the one named by the participant).

League top scorer

Goals scored in the 90 minutes of play and extra time are taken into account. Goals scored in penalty shootouts are not counted. Dead-heat rules apply.

The player's league is the league of the club the player was contracted to at the start of the tournament, or of his last club if his contract has expired.

Tournament Challenge

These rules should be read in conjunction with the General Conditions of Use of the Tournament Challenge game.

Introduction

Tournament Challenge is free and available as described in the Tournament Challenge section.

Only one entry is permitted per person. bet365 monitors the use of multiple accounts by the same person or group. If bet365 has reasonable evidence that one or more individuals have submitted multiple registrations, either by themselves or in collusion with a group of people, all registrations for that individual(s) will become null and void.

You participate in the Tournament Challenge by correctly predicting the outcome of each match during the tournament (over 90 minutes of play). You will get points for each correct prediction. The number of points will be determined according to the match odds. The points will be added up and taken into account for the general classification and the day's classification.

When each match selection is available for betting, you will be able to modify your choices until the start of the match.

Prizes

The available prize pools are displayed in the Tournament Challenge section. There is a ranking for the general tournament and a ranking by day (up to and including the round of 16). Ranking positions will be determined based on a points system awarded for correct predictions, and a shared prize pool will be created if the number of participants in the same ranking position is greater than the number of places available in that same position.

If matches are postponed, the original selections will stand provided that the postponed match(es) are played at another time/date within the scheduled match schedule, meaning that the competition has taken place in full.

If, in the case of abandoned matches, the official governing body provides an official result for one or more specific unplayed/incomplete matches and/or allows teams to progress in the case of unplayed/incomplete matches, that result will be used to determine settlement.

If abandoned matches result in the tournament being incomplete, the selections will be void.

The outcome of each match will be determined by the official governing body of the tournament in question.

Tournament Challenge prizes will be credited once the result of the last match in question is known.

The prize value displayed for the Tournament Challenge option is the maximum available based on a single winner and will be reduced if the prize pool needs to be split. If more than one participant correctly predicts all outcomes, the total amount of the applicable prize pool will be shared equally among all affected participants.

For payment of large winnings, winners can be contacted directly by bet365.

Your account may be subject to verification checks before withdrawal of any Tournament Challenge prize winnings.

Any prize will only be returned to the designated account holder.

Restrictions

Participation in the Tournament Challenge is separate from standard bet placement and not all bet365 offers apply.

Group Stage Predictor

These rules should be read in conjunction with the General Conditions of Use of the Group Stage Predictor game.

Introduction

Group Stage Predictor is a free game and available as detailed in the Group Stage Predictor section.

Only one entry is permitted per person. bet365 monitors the use of multiple accounts by the same person or group. If bet365 has reasonable evidence that one or more individuals have submitted multiple entries, either on their own or in collusion with a group of people, all entries by that individual(s) will become null and void.

Group Stage Predictor is a game that involves making selections in order to correctly predict the final group standings. You can manually select your predictions or use the "Auto-select" option, which will automatically fill in your predictions.

Participation is possible until the kick-off of the first match of the competition. Your existing participation can also be modified until this date.

Prizes

The available prize pool is displayed in the Group Stage Predictor section. The jackpot will be awarded for the perfect prediction and the top 50,000 in the ranking will receive prizes. The amount of the Jackpot is calculated on the basis of the perfect prediction of a single participant. If more than one participant manages to make the perfect prediction, a prize pool corresponding to this amount will be shared between the winning participants. The ranking is determined by a points system based on correct predictions. A shared prize pool may be set up if the number of participants competing for a specific place in the ranking is greater than the number of places available in the prize pool for that place.

In the event of a postponed match, the initial selections will be valid as long as the postponed match(es) are played on another date/time within the scheduled schedule, which would result in a fully completed tournament.

If, in the case of abandoned matches, the official governing body provides an official

result for an incomplete or unplayed match and/or teams already qualified in the case of incomplete or unplayed matches, then these elements will be taken into account in the settlement of bets.

If matches are abandoned and the tournament cannot be completed, the selections will be cancelled.

The results of the final Group Stage will be determined by the official governing body of the relevant tournament.

Prices for Group Stage Predictor will be determined once the result of the last relevant match is known.

The prize value displayed for Group Stage Predictor is the maximum available based on a single winner and will be reduced if the prize pool is split. If more than one participant correctly predicts all outcomes, the total prize amount will be shared equally among all participants involved.

For payment of major prizes, winners can be contacted directly by bet365.

Your account may be subject to standard verifications before withdrawing any winnings from a Group Stage Predictor prize.

Any prize will only be awarded to the named account holder.

Restrictions

Participation in the Group Stage Predictor differs from standard betting and bet365 offers do not apply.

Anteposts

If a specific series of matches (e.g., home and away matches), a specific stage or phase (e.g., group stage), or a competition as a whole, is interrupted for any reason, bets placed on any type of bet after the last official match are void.

Divisional Betting

For settlement purposes, in divisional betting, the final position of teams at the end of the fixture schedule determines the standings (dead heat rules apply if two or more teams are tied in the standings, as per the official competition rules), and there will be no compensation for play-offs or subsequent claims by the respective leagues. Bets stand on any team that does not play all of its matches.

The only exception to this rule is in the South American leagues, where a play-off stage is played to determine the league winner when teams are tied for first place. In this case, we will consider the league winner to be the winner of the next play-off phase.

For leagues that do not complete their scheduled fixture schedule, we will settle bets based on the standings at the time the league stops if the relevant authority declares those results to stand.

For leagues that are declared void by the relevant football authority, all bets are void except those that have already been determined.

Relegation betting

If a team is withdrawn from the league before the start of the season, all bets on this type of bet are void and new relegation bets are offered.

Top Goalscorer

Only goals scored in the mentioned division are considered for this bet, regardless of the team (in that division) for which they were scored. The team listed next to the player is for information purposes only. Only league goals are counted - excluding play-off matches. Own goals are not counted. Dead-Heat rules apply.

Will finish in the top X

Bets are settled based on official finishing positions at the end of the season.

Season Specials

Bets are settled based on finishing league position / total points. Play-off points are not taken into account unless mentioned in the individual special bet.

Player - Total Goals - Special Bets - Bets are settled based on the number of goals scored in the relevant league. Own goals are not counted.

Football statistics

Team goals

Number of goals scored by a given team. In the 90 minutes of play only, extra time and penalty shootouts are not taken into account.

Player - Total goals

The player must participate in the tournament for bets to stand. Goals scored in the 90 minutes and extra time are taken into account. Goals scored in penalty shootouts are not counted.

First team to score with a header

If there is no headed goal, all stakes are refunded.

Total goals/Number of goals in the match/Total goals (other options) live/Number of goals in the 2nd half

If a match is abandoned before 90 minutes of play, all bets are void unless settlement has already been agreed.

Number of goals in live extra time

The standard Live Goals rules apply, but only extra time goals count. The score at the start of extra time is considered 0-0.

Both teams score

In the event of a match being abandoned after both teams have scored, 'Yes' bets are deemed winners and 'No' bets are deemed losers. Otherwise, if the match is postponed or abandoned without both teams scoring, all bets are void.

Both teams score in the 1st and/or 2nd half

Predict whether both teams will score in the 1st half and whether both teams will score in the 2nd half of the match. Bets are void if the match is abandoned, unless settlement of bets has already been defined.

Home/away team scores in 1st and/or 2nd half

Predict whether a team will score in the 1st or 2nd half of a match. Bets are void if the match is abandoned, unless settlement of bets has already been defined. If a match is played on a neutral ground, the team named first is considered the home team for betting purposes.

Half-time result / Both teams score

Predict the result of the 1st half of a match AND whether both teams will score in the 1st half. Bets are void if the match is abandoned, unless settlement of bets has already been defined.

Half-time result / Total goals

Predict the result of the 1st half of the match AND the number of goals scored in the 1st half. Bets are void if the match is abandoned, unless settlement of bets has already been defined.

Number of goals - Over/Under

Predict whether under or over 2.5 goals will be scored in a match. If a match is abandoned before the end of 90 minutes of play, all bets are void unless settlement has already been defined.

Goal Method

Free kick - The goal must be scored directly from the free kick. Deflected shots count as long as the goal is awarded to the free kick taker. This also includes goals scored directly from a corner.

Penalty - The goal must be scored directly from the penalty spot, with the penalty taker being designated as the scorer.

Header - The scorer's last contact must be with the head.

1st team to score/2nd/Next goal

Own goals count for the team to which the goal was awarded.

The team that scores last

If the match is abandoned, bets are void.

Betting on the winner's margin

If a match is abandoned before 90 minutes of play, all bets are void.

1st Half Winner Margin Betting: Bets are void if the match is abandoned before half-time.

10-minute winning margin bets: Goals must be scored within the specified period, for example between 0 min and 9 min 59 to be included in the first 10 minutes. The 10 minute period must be completed for bets to stand.

Match/Team/Player Statistics

All Match and Team Statistics bets are settled on the result at the end of 90 minutes play. In the event of abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined.

Player match markets, including, (but not confined to) the below list; include Extra Time (if played) for settlement purposes:

Pre Game

First Goalscorer

Last Goalscorer

To Score at any time

Team First Goalscorer

Team Last Goalscorer

To Score Two Or More Goals

To Score Three Or More Goals

Goalscorer Match Bet

Alternative Player Assists

To Score or Assist?

Player to Assist

In-Play

Either Player to Assist

Either Player to Score

Either Player to Score First

Either Player to Score or Assist

Last Goalscorer

Next Goalscorer

Team First Goalscorer

Team Last Goalscorer

To Score 2 or More

To Score a Hat Trick

To Score at Any Time

Alternative Player Assists

Player Assists

Player to Assist

To Score or Assist?

If a selected player (any one of the quoted players in a multi-player market) does not start the match, bets are void, except in competitions where rotating substitutes are used in which case bets will stand whether the player starts or not.

Shots (including headers) on target (Match/Team) A shot on target is defined as any goal attempt that:

Is an intentional attempt to score and is on target. All Goals scored and Shots on Target saved by the Goalkeeper are included. Shots on target that are blocked by a last defender, who prevents the ball from entering the goal, are also included.
A shot hitting the goal frame is classified as a Shot Off Target, unless the ball subsequently enters the goal.

Shots (including headers) (Match/Team) A shot is defined as any intentional goal attempt that: a) Goes into the goal b) Would have gone into the goal if it had not been stopped by the goalkeeper or an opposing player who was the last defender. c) Heads towards the goal but is stopped by a defender, while there are other defenders or a goalkeeper behind them. d) Would have gone over or wide of the goal if it had not been

stopped by the goalkeeper or a field player. e) Hits the goal frame. f) Goes over or wide of the goal without contact with another player.

Assists (Selected Player) The last contact with the ball by a teammate that allows the receiving player to score a goal. If the assist is deflected by a player of the opposing team, it must be considered as going to the scorer, despite the deflection. An assist will not be awarded for own goals, goals scored directly from a free kick, goals scored directly from a corner or penalties.

Markets:

1st Time Winner

- **Explanation:** A bet on a team to win a competition for the very first time in its history.
- **Example:** If you bet on Team A to be the 1st Time Winner of a competition and they win it for the first time, your bet settles as a winner.

10 Minute Goals:

- **Explanation**: Bet on the total number of goals scored within the first 10 minutes of a match.
- **Example:** Over/Under 1.5 goals in the first 10 minutes. If 2 goals are scored, 'Over' wins.

Both Teams to Score - 1st/2nd Half

- **Explanation**: Predicts if both teams will score in a specific half of the match
- **Example**: If the 1st half finishes 1-1, your bet on Both Teams To Score – 1st half, wins..

Clean Sheet

- **Explanation:** A bet on a specific team to prevent the opposition from scoring any goals during the match.
- **Example:** If you bet on Team A to keep a clean sheet against Team B and Team B score zero goals, your bet settles as a winner.

Draw No Bet

- **Explanation: Bet on which team will win the match**
- **Example: If Team A wins the match; your bet on "Team A" wins. If there is a tie, the bet is refunded**

Double Chance / Goals Range

- **Explanation:** This is a combination bet. 'Double Chance' refers to a team winning or drawing. 'Goals Range' refers to the total number of goals scored in the match falling within a specified range. The bet wins if both conditions are met.
- **Example:** You bet on Team A to win or draw AND the total goals to be between 2-3. If Team A wins 2-1, your bet settles as a winner.

Dual Forecast

- **Explanation: A bet on the first and second place finishers in a specific group or the entire tournament, in the exact order.**
- **Example: You bet on Team A to finish first and Team B to finish second in a tournament. If A finishes first and B finishes second, your bet wins.**

Either Player to Assist

- **Explanation:** A bet on one of two named players to provide an assist in the match.
- **Example:** You bet on Player X or Player Y to assist. If Player X provides an assist, your bet settles as a winner.

Either Player to Score

- **Explanation:** A bet on one of two named players to score a goal at any point in the match.

- **Example:** You bet on Player A or Player B to score. If Player A scores, your bet settles as a winner.

Either Player to Score First

- **Explanation:** A bet on one of two named players to score the very first goal of the match.
- **Example:** You bet on Player A or Player B to score first. If Player A scores the opening goal, your bet settles as a winner.

Either Player to Score or Assist

- **Explanation:** A bet on one of two named players to either score a goal or provide an assist in the match.
- **Example:** You bet on Player A or Player B to score or assist. If Player A scores a goal or provides an assist, your bet settles as a winner.

Extra Time Both Teams to Score

- **Explanation**: Predicts if both teams will score at least one goal during the extra time period only.
- **Example**: If extra time finishes 1-1, this bet wins. If it finishes 1-0, it loses.

Extra Time Correct Score

- **Explanation**: Predicts the exact final score of the extra time period only.
- **Example**: If extra time finishes 2-1 to Team A, a bet on "Extra Time Correct Score 2-1" wins. Any other score in extra time loses.

Extra Time Double Chance

- **Explanation**: Offers three options for the outcome of the extra time period: Team A to win or Draw, Team B to win or Draw, or either Team A or Team B to win (meaning no draw in extra time).
- **Example**: If extra time is 1-1, bets on "Extra Time Double Chance: Team A or Draw" and "Extra Time Double Chance: Team B or Draw" both win.

Extra Time Double Result

- **Explanation**: Combines the result at the end of the 1st half of extra time with the result of the total extra time period.
- **Example**: If a match is 1-1 after the 1st half of extra time and finishes 2-1 after extra time (Team A wins the extra time period), a bet on "Draw / Team A to Win" would win.

Extra Time Goals

- **Explanation:** A bet on the total number of goals scored specifically during any extra time played in a match.
- **Example:** If a match goes to extra time and 2 goals are scored, a bet on 'Over 1.5 Extra Time Goals' would settle as a winner.

Extra Time Half Time Correct Score

- **Explanation**: Predicts the exact score at the half-time interval of the extra time period (i.e., after the first 15 minutes of extra time).
- **Example**: If the first 15 minutes of extra time end 0-0, a bet on "Extra Time Half Time Correct Score 0-0" wins.

Extra Time Result

- **Explanation**: Predicts the winner of the extra time period only, with a draw also being a possible outcome.
- **Example**: If extra time finishes 1-0 to Team A, a bet on "Extra Time Result: Team A" wins. A bet on "Extra Time Result: Draw" loses.

Extra Time Shots

- **Explanation:** A bet on the total number of shots taken by both teams specifically during any extra time played in a match.
- **Example:** If a match goes to extra time and there are 5 shots in total, a bet on 'Over 4.5 Extra Time Shots' would settle as a winner.

Extra Time Shots on Target

- **Explanation:** A bet on the total number of shots on target by both teams specifically during any extra time played in a match.
- **Example:** If a match goes to extra time and there are 3 shots on target, a bet on 'Under 3.5 Extra Time Shots on Target' would settle as a winner.

Extra Time To Score or Assist

- **Explanation**: Predicts whether a specific player will score a goal or provide an assist during the extra time period only.
- **Example**: If Player X scores a goal in extra time, a bet on "Player X to Score or Assist in Extra Time" wins. If Player X provides an assist in extra time, the bet also wins.

Extra Time X Half Goals

- **Explanation**: Predicts the total number of goals scored in a specific half of the extra time period (e.g., the first 15 minutes or the second 15 minutes).
- **Example**: If the second half of extra time ends 1-0, a bet on "Extra Time 2nd Half Goals Over 0.5" wins.

Extra Time X Half Result

- **Explanation**: Predicts the outcome (Win, Lose, Draw) of a specific half of the extra time period.
- **Example**: If the first half of extra time ends 1-0 to Team A, a bet on "Extra Time 1st Half Result: Team A" wins.

Final Winner

- **Explanation:** A bet on the team that ultimately wins a competition or tournament.
- **Example:** If you bet on Italy to be the Final Winner of the competition and they win the tournament, your bet settles as a winner.

Finalists

- **Explanation:** A bet on a specific team to reach the final of a competition or tournament.
- **Example:** If you bet on Team A to be Finalists in the competition and they reach the final match, your bet settles as a winner.

First Goalscorer/Substitute

- **Explanation:** A bet on which player (or their substitute) will score the first goal of the match. Own goals do not count.
- **Example:** If you bet on Player A to be the First Goalscorer and they or their substitute score the opening goal, your bet settles as a winner.

First Team Goalscorer Yes/No

- **Explanation:** A bet on whether a specific player will score the first goal for their team in the match.
- **Example:** You bet on 'Player A - First Team Goalscorer: Yes'. If Player A scores the first goal for his team, your bet settles as a winner. If another player scores first for his team, or if Player A scores but not first for his team, your bet loses.

First Team To Score

- **Explanation:** A bet on which team will score the first goal of the match.

- **Example:** If you bet on Team A to be the First Team To Score and they score the opening goal, your bet settles as a winner.

Full-time Result

- **Explanation:** A bet on the outcome of the match at the end of regular time (9 0 minutes plus injury time). This typically includes Home Win, Draw, or Away Win.
- **Example:** If you bet on Team A to win and they win the match 2-0, your bet settles as a winner.

Furthest Progressing Team

- **Explanation:** A bet on which team will advance the furthest in a knockout competition.
- **Example:** In a tournament where Team A reaches the quarter-finals and Team B reaches the semi-finals, a bet on Team B to be the Furthest Progressing Team would settle as a winner.

Game decided after Penalties

- **Explanation:** A bet that a specific match will be decided by a penalty shootout after the score is level at the end of extra time.
- **Example:** If a cup tie ends 1-1 after extra time and is then won by penalties, a bet on 'Game decided after Penalties' settles as a winner.

Game decided in Extra Time

- **Explanation:** A bet that a specific match will be decided by a goal scored during extra time, rather than in regular time or a penalty shootout.
- **Example:** If a cup tie is 0-0 after 90 minutes and a goal is scored in extra time to make it 1-0 at the end of extra time, a bet on 'Game decided in Extra Time' settles as a winner.

Goal / No Goal

- **Explanation:** A bet on whether both teams will score at least one goal in the match (Goal) or if at least one team will fail to score (No Goal).
- **Example:** If you bet on 'Goal' and the score is 2-1, your bet settles as a winner. If you bet on 'No Goal' and the score is 1-0, your bet also settles as a winner.

Goalscorer Match Bet

- **Explanation:** A bet comparing two named players. The bet wins if the selected player scores and the other player does not, or if the selected player scores more goals than the other player.

- **Example:** You bet on 'Player A vs Player B - Player A'. If Player A scores and Player B does not, your bet settles as a winner. If both score, the player with more goals wins. If they score the same number of goals, it's a push (stakes returned).

Group Betting

- **Explanation:** A bet on the outcome of a specific group stage in a tournament, such as which team will win the group or qualify from it.
- **Example:** You bet on 'Group B Winner: Team A. If Team A wins Group B, your bet settles as a winner.

Group Dual Forecast

- **Explanation:** A bet on the two teams that will finish in the top two positions in a group, in any order.
- **Example:** You bet on 'Group C Dual Forecast: Team A & Team B. If Team A finishes 1st and Team B 2nd, or Team B 1st and Team A 2nd, your bet settles as a winner.

Group Forecast

- **Explanation:** A bet on the two teams that will finish in the top two positions in a group, in the exact order specified.
- **Example:** You bet on 'Group D Forecast: Team A 1st, Team B 2nd'. If Team A finishes 1st and Team B finishes 2nd, your bet settles as a winner.

Group Qualification

- **Explanation:** A bet on whether a specific team will qualify from their group stage in a tournament.
- **Example:** You bet on Team A Group Qualification: Yes'. If Team A finishes in a qualifying position in their group, your bet settles as a winner.

Group Top 2 Yes/ No

- **Explanation:** A bet on whether a specific team will finish in the top two positions of their group.
- **Example:** You bet on 'Team X - Group Top 2: Yes'. If Team X finishes 1st or 2nd in their group, your bet settles as a winner.

Half Time Result

- **Explanation:** A bet on the outcome of the first half of the match only (Home Win, Draw, or Away Win for the first half).

- **Example:** If you bet on 'Half Result: Draw' and the score at half-time is 1-1, your bet settles as a winner.

Half Time Result / Both Teams To Score

- **Explanation:** A combination bet. It requires predicting the result at half-time AND whether both teams will score in the entire match (specifically for matches involving Italian teams, as indicated).
- **Example:** You bet on 'Half Time Result: Draw / Both Teams To Score: Yes'. If the score is 0-0 at half-time and the final score is 1-1, your bet settles as a winner.

Half Time Result / Total Goals

- **Explanation:** A combination bet. It requires predicting the result at half-time AND the total number of goals scored in the entire match.
- **Example:** You bet on 'Half Time Result: Home Win / Total Goals: Over 2.5'. If the score is 1-0 at half-time and the final score is 2-1 (3 goals total), your bet settles as a winner.

Half Time/Full Time

- **Explanation:** A bet on the result at half-time AND the result at full-time. Both must be correct for the bet to win.
- **Example:** You bet on 'Half Time/Full Time: Draw /Home Win'. If the score is 0-0 at half-time and the home team wins 2-0, your bet settles as a winner.

Half with Most Goals

- **Explanation:** A bet on which half of the match will have more goals scored. If both halves have the same number of goals, it's a push (stakes returned).
- **Example:** If the first half ends 1-0 and the second half ends 2-1, the second half had more goals, so a bet on 'Second Half with Most Goals' would settle as a winner.

Half /Match Both Teams To Score

- **Explanation:** A bet on whether both teams will score in the specified period.
- **Example:** You bet on '1st Half Both Teams To Score: Yes'. If the first half ends 1-1, your bet settles as a winner.

Half/Match Correct Score

- **Explanation:** A bet on the exact score at the given period (half or match).

- **Example:** You bet on '1st Half Correct Score: 1-0'. If the score is 1-0 at half-time, your bet settles as a winner.

Half/Match Double Chance

- **Explanation:** A bet on the outcome of the specified period (half or match) – Home Win, Away Win or Draw
- **Example:** You bet on '1st Half Double Chance: Home Win or Draw'. If the first half is 1-0 to the home team, your bet settles as a winner.

Half/Match Goals Range

- **Explanation:** A bet on the total number of goals scored in the specified period (half or match) falling within a specified range.
- **Example:** You bet on '1st Half Goals Range: 1-2 goals'. If the first half is 1-1 (2 goals), your bet settles as a winner.

Half/Match Handicap

- **Explanation:** A bet on the outcome of the specified period (half or match) with a handicap applied.
- **Example:** You bet on '1st Half Handicap: Home Team -1'. If the first half is 2-0 to the home team (wins by 2, so -1 handicap wins), your bet settles as a winner.

Half/Match Player to Score (Including Extra Time)

- **Explanation:** A bet on a specific player to score in the specified period (half or match).
- **Example:** You bet on 'Player A – 1st Half Player to Score'. If Player A scores in the first half, your bet settles as a winner.

Half/Match Team X Total Goals

- **Explanation:** A bet on the total number of goals scored by a specific team (Team X) in the specified period (half or match).
- **Example:** You bet on '1st Half Team X Total Goals: Over 0.5'. If Team X scores 1 goal in the first half, your bet settles as a winner.

Half/Match Team X Total Goals Range

- **Explanation:** A bet on the total number of goals scored by a specific team (Team X) in the specified period (half or match) falling within a specified range.
- **Example:** You bet on '1st Half Team X Total Goals Range: 1-2'. If Team X scores 1 goal in the first half, your bet settles as a winner.

Half/Match Team X Winning Margins

- **Explanation:** A bet on the margin of victory for a specific team (Team X) in the specified period (half or match).
- **Example:** You bet on '1st Half Team X Winning Margins: Win by 1 goal'. If the first half is 1-0 to Team X, your bet settles as a winner.

Half/Match Total Goals

- **Explanation:** A bet on the total number of goals scored in the specified period (half or match).
- **Example:** You bet on '1st Half Total Goals: Over 1.5'. If the first half is 1-1 (2 goals), your bet settles as a winner.

Half/Match Winning Margins

- **Explanation:** A bet on the margin of victory for the winning team in the specified period (half or match).
- **Example:** You bet on '1st Half Winning Margins: Home Win by 1 goal'. If the first half is 1-0 to the home team, your bet settles as a winner.

Last Goalscorer

- **Explanation:** A bet on which player will score the last goal of the match.
- **Example:** If you bet on Player A to be the Last Goalscorer and he scores the final goal of the match, your bet settles as a winner.

Last Goalscorer/Substitute Yes/No

- **Explanation:** A bet on a specific player or their substitute to score the last goal of the match.
- **Example:** If you bet on Player A to be the Last Goalscorer and Player A or their substituted player scores the final goal of the match, your bet settles as a winner.

Last Penalty in Shootout Score/Miss

- **Explanation**: Predicts whether the player taking the penalty that concludes the shootout will score or miss.
- **Example**: If the final penalty taker misses, a bet on "Last Penalty in Shootout Miss" wins. If they score to win the shootout, "Last Penalty in Shootout Score" wins.

Last Team To Score

- **Explanation:** A bet on which team will score the final goal of the match.

- **Example:** If you bet on Team A to be the Last Team To Score and they score the final goal, your bet settles as a winner.

League Stage Winner

- **Explanation:** A bet on which team will win a specific group or league stage of a competition.
- **Example:** You bet on 'League Stage Winner: Team A'. If Team A finishes top of the league at the end of the league stage, your bet settles as a winner.

Match/Half Shots

- **Explanation:** A bet on the total number of shots taken by both teams in the match, or specified half.
- **Example:** If you bet on 'Over 25.5 Match Shots' and there are 28 shots in total, your bet settles as a winner.

Match/Half Shots On Target

- **Explanation:** A bet on the total number of shots on target by both teams in the match, or specified half.
- **Example:** If you bet on 'Under 8.5 Match Shots On Target' and there are 7 shots on target, your bet settles as a winner.

Method of Qualification

- **Explanation:** A bet on how a team will qualify for the next round of a knockout competition (e.g., win in regular time, win in extra time, win on penalties).
- **Example:** You bet on 'Team A - Method of Qualification: Win in Extra Time'. If Team A wins the match in extra time, your bet settles as a winner.

Method Of Victory

- **Explanation:** A bet on how a team will win a match or competition.
- **Example:** You bet on 'Team A - Method Of Victory: Win in Extra Time'. If Team A wins the match in extra time, your bet settles as a winner.

More Goals

- **Explanation:** A bet on how many more goals will be scored in the match from the time of bet placement
- **Example:** The score is 1-1 and you bet on 1+ more goals. If the game finishes 1-1 the bet loses, any other scoreline, the bet wins.

Most Assists

- **Explanation:** A bet on the player with most assists in a game or competition.
- **Example:** You bet on Player A to have the most assist in the world cup, if Player A has the highest total number of assist at the end of the competition, your bet wins.

Next Goal

- **Explanation:** A bet on the outcome of the next goal scored in the match (e.g., which team will score it, or if it will be a goal at all).
- **Example:** You bet on ' Next Goal: Home Team'. If the home team scores the next goal, your bet settles as a winner.

Next Goalscorer

- **Explanation:** A bet on which player will score the next goal in the match.
- **Example:** If you bet on Player A to score the next goal and he scores the next goal after the current scoreline, your bet settles as a winner.

Next Goalscorer/Substitute

- **Explanation:** A bet on a specific player or their substitute to score the next goal in the match.
- **Example:** If you bet on Player A to score the next goal and Player A or their substitute score the next goal after the current scoreline, your bet settles as a winner.

Not To Be Relegated

- **Explanation:** A bet on whether a specific team will avoid relegation from their league at the end of the season.
- **Example:** You bet on 'Team A - Not To Be Relegated'. If Team A stay in the league, your bet settles as a winner.

Penalties Converted in Shootout Over/Under

- **Explanation**: Predicts whether the total number of penalties successfully converted by both teams combined in a shootout will be over or under a specified number.
- **Example**: If a shootout ends with a total of 7 penalties scored, a bet on "Penalties Converted in Shootout Over 6.5" wins.

Penalty Shootout to Go to Sudden Death

- **Explanation**: Predicts whether the penalty shootout will reach the "sudden death" stage, where kicks are taken one by one after the initial five until a winner is decided.
- **Example**: If a shootout is tied after the first five penalties for each team and proceeds to sudden death, a bet on "Penalty Shootout to Go to Sudden Death" wins.

Player Assist Milestones

- **Explanation:** A bet on whether a specific player will reach a certain number of assists within a given timeframe or match.
- **Example:** You bet on 'Player A - Player Assist Milestones: 2+ Assists'. If Player A provides 2 or more assists in the match, your bet settles as a winner.

Player Assists

- **Explanation:** A bet on the total number of assists a specific player will provide in a match.
- **Example:** You bet on 'Player A - Player Assists: Over 0.5'. If Player A provides at least one assist, your bet settles as a winner.

Player Assists/Substitute

- **Explanation:** A bet on the total number of assists a specific player or their substitute will provide in a match.
- **Example:** You bet on 'Player A - Player Assists: Over 0.5'. If Player A or their substitute provides at least one assist, your bet settles as a winner.

Player Goal Milestones

- **Explanation:** A bet on whether a specific player will reach a certain number of goals within a given timeframe or match.
- **Example:** You bet on 'Player A - Player Goal Milestones: 2+ Goals'. If Player A scores 2 or more goals in the match, your bet settles as a winner.

Player to Assist

- **Explanation:** A bet on a specific player to provide at least one assist in the match.
- **Example:** You bet on 'Player A to Assist'. If Player A provides an assist, your bet settles as a winner.

Player to Assist/Substitute

- **Explanation:** A bet on whether a specific player will provide an assist, or if their substitute will provide an assist.
- **Example:** You bet on 'Player A to Assist/Substitute: Yes'. If Player A provides an assist, your bet settles as a winner. If their substitute provides an assist, your bet also settles as a winner.

Player to Score Hat Trick Yes/No

- **Explanation:** A bet on whether a specific player will score three or more goals (a hat-trick) in the match.
- **Example:** You bet on 'Player A - Player to Score Hat Trick: Yes'. If Player A scores 3 goals, your bet settles as a winner.

Player to Score Hat Trick/Substitute Yes/No

- **Explanation:** A bet on whether a specific player will score a hat-trick, or if their substitute will score a hat-trick.
- **Example:** You bet on 'Player A - Player to Score Hat Trick/Substitute: Yes'. If Player A scores a hat-trick, your bet settles as a winner. If their substitute scores a hat-trick, your bet also settles as a winner.

Player to Score X or more (Yes/No)

- **Explanation:** A bet on whether a specific player will score a specified number of goals (X) or more in the match.
- **Example:** You bet on 'Player A - Player to Score 2 or more: Yes'. If Player A scores 2 goals, your bet settles as a winner.

Player to Score X+/Substitute Yes/No

- **Explanation:** A bet on whether a specific player or their substitute will score a specified number of goals (X) or more in the match.
- **Example:** You bet on 'Player A - Player to Score 2 or more: Yes'. If Player A or their substitute scores 2 goals, your bet settles as a winner.

Player to Score/Substitute (90 mins)

- **Explanation:** A bet on whether a specific player will score a goal within the 90 minutes of regular time, or if their substitute will score a goal within the 90 minutes.
- **Example:** You bet on 'Player A to Score/Substitute (90 mins): Yes'. If Player A or their substitute scores in the match, your bet settles as a winner.

Player Total Goals

- **Explanation:** A bet on the total number of goals a specific player will score in a match or tournament.
- **Example:** You bet on 'Player A - Player Total Goals: Over 1.5'. If Player A scores 2 or more goals, your bet settles as a winner.

Region Winner

- **Explanation:** A bet on the winner of a specific geographical region's tournament or league.
- **Example:** You bet on 'South American Winner: Brazil'. If Brazil wins the designated South American competition, your bet settles as a winner.

Relegated Teams

- **Explanation:** A bet on which teams will be relegated from a league at the end of the season.
- **Example:** You bet on 'Relegated Teams: Team A, Team B, Team C'. If all three teams are relegated, your bet settles as a winner.

Result / Both Teams To Score

- **Explanation:** A combination bet on the final match result (Home Win, Draw, Away Win) AND whether both teams will score in the match.
- **Example:** You bet on 'Result / Both Teams To Score: Home Win / Yes'. If the home team wins and both teams score (e.g., 2-1), your bet settles as a winner.

Result / Goals Range

- **Explanation:** A combination bet on the final match result AND the total number of goals scored in the match falling within a specified range.
- **Example:** You bet on ' Result / Goals Range: Draw / 2-3 Goals'. If the match ends in a draw with a total of 2 or 3 goals (e.g., 1-1), your bet settles as a winner.

Result / Total Goals

- **Explanation:** A combination bet on the final match result AND the total number of goals scored in the match.
- **Example:** You bet on 'Result / Total Goals: Away Win / Over 2.5 Goals'. If the away team wins and there are 3 or more goals in the match (e.g., 1 -2), your bet settles as a winner.

Score From Outside The Box

- **Explanation:** A bet on whether a specific will score from outside the box during the match
- **Example:** You bet on 'Player W - To Score From Outside the Box. If Player W does, your bet settles as a winner.

Score with a Header

- **Explanation**: Predicts if a specific player will score a goal using their head during the match.
- **Example**: If Player X scores a goal by heading the ball into the net, a bet on "Player X to Score with a Header" wins.

Season Handicap - Winner

- **Explanation:** A bet on the winner of a league or competition, with a handicap applied to their final league position or points total. Settlement is determined after handicap points have been added to all teams' final league points total.
- **Example:** You bet on 'Team X - Season Handicap - Winner: -5 points'. If Team X wins the league and is still above 2nd with a -5 points handicap applied, your bet settles as a winner.

Season Match Bet

- **Explanation:** A bet comparing two teams over the course of a season. The team that finishes higher in the league table wins the bet.
- **Example:** You bet on 'Team Y to finish higher than Team Z over the season'. If Team Y finishes above Team Z in the league table, your bet settles as a winner.

Shootout Correct Score

- **Explanation**: Predicts the exact final score of the penalty shootout.
- **Example**: If Team A wins a shootout 4-3, a bet on "Shootout Correct Score 4-3" wins.

Team First Goalscorer

- **Explanation:** A bet on which player will score the first goal for a specific team. Own goals do not count.
- **Example:** You bet on 'Manchester United - Team First Goalscorer: Player A. If Player A scores the first goal for Manchester United, your bet settles as a winner.

Team Higher Finish

- **Explanation:** A bet comparing two teams within the same league or competition. The team that finishes in a higher position at the end of the season wins the bet.
- **Example:** You bet on 'Chelsea to finish higher than Tottenham'. If Chelsea finishes above Tottenham in the league table, your bet settles as a winner.

Team Penalties Converted in Shootout

- **Explanation**: Predicts whether a specific team will convert over or under a set number of penalties in the shootout.
- **Example**: If Team A converts 3 penalties in a shootout, a bet on "Team A Penalties Converted in Shootout Over 2.5" wins.

Team to Get Most Shots:

- **Explanation**: Bet on which team will have more total shots (on and off target) during the match.
- **Example**: Team A to get most shots. If Team A has more shots than Team B, the bet wins.

Team to Get Most Shots on Target:

- **Explanation**: Bet on which team will have more shots on target during the match.
- **Example:** Team B to get most shots on target. If Team B has more shots on target than Team A, the bet wins.

Team to Take Last Penalty

- **Explanation**: Predicts which team will take the penalty that concludes the shootout.
- **Example**: If Team B takes the final penalty of the shootout (regardless of whether it's scored or missed), a bet on "Team to Take Last Penalty: Team B" wins.

Team X - 10 Minute Goals:

- **Explanation**: Bet on the away team's total goals in the first 10 minutes being under, exactly, or over a set number, with alternative lines.

- **Example**: Alternative Away Team 10 Minute Goals 3-Way: Over 0.5. If the away team scores 1 or more goals in the first 10 minutes, the bet wins.

Team X Extra Time Shots

- **Explanation:** A bet on the total number of shots taken by a specific team (Team X) during any extra time played in a match.
- **Example:** If a match goes to extra time and Team X takes 3 shots, a bet on 'Team X Extra Time Shots: Over 2.5' would settle as a winner.

Team X Extra Time Shots on Target

- **Explanation:** A bet on the total number of shots on target by a specific team (Team X) during any extra time played in a match.
- **Example:** If a match goes to extra time and Team X has 2 shots on target, a bet on 'Team X Extra Time Shots on Target: Under 2.5' would settle as a winner.

Team X Penalty (Shootout)

- **Explanation**: Predicts if a specific player from a specific team will score or miss a penalty during the shootout.
- **Example**: If Player X from Team A takes a penalty and scores, a bet on "Team A Player X Penalty (Shootout): Score" wins. If they miss, "Team A Player X Penalty (Shootout): Miss" wins.

Team X Shots (Match/Half)

- **Explanation:** A bet on the total number of shots taken by a specific team (Team X) in the match, or specified half..
- **Example:** If you bet on 'Team Y - Team X Shots: Over 15.5' and Team Y takes 17 shots, your bet settles as a winner.

Team X Shots On Target (Match/Half)

- **Explanation:** A bet on the total number of shots on target by a specific team (Team X) in the match, or specified half.
- **Example:** If you bet on 'Team Z - Team X Shots On Target: Under 5.5' and Team Z has 4 shots on target, your bet settles as a winner.

Team X Time of Next Goal

- **Explanation:** A bet on the time period in which a specific team (Team X) will score their next goal.
- **Example:** You bet on "Team A – X Goal Before 10:00". If Team A scores their next goal Before 10:00, your bet settles as a winner.

Teams X Score in Both Halves

  - **Explanation: Bet on whether a team will score in both halves of the game (1st half/2nd half)**
  - **Example: You bet on Team A – to score in both halves of the game. If Team A scores 1 goal or more in each half, your bet wins**

Time of Next Goal

- **Explanation:** A bet on the time period in which the next goal in the match will be scored.
- **Example:** You bet on 'X Goal: 1-10 mins'. If the next goal is scored between the 1st and 10th minute, your bet settles as a winner.

To Be Promoted

- **Explanation:** A bet on whether a specific team will achieve promotion to a higher league at the end of the season.
- **Example:** You bet on 'Leeds United - To Be Promoted: Yes'. If Leeds United are promoted, your bet settles as a winner.

To Be Relegated

- **Explanation:** A bet on whether a specific team will be relegated from their league at the end of the season.
- **Example:** You bet on 'Burnley - To Be Relegated: Yes'. If Burnley are relegated, your bet settles as a winner.

To Finish In Top Half

- **Explanation:** A bet on whether a specific team will finish in the top half of the league table at the end of the season.
- **Example:** You bet on 'Aston Villa - To Finish In Top Half: Yes'. If Aston Villa finish in the top half of the league, your bet settles as a winner.

To Finish in Top X

- **Explanation:** A bet on whether a specific team will finish within the top 'X' positions in the league table at the end of the season.
- **Example:** You bet on 'West Ham - To Finish in Top 6: Yes'. If West Ham finish in the top 6 positions, your bet settles as a winner.

To Finish X

- **Explanation:** A bet on a specific team to finish in a particular position in the league table at the end of the season.
- **Example:** You bet on 'Everton to Finish 12th'. If Everton finish exactly in 12th place, your bet settles as a winner.

To Finish X Position in League Stage

- **Explanation:** A bet on a specific team to finish in a particular position within their group or league stage of a tournament.
- **Example:** You bet on 'Team C - To Finish 1st Position in League Stage'. If Team C finishes top of their group, your bet settles as a winner.

To Lift The Trophy

- **Explanation:** A bet on a specific team to win a tournament or competition outright.
- **Example:** You bet on 'Liverpool - To Lift The Trophy'. If Liverpool win the competition, your bet settles as a winner.

To Qualify

- **Explanation:** A bet on whether a specific team will qualify for the next round of a knockout competition.
- **Example:** You bet on 'AC Milan - To Qualify'. If AC Milan progress to the next round, your bet settles as a winner.

To Reach Conference Semi-Final

- **Explanation:** A bet on a specific team to reach the semi-final stage of a particular conference or competition.
- **Example:** You bet on 'Team D - To Reach Conference Semi-Final'. If Team D reaches the semi-finals, your bet settles as a winner.

To Reach Final

- **Explanation:** A bet on a specific team to reach the final match of a tournament or competition.

- **Example:** You bet on 'France - To Reach Final'. If France reaches the final, your bet settles as a winner.

To Reach Quarter-Final

- **Explanation:** A bet on a specific team to reach the quarter-final stage of a knockout competition.
- **Example:** You bet on 'Spain - To Reach Quarter-Final'. If Spain reaches the quarter-finals, your bet settles as a winner.

To Reach Semi-Final

- **Explanation:** A bet on a specific team to reach the semi-final stage of a knockout competition.
- **Example:** You bet on 'England - To Reach Semi-Final'. If England reaches the semi-finals, your bet settles as a winner.

To Score A Penalty

- **Explanation:** A bet on whether a specific player or team will score a penalty during the match (this can include penalties taken during regular time, extra time, or a shootout).
- **Example:** You bet on 'Player W - To Score A Penalty'. If Player W takes and scores a penalty, your bet settles as a winner.

To Score or Assist/Substitute

- **Explanation:** A bet on whether a specific player will score a goal or provide an assist, or their direct substitute
- **Example:** You bet on 'Player X - To Score or Assist/Substitute: Yes'. If Player X scores, or if their direct substitute scores, your bet settles as a winner.

To Score or Assist?

- **Explanation:** A bet on whether a specific player will score a goal or provide an assist in the match.
- **Example:** You bet on 'Player Y - To Score or Assist? Yes'. If Player Y scores a goal or provides an assist, your bet settles as a winner.

To Score X Or More Goals

- **Explanation:** A bet on a specific team or player to score a specified number of goals (X) or more in the match.

- **Example:** You bet on ‘Player A - To Score 3 Or More Goals'. If Player A scores 3 or more goals, your bet settles as a winner.

To Win Both Halves

- **Explanation:** A bet on a specific team to win both the first half and the second half of the match.
- **Example:** You bet on 'Home Team - To Win Both Halves'. If the home team wins both halves of the game independently, your bet wins.

To Win Either Half

- **Explanation:** A bet on a specific team to win either the first half or the second half of the match (or both).
- **Example:** You bet on 'Away Team - To Win Either Half'. If the away team wins the first half, or wins the second half, or wins both, your bet settles as a winner.

To Win Outright

- **Explanation:** A bet on a specific team to win a tournament or competition outright.
- **Example:** You bet on 'Manchester City - To Win Outright'. If Manchester City wins the Premier League, your bet settles as a winner.

To Win Shootout:

- **Explanation**: Bet on which team will win a penalty shootout if the match goes to one (typically after extra time in knockout competitions).
- **Example**: Team C to win the shootout. If Team C wins the penalty shootout, the bet wins.

To Win To Nil

- **Explanation:** A bet on a specific team to win the match without conceding any goals.
- **Example:** You bet on 'Liverpool - To Win To Nil'. If Liverpool wins the match 2-0, your bet settles as a winner. If they win 2-1, your bet loses.

Top Goalscorer

- **Explanation:** A bet on which player will score the most goals in a specific match, tournament, or league.
- **Example:** You bet on 'Cristiano Ronaldo - Top Goalscorer' in a tournament. If Ronaldo scores more goals than any other player in that tournament, your bet settles as a winner.

Top League Goalscorer

- **Explanation:** A bet on which player will score the most goals in a specific league over the course of the season.
- **Example:** You bet on 'Harry Kane - Top League Goalscorer'. If Kane scores the most goals in the Premier League, your bet settles as a winner.

Total Goals/Both Teams To Score

- **Explanation:** A combination bet on the total number of goals scored in the match AND whether both teams will score.
- **Example:** You bet on 'Total Goals/Both Teams To Score: Over 2.5 / Yes'. If the match has 3 or more goals and both teams score (e.g., 2-1 or 3-1), your bet settles as a winner.

Total Goals Scored on Day:

- Explanation: Bet on the total number of goals scored across all specified matches taking place on a particular day (over/under).
- Example: Total goals scored on Saturday Over 25.5. If the sum of goals from all Saturday matches is 26 or more, the bet wins.

Total Penalties Taken in Shootout

- **Explanation**: Predicts the total number of penalties taken by both teams combined in a shootout.
- **Example**: If a shootout concludes after 7 penalties have been taken (e.g., 4-3 score), a bet on "Total Penalties Taken in Shootout Over 6.5" wins.

Tournament Totals

- **Explanation:** A bet on the total number of goals scored in an entire tournament, or a specific aspect of it (e.g., total penalties awarded).
- **Example:** You bet on 'World Cup - Tournament Totals: Over 150 Goals'. If the total number of goals scored in the World Cup is 151 or more, your bet settles as a winner.

Tricast:

- **Explanation: Bet on the exact 1st, 2nd, and 3rd place finishers in the correct order.**
- **Example: Team A 1st, Team B 2nd, Team C 3rd. If this exact order occurs, the bet wins.**

Winner And Top Goalscorer

- **Explanation:** A combination bet on which team will win a tournament AND which player will be the top goalscorer in that tournament. Both selections must be correct.
- **Example:** You bet on 'Winner: France / Top Goalscorer: Player A. If France wins the tournament and Player A is the top scorer, your bet settles as a winner.

10. American Football

In addition to the following sports betting rules, the General rules applicable to all bets offered on the website apply. However, the sports rules will take precedence over the general rules.

If you wish to download a copy of our Sports Rules please click here.

Includes NFL and NCAA College Football
Abandoned or postponed games are void unless rescheduled and played within the same weekly NFL schedule (Thursday/Wednesday, local stadium time), except for bets that have already been determined at the time of abandonment or postponement.

Hypothetical Matchups - Potential playoff matches that may be offered in advance of a confirmed schedule. If a displayed match is not played, all bets will be void.

Look Ahead Matches - Regular season matches that may be offered ahead of the regular schedule. Standard settlement rules will apply - the game in question must start on the scheduled date or be postponed and played during the NFL weekly schedule (Thursday - Wednesday, local stadium time) for bets to stand.

If a match is interrupted, but then resumes (from the point it was interrupted) and is completed within 48 hours of the originally scheduled match time, all bets stand.

Otherwise, if the match resumes but is not completed within 48 hours of the originally scheduled match time, this is considered an abandonment and bets on the original match are void, except for bets on the result that had already been determined before the initial interruption of the match.

If a match is interrupted for any reason and is replayed in its entirety, this is considered an abandonment and bets on the original match are void, except for bets on the result that had already been determined before the initial interruption of the match.

If there is a change of venue for a match, bets already placed stand, provided the home team is still designated as such. If the home and away teams in a match are reversed, bets placed according to the original list are void. For matches scheduled to be played on neutral ground, bets will stand regardless of how we state the order of the fixture.

Unless otherwise stated below, in 2-option bet types, Push rules apply. Stakes on single bets are refunded, while for multiple or combined bets the selection is treated as a non-runner.
If a game does not complete 55 minutes of play, bets will be void, unless the specific market outcome is already determined, unless stated otherwise. All NFL match markets and pre-game props will be settled according to game stats on www.NFL.com published on day of the game. Subsequent amendments do not affect settlement.

Unless otherwise stated, early betting (main odds including second half and fourth quarter betting) INCLUDES overtime
All NFL game bets and alternative early bets are settled based on game statistics posted on www.NFL.com on game day. Subsequent amendments do not affect the regulation.

For early alternative bets, the match must be completed for bets to have standing, unless settlement of bets has already been determined.

Touchdown Scorer/Player/Team/Alternate Game Bets/Performance - Bets stand if the player (all quoted players in a multi-player market) participates in at least one offensive, defensive, or special team action. However, Points Per Kick/Longest Punt bets stand if a player is active/prepared (as per the NFL Game Book).

Player face-offs are valid if both players participate in at least one offensive, defensive, or special team action. Push rules apply. For Live Player Performance betting; if, after placing a bet, the selected player is not on the field for one more offensive, defensive or special team action (or is not “prepared” if a Kicker), bets are void. Bet types will be settled based on match statistics published on the official competition website on the day of the match. For the “Player to Take a Defensive Sack” bet type, if a player records a Defensive Sack statistic of 0.5 or higher, then the bet result is considered “Yes”. Subsequent amendments do not affect the regulation. For Tackles, Assists and

Defensive Phase bet types, only defensive actions are considered (any actions that take place while Special Teams are in play do not count) for settlement purposes.

First Touchdown Scorer/Last Touchdown Scorer/Multiple Touchdown Scorers and Anytime Touchdown Scorer (Quarter/Half/Game/Team) - Predict the name of the scorer of the first, last, multiple or one Touchdown at any time during the game, or if no Touchdown will be scored. We make every effort to establish First/Last Player to Score a Touchdown odds for all possible participants. However, players not initially listed are considered winners if they score the First/Last Touchdown. Players officially credited with completing a passing touchdown are not counted toward settlement. "Defensive Team/Special Teams" will be listed as a participant; if such a Touchdown is scored, then we will settle that participant and the selected player (if listed) as the winner.

Scorecast - If no Touchdown is scored in the match, all bets are considered lost. If a game is abandoned with more than 5 minutes of scheduled playing time remaining, after a Touchdown, all bets are settled as single bets for the affected player, at the corresponding odds of the first Touchdown scorer.

Anytime Scorecast - If no Touchdown is scored in the match, all bets are considered lost. If a game is abandoned with more than 5 minutes of scheduled playing time remaining, after a Touchdown, all bets are settled as single bets for the affected player, at the corresponding Anytime Touchdown Scorer odds.

Wincast - If no Touchdown is scored in the match, all bets are considered lost. If a game is abandoned with more than 5 minutes of scheduled playing time remaining, after a Touchdown, all bets are settled as single bets for the affected player, at the corresponding odds of the first Touchdown scorer.

Team Wincast - If no Touchdown is scored in the match, all bets are considered lost. If a game is abandoned with more than 5 minutes of scheduled playing time remaining, after a Touchdown, all bets are settled as single bets for the affected team, at the corresponding odds of the team to score first.

Halftime Scorecast - If no Touchdown is scored in the first half, all bets are considered lost. If a game is abandoned with more than 5 minutes of scheduled playing time remaining in the first half, after a Touchdown, all bets are settled as single bets for the affected player, at the corresponding odds of the first Touchdown scorer.

1st Half Wincast - If no Touchdown is scored in the first half, all bets are considered lost. If a game is abandoned with more than 5 minutes of scheduled playing time remaining in the first half, after a Touchdown, all bets are settled as single bets for the affected player, at the corresponding odds of the first Touchdown scorer.

In case of no score (via the specified method), bets are void.

Alternative pre-match bets that EXCLUDE overtime.
For the following types of bets, the match must be completed for bets to count.

Double Result – Predict the result at half time and at the end of regular time. The match must be completed for bets to have standing.

1st Quarter/ Match Result – Predict the result at the end of the first quarter and at the end of regulation time. The match must be completed for bets to have standing.
Unless otherwise stated, live betting on the match, half-time and quarter-time INCLUDES overtime

For settlement purposes:

Half-time betting (unless otherwise stated, second half includes points scored in overtime if it takes place).

Quarter time bets (unless otherwise stated, the fourth quarter includes points scored in overtime if it occurs).

Double result - Does not include overtime if it occurs.

For the Team to Score Next and Next Action to Score bet types, in the event of no score (specific to the order of points mentioned), the No Score option is considered a winner.

Alternative seasonal bets
All alternative season bets are based on regular season matches only. For all Player bet types, player statistics are valid regardless of any transfers during the regular season. Players must have participated in at least one regular season game for bets to stand, provided the player in question makes a Down after the time of the bet.

Long-term/seasonal betting
Bets on the Super Bowl winner, conference winner, and division winner stand regardless of the length of the season.

Unless otherwise stated, for NFL regular season team bet types (including Regular Season Wins) to count, teams must play all 17 regular season games AFC/NFC conference winners are determined by the teams that advance to the Super Bowl.

NFL division winners are determined by games won during the regular season. NFL tiebreaker rules apply.

The conference's top seed is the team designated by the NFL as the team that will have home-field advantage during the playoffs.

NCAAF regular season wins and games are based on all teams on the roster having played all their games, unless remaining season games do not affect the outcome.

If a specific stage or phase (e.g. divisional phase), or even a competition as a whole, is interrupted for any reason, bets placed on any type of bet after the last official match are void.

Bets are placed whether players participate or not. Dead-Heat rules apply (in any case, the recalculation of the odds will not result in the application of odds lower than 1).

Markets:
Half Markets

- **1st/2nd Half Point Spread 2-Way:**
- **Explanation:** Bet on a team to win the specific half with a given point spread.
- **Example:** Team A wins the first half by more than the spread; your bet wins.
- **1st/2nd Half Result 3-Way:**
- **Explanation:** Bet on Team 1 to win, Team 2 to win, or a draw in the first half.
- **Example:** First half ends in a draw; your bet on a draw wins.
- **1st/2nd Half Result and Total:**
- **Explanation:** Bet on the winner of the specific half AND whether the total points scored will be over or under a set number.
- **Example:** Team A wins the first half and the total points are over 20.5; your bet on “Team A and Over 19.5” wins.
- **1st/2nd Half Total 2-Way:**
- **Explanation:** Bet on whether the total points scored in the specific half will be over or under a set number.
- **Example:** Total points in the first half are 25; your bet on "Over 24.5" wins.
- **1st/2nd Half Touchdowns 2-Way:**
- **Explanation:** Bet on whether the total number of touchdowns in the specific half will be over or under a set number.
- **Example:** There are 3 touchdowns in the first half; your bet on "Over 2 .5" wins.
- **1st/2nd Half Touchdowns 3-Way:**
- **Explanation:** Bet on the exact number of touchdowns in the specific half (e.g., 0-1, 2-3, 4+).
- **Example:** There are 4 touchdowns in the first half; your bet on "4+" wins.
- **1st/2nd Half Winning Margin:**

- **Explanation:** Bet on the margin of victory for the winning team in the specific half.
- **Example:** Team A wins the first half by 10 points; your bet on "Team A by 7-13 points" wins.

Quarter/Half/Match Specific Markets (General)

- **1st Quarter / Half Time:**
- **Explanation:** Bet on the result of the first quarter and the half-time result.
- **Example:** Team A leads after the 1st quarter and Team B leads at half-time; your bet on that combination wins.
- **1st Quarter / Match Result:**
- **Explanation:** Bet on the result of the first quarter and the final match result.
- **Example:** Team A leads after the 1st quarter and Team A wins the match; your bet wins.
- **Quarter/ Half / Total Away Points:**
- **Explanation:** Bet on the total points scored by the away team in a specific quarter or half.
- **Example:** Away team scores 1 0 points in the 3rd quarter; your bet on "Away Team Over 9.5 points" wins.
- **Quarter/ Half / Total Away Team Touchdowns 2-Way:**
- **Explanation:** Bet on whether the away team scores over or under a set number of touchdowns in a specific quarter, half or game
- **Example:** Away team scores 2 touchdowns in the 2nd half; your bet on "Over 1.5 touchdowns" wins.
- **1st Quarter Double Chance:**
- **Explanation:** Bet on two of the three possible outcomes for the first quarter (Team A win or draw, Team B win or draw).
- **Example:** Team A wins the first quarter; your bet on "Team A or Draw" wins.
- **Quarter/ Half / Match - Total Field Goals Scored:**
- **Explanation:** Bet on the total number of field goals scored by a team in a specific quarter half, or the match

- **Example:** Team A scores 2 field goals in the 1st quarter; your bet on "Team A Over 1.5 field goals" wins.
- **Quarter/ Half / Match - Total Home Points:**
- **Explanation:** Bet on the total points scored by the home team in a specific quarter, half, or the match
- **Example:** Home team scores 14 points in the 4th quarter; your bet on "Home Team Over 13.5 points" wins.
- **Quarter/ Half / Match - Total Home Team Touchdowns:**
- **Explanation:** Bet on the total number of touchdowns scored by the home team in a specific quarter, half, or the match
- **Example:** Home team scores 3 touchdowns in the 3rd quarter; your bet on "Home Team Over 2.5 touchdowns" wins.

Quarter Markets

- **Quarter Point Spread 2-Way:**
- **Explanation:** Bet on a team to win the specific quarter with a given point spread.
- **Example:** Team B wins the first quarter by more than the spread; your bet wins.
- **Quarter Result:**
- **Explanation:** Bet on Team 1 to win, Team 2 to win, or a draw (when available) in the specific quarter.
- **Example:** First quarter ends in a draw; your bet on a draw wins.
- Quarter Result and Total:
- **Explanation:** Bet on the winner of the specific quarter AND whether the total points scored will be over or under a set number.
- **Example:** Your bet on Team B & Under 15.5. Team B wins the first quarter and the total points are under 15.5; your bet wins.
- **Quarter Total 2-Way:**
- **Explanation:** Bet on whether the total points scored in the specific quarter will be over or under a set number.
- **Example:** Total points in the first quarter are 12; your bet on "Under 12.5" wins.
- **Quarter Touchdowns 2-Way :**

- **Explanation:** Bet on whether the total number of touchdowns in the specific quarter will be over or under a set number.
- **Example:** There are 2 touchdowns in the first quarter; your bet on "Over 1.5 touchdowns" wins.
- **Quarter Touchdowns 3-Way:**
- **Explanation:** Bet on the exact number of touchdowns in the specific quarter (e.g., 0-1, 2-3, 4+).
- **Example:** There is 1 touchdown in the first quarter; your bet on "0- 1 touchdowns" wins.
- **Quarter Winning Margin:**
- **Explanation:** Bet on the margin of victory for the winning team in the specific quarter.
- **Example:** Team A wins the first quarter by 7 points; your bet on "Team A by 4 -10 points" wins.

Player Specific Markets

- **Any Player to Have X + Receiving Yards:**
- **Explanation:** Bet on whether any player in the game will achieve X+ or more receiving yards.
- **Example:** Player X has 210 receiving yards; your bet wins on 210+
- **Any Player to Have X + Rushing Yards:**
- **Explanation:** Bet on whether any player in the game will achieve X or more rushing yards.
- **Example:** Player Y has 220 rushing yards; your bet wins on 220+
- **Any Player to Have X+ Passing Yards:**
- **Explanation:** Bet on whether any player in the game will achieve X+ or more passing yards.
- **Example:** Player Z has 410 passing yards; your bet wins on 410+
- **Any Player to Score 2+ Touchdowns:**
- **Explanation :** Bet on whether any player will score two or more touchdowns.
- **Example:** Bet on Player C. If Player C scores two touchdowns; your bet wins.
- **Any Player to Score 3+ Touchdowns:**

- **Explanation:** Bet on whether any player will score three or more touchdowns.
- **Example:** Bet on Player D. If Player D scores three touchdowns; your bet wins.
- **Any QB to Record X+ Pass Yards:**
- **Explanation:** Bet on whether any quarterback will achieve X or more passing yards.
- **Example:** Quarterback E has 320 passing yards; your bet wins on 320+
- **Any Quarter to End Scoreless?:**
- **Explanation:** Bet on whether any quarter in the game will have zero points scored.
- **Example:** The 2nd quarter ends 0-0; your bet wins.
- **Anytime 1st Half Touchdown Scorer:**
- **Explanation:** Bet on a specific player to score a touchdown at any point in the first half.
- **Example:** Bet on Player F. If Player F scores a touchdown in the first half; your bet wins.
- **Anytime 1st Quarter Touchdown Scorer:**
- **Explanation:** Bet on a specific player to score a touchdown at any point in the first quarter.
- **Example:** Bet on Player G. If Player G scores a touchdown in the first quarter; your bet wins.
- **Anytime 2nd Half Touchdown Scorer:**
- **Explanation:** Bet on a specific player to score a touchdown at any point in the second half.
- **Example:** Bet on Player H. If Player H scores a touchdown in the second half; your bet wins.
- **Anytime Half Touchdown Scorer:**
- **Explanation:** Bet on a specific player to score a touchdown at any point in either half.
- **Example:** Bet on Player I. If Player I scores a touchdown in the first half; your bet wins.
- **Anytime Quarter Touchdown Scorer:**

- **Explanation:** Bet on a specific player to score a touchdown at any point in any quarter.
- **Example:** Bet on Player J. If Player J scores a touchdown in the third quarter; your bet wins.
- **Anytime Touchdown Scorer:**
- **Explanation:** Bet on a specific player to score a touchdown at any point in the game.
- **Example:** Bet on Player K. If Player K scores a touchdown in the second quarter; your bet wins.
- **Away Field Goals Scored:**
- **Explanation:** Bet on the total number of field goals scored by the away team.
- **Example:** Away team scores 3 field goals; your bet on "Over 2.5 field goals" wins.
- **Both Teams to Score in Every Quarter:**
- **Explanation:** Bet on whether both teams will score at least one point in each of the four quarters.
- **Example:** Both teams score in all four quarters; your bet wins.

- **Conference Winning Division:**
- **Explanation:** Bet on which division within a conference will win the Super Bowl.
- **Example:** The AFC North wins the Super Bowl; your bet on "AFC North" wins.
- **Correct Score:**
- **Explanation:** Bet on the exact final score of the game.
- **Example:** The final score is 27-24; your bet on "27-24 " wins.
- **Double Result:**
- **Explanation:** Bet on a team to be leading at half-time AND to win the match.
- **Example:** Team A leads at half-time and wins the match; your bet wins.

Either Player To Score X Touchdown:

- **Explanation:** Bet on a choice of two players to score a specific (‘X’) touchdown
- **Example:** Bet on Player K or Player L to score the 3rd touchdown. If Player K or Player L scores the 3rd touchdown; your bet wins.
- **First Score Method:**
- **Explanation:** Bet on how the first score of the game will be achieved
- **Example:** The first score is a touchdown; your bet on "Touchdown" wins.
- **First Touchdown Scorer:**
- **Explanation:** Bet on which player will score the first touchdown of the game.
- **Example:** Player M scores the first touchdown; your bet on "Player M" wins.
- **Game Total:**
- **Explanation:** Bet on whether the total points scored in the game will be over or under a set number.
- **Example:** Total points in the game are 45; your bet on "Over 44.5" wins.

Half/Match/Quarter - Both Teams To Score X Points:

- **Explanation:** Bet on whether both teams will score at least ‘X’ points in the specific quarter, half or match
- **Example:** You bet on Both Teams to score 30+ points. If the game finishes 36-34 your bet wins
- **Half Team Total Points Away:**
- **Explanation:** Bet on the total points scored by the away team in a specific half.
- **Example:** Away team scores 15 points in the first half; your bet on "Away Team Over 14.5 points" wins.
- **Half Team Total Points Home:**
- **Explanation:** Bet on the total points scored by the home team in a specific half.
- **Example:** Home team scores 10 points in the second half; your bet on "Home Team Under 10.5 points" wins.
- **Half Total:**
- **Explanation:** Bet on whether the total points scored in a specific half will be over or under a set number.

- **Example:** Total points in the first half are 22; your bet on "Under 22.5" wins.
- **Half Total Touchdowns:**
- **Explanation:** Bet on whether the total number of touchdowns in a specific half will be over or under a set number.
- **Example:** There are 3 touchdowns in the first half; your bet on "Over 2.5 touchdowns" wins.
- **Half Winner:**
- **Explanation:** Bet on which team will win a specific half (first or second).
- **Example:** Team A wins the first half; your bet on Team A wins.
- **Half Winning Margin:**
- **Explanation:** Bet on the margin of victory for the winning team in a specific half.
- **Example:** Team B wins the first half by 7 points; your bet on "Team B by 4-10 points" wins.
- **Quarter / Half / Match Handicap:**
- **Explanation:** Bet on a team to win a quarter, half, or match with a given handicap.
- **Example:** Team A wins the match with a -3 handicap; they must win by more than 3 points for your bet to win.
- **Highest Scoring Half:**
- **Explanation:** Bet on which half (first or second) will have more points scored.
- **Example:** The second half has more points scored; your bet on "Second Half" wins.
- **Highest Scoring Quarter:**
- **Explanation:** Bet on which quarter will have the most points scored.
- **Example:** The 2nd quarter has the most points; your bet on "2nd Quarter" wins.
- **Highest Scoring Team:**
- **Explanation:** Bet on which team will score the most points in the game.
- **Example:** Team A scores more points than Team B; your bet on "Team A" wins.
- **Highest Scoring Team on Day:**
- **Explanation:** Bet on which team will score the most points in a game day.

- **Example:** Team A scores to score most points on game day; your bet on "Team A" wins.
- **Home Field Goals Scored:**
- **Explanation:** Bet on the total number of field goals scored by the home team.
- **Example:** Home team scores 2 field goals; your bet on "Over 1.5 field goals" wins.
- **Last Touchdown Scorer:**
- **Explanation:** Bet on which player will score the last touchdown of the game.
- **Example:** Player N scores the last touchdown; your bet on "Player N" wins.
- **Match Winner 2 way:**
- **Explanation:** Bet on which team will win the match (draws are not included).
- **Example:** Team A wins the match; your bet on Team A wins.
- **Method of Next Score:**
- **Explanation:** Bet on how the next score in the game will be achieved
- **Example:** The next score is a field goal; your bet on "Field Goal" wins.
- **Money Line**
- **Explanation:** Bet on which team will win the match
- **Example:** Team B wins the match; your bet on Team B wins.
- **Most Defensive Ints by any Player Regular Season:**
- **Explanation:** Bet on which player will have the most defensive interceptions during the regular season.
- **Example:** Player P has the most interceptions; your bet on "Player P" wins.
- **Player Regular Season Receiving Yards:**
- **Explanation:** Bet on which player will have the most receiving yards during the regular season.
- **Example:** Player Q has the most receiving yards; your bet on "Player Q" wins.
- **Most Rush Yds in a Game by any Player Reg Season:**
- **Explanation:** Bet on which player will have the most rushing yards in a single game during the regular season.

- **Example:** Player S has the most rushing yards in a game; your bet on "Player S" wins.
- **Most Rushing Yards in Conference:**
- **Explanation:** Bet on which player will have the most rushing yards within a specific conference during the season.
- **Example:** Player T has the most rushing yards in the AFC; your bet on "Player T" wins.

- **Most Rushing Yards in Conference Reg Season:**
- **Explanation:** Bet on which player will have the most rushing yards within a specific conference during the regular season.
- **Example:** Player U has the most rushing yards in the NFC regular season; your bet on "Player U" wins.
- **Most Rushing Yards in Division Reg Season:**
- **Explanation:** Bet on which player will have the most rushing yards within a specific division during the regular season.
- **Example:** Player V has the most rushing yards in the AFC East regular season; your bet on "Player V" wins.
- **Most Rushing Yards in Game:**
- **Explanation:** Bet on which player will have the most rushing yards in the current game.
- **Example:** Player W has the most rushing yards in the game; your bet on "Player W" wins.
- **Most Rushing Yds by any Player Regular Season:**
- **Explanation:** Bet on which player will have the most rushing yards during the regular season.
- **Example:** Player X has the most rushing yards; your bet on "Player X" wins.
- **Most Touchdowns in Conference Reg Season:**
- **Explanation:** Bet on which player will score the most touchdowns in a specific conference during the regular season.

- **Example:** Player Y scores the most touchdowns in the NFC regular season; your bet on "Player Y" wins.
- **Name the Finalists:**
- **Explanation:** Bet on which two teams will reach the Final.
- **Example:** Team A and Team B reach the Super Bowl; your bet on "Team A and Team B" wins.
- **Next Touchdown Scorer:**
- **Explanation:** Bet on which player will score the next touchdown in the game.
- **Example:** Player Z scores the next touchdown; your bet on "Player Z" wins.
- **Player X+ Regular Season Receiving Yards:**
- **Explanation:** Bet on a specific player achieving X or more receiving yards during the regular season.
- **Example:** Player B achieves 1964+ receiving yards; your bet wins on 1964 or more

- **Player X+ Regular Season Rushing Yards:**
- **Explanation:** Bet on a specific player achieving X or more rushing yards during the regular season.
- **Example:** Player C achieves 1500+ rushing yards in the regular season; your bet wins.

- **Player X+ Passing Yards Regular Season:**
- **Explanation:** Bet on a specific player achieving X or more passing yards during the regular season.
- **Example:** Player D achieves 4 000+ passing yards in the regular season; your bet wins.
- **Player Defensive Assists:**

- **Explanation:** Bet on a specific player to record a certain number of defensive assists.
- **Example:** Player E records 5 defensive assists; your bet on "Player E Over 4.5 assists" wins.
- **Player Defensive Interceptions:**
- **Explanation:** Bet on a specific player to record a certain number of interceptions.
- **Example:** Player F records 3 interceptions; your bet on "Player F Over 2.5 interceptions" wins.
- **Player Defensive Tackles:**
- **Explanation:** Bet on a specific player to record a certain number of defensive tackles.
- **Example:** Player H records 10 defensive tackles; your bet on "Player H Over 9.5 tackles" wins.
- **Player Passing and Rushing Yards:**
- **Explanation:** Bet on the combined passing and rushing yards of a specific player.
- **Example:** Player I has 300 passing yards and 50 rushing yards; your bet on "Player I Over 340.5 combined yards" wins.
- **Player Passing Completions:**
- **Explanation:** Bet on the number of passing completions a specific player will achieve.
- **Example:** Player J completes 25 passes; your bet on "Player J Over 24.5 completions" wins.
- **Player Passing Yards:**
- **Explanation:** Bet on the total passing yards a specific player will achieve.
- **Example:** Player L throws for 350 yards; your bet on "Player L Over 340.5 yards" wins.

Player Receiving Yards:

- **Explanation:** Bet on the total receiving yards a specific player will achieve.

- **Example:** Player O gains 120 receiving yards; your bet on "Player O Over 110.5 yards" wins.

Player Regular Season Passing Yards:

- **Explanation:** Bet on the total passing yards a specific player will achieve during the regular season.
- **Example:** Player R throws for 3800 yards in the regular season; your bet on "Player R Over 37 00.5 yards" wins.

- **Player Regular Season Receiving Yards:**
- **Explanation:** Bet on the total receiving yards a specific player will achieve during the regular season.
- **Example:** Player S gains 950 yards in the regular season; your bet on "Player S Under 960.5 yards" wins.
- **Player Regular Season Rushing & Receiving Yards:**
- **Explanation:** Bet on the combined rushing and receiving yards a specific player will achieve during the regular season.
- **Example:** Player T has 800 rushing yards and 300 receiving yards in the regular season; your bet on "Player T Over 1090.5 combined yards" wins.
- **Player Regular Season Rushing Yards:**
- **Explanation:** Bet on the total rushing yards a specific player will achieve during the regular season.
- **Example:** Player U rushes for 1200 yards in the regular season; your bet on "Player U Over 1150.5 yards" wins.
- **Player Rushing and Receiving Yards:**
- **Explanation:** Bet on the combined rushing and receiving yards of a specific player.
- **Example:** Player W has 100 rushing yards and 20 receiving yards; your bet on "Player W Over 110.5 combined yards" wins.
- **Player to Record 35+ Rush Yards in Both Halves:**

- **Explanation:** Bet on a specific player achieving 35 or more rushing yards in both the first and second halves.
- **Example :** Player A rushes for 40 yards in the first half and 45 yards in the second half; your bet wins.
- **Player to Record Most Passing Yards:**
- **Explanation:** Bet on which player will have the most passing yards in the game.
- **Example:** Quarterback B has the most passing yards; your bet on "Quarterback B" wins.

- **Player to Record Most Receiving Yards:**
- **Explanation:** Bet on which player will have the most receiving yards in the game.
- **Example:** Wide Receiver C has the most receiving yards; your bet on "Wide Receiver C" wins.
- **Player to Record Most Rush & Receiving Yards:**
- **Explanation:** Bet on which player will have the most combined rushing and receiving yards in the game.
- **Example:** Player D has the most combined yards; your bet on " Player D" wins.
- **Player to Record Most Rushing Yards:**
- **Explanation:** Bet on which player will have the most rushing yards in the game.
- **Example:** Running Back E has the most rushing yards; your bet on "Running Back E" wins.
- **Player to Record the 1st Defensive Interception:**
- **Explanation:** Bet on which player will record the first defensive interception of the game.
- **Example:** Defensive Back F records the first interception; your bet on "Defensive Back F" wins.
- **Player Total Passing Yards:**
- **Explanation:** Bet on the total passing yards a specific player will achieve.

- **Example:** Quarterback G throws for 280 yards; your bet on "Quarterback G Under 290.5 yards" wins.
- **Player Total Receiving Yards:**
- **Explanation:** Bet on the total receiving yards a specific player will achieve.
- **Example:** Wide Receiver H gains 90 yards; your bet on "Wide Receiver H Over 85.5 yards" wins.
- **Player Total Rush Yards:**
- **Explanation:** Bet on the total rushing yards a specific player will achieve.
- **Example:** Running Back J rushes for 70 yards; your bet on "Running Back J Over 65.5 yards" wins.
- **Player Total Yards:**
- **Explanation:** Bet on the total combined yards (passing, rushing, receiving) a specific player will achieve.
- **Example:** Player K has 200 passing, 50 rushing, and 30 receiving yards; your bet on "Player K Over 270.5 total yards" wins.
- **Point Spread 2-Way:**
- **Explanation:** Bet on a team to win the match with a given point spread.
- **Example:** Team A wins by more than the spread; your bet wins.
- **Quarter Race To X Points:**
- **Explanation:** Bet on which team will reach a specific number of points first in a quarter.
- **Example:** Team A reaches 10 points first in the 3rd quarter; your bet on "Team A Race to 10" wins.
- **Quarter Total:**
- **Explanation:** Bet on the total points scored in a specific quarter.
- **Example:** Total points in the 2nd quarter are 18; your bet on "Over 17.5" wins.
- **Quarter Winner:**
- **Explanation:** Bet on which team will win a specific quarter.
- **Example:** Team B wins the 4th quarter; your bet on "Team B" wins.
- **Quarter Winning Margin:**

- **Explanation:** Bet on the margin of victory for the winning team in a specific quarter.
- **Example:** Team A wins the 1st quarter by 5 points; your bet on "Team A by 3-7 points" wins.
- **Race To X points:**
- **Explanation:** Bet on which team will reach a specific number of points first in the game.
- **Example:** Team A reaches 20 points first; your bet on "Team A – Race to 20" wins.

- **Regular season wins:**
- **Explanation:** Bet on how many regular season games a specific team will win.
- **Example:** Team B wins 10 regular season games; your bet on "Over 9.5 wins" wins.
- **Result and Total**
- **Explanation:** Bet on the winner of the match AND whether the total points scored will be over or under a set number.
- **Example:** Team A wins the match and the total points are over 50.5; your bet on “Team A and Over 49.5”wins.
- **Team X Half/Quarter/Match Exact Score:**
- **Explanation:** Bet on the exact score of Team X in a specific half, quarter or the match.
- **Example:** Team 1 scores 14 points in the first half; your bet on "Team 1 14 points" wins.
- **Team X First Touchdown Scorer:**
- **Explanation:** Bet on which player from Team X will score the first touchdown of the game.
- **Example:** Player D from Team 1 scores the first touchdown; your bet on "Player D" wins.
- **Team X Last Touchdown Scorer:**

- **Explanation:** Bet on which player from Team X will score the last touchdown of the game.
- **Example:** Player E from Team 1 scores the last touchdown; your bet on "Player E" wins.

Team X Passing Yards:

- **Explanation:** Bet on a specific team to score ‘X’ amount of passing yards
- **Example:** Team A – Total Passing Yards Over 49.5 – If Team record 50 passing yards, your bet wins..

Team X Rushing Yards:

- **Explanation:** Bet on a specific team to score ‘X’ amount of rushing yards
- **Example:** Team A – Total Rushing Yards Over 49.5 – If Team record 50 rushing yards, your bet wins..

Teams X To Score in Both Halves

- **Explanation:** Bet on whether a team will score in both halves of the game (1st half/2nd half

Team X Next Touchdown Scorer

- **Explanation:** This market refers to predicting which specific player from Team X will score the next touchdown in the game.
- **Example:** If you bet on 'Player A' from Team 1 to be the next touchdown scorer, and 'Player A' scores the next touchdown for Team 1, your bet wins.
- **Team and Method of Next Score:**
- **Explanation:** Bet on which team will score next and how they will score (e.g., Team A by Touchdown).
- **Example:** Team A scores the next touchdown; your bet on "Team A - Touchdown" wins.

Team To Gain Most Rushing Yards:

- **Explanation:** Bet on which team will have more rushing yards in the game.
- **Example:** Team A has more rushing yards than Team B; your bet on "Team A" wins.
- **Team to Lead After Every Quarter:**
- **Explanation:** Bet on a specific team to be leading at the end of each of the four quarters.
- **Example:** Team A leads after the 1st, 2nd, 3rd, and 4th quarters; your bet wins.
- **Team to Make First Score 2-Way:**
- **Explanation:** Bet on whether Team 1 or Team 2 will score the first points of the game.
- **Example:** Team B scores the first points; your bet on "Team B" wins.
- **Team to Score Last:**
- **Explanation:** Bet on which team will score the final points of the game.
- **Example:** Team A scores the last points; your bet on "Team A" wins.
- **Team To Score Next Field Goal:**
- **Explanation:** Bet on which team will score the next field goal.
- **Example :** Team B scores the next field goal; your bet on "Team B" wins.
- **Team To Score Next Touchdown:**
- **Explanation:** Bet on which team will score the next touchdown.
- **Example:** Team A scores the next touchdown; your bet on "Team A" wins.
- **Team Total:**
- **Explanation:** Bet on whether the team's total points will be over or under a set number.
- **Example:** Away team scores 20 points; your bet on "Away Team - Over 19.5" wins.
- **Team Undefeated Regular Season:**
- **Explanation:** Bet on whether a specific team will complete the regular season without any losses.
- **Example:** Team A finishes the regular season undefeated; your bet wins.
- **Team With Highest Scoring Quarter:**

- **Explanation:** Bet on which team will score the most points in a single quarter.
- **Example:** Team B scores the most points in the 2nd quarter; your bet on "Team B" wins.
- **Time of First Score:**
- **Explanation:** Bet on a time period in which the first score of the game will occur (e.g. Score Before 6:00).
- **Example:** The first score occurs before the 6.00 time has elapsed; your bet on "Score before 6:00 Elapsed" wins.
- **Time of First Touchdown:**
- **Explanation:** Bet on the time period in which the first touchdown of the game will occur (e.g. Score Before 10:00).
- **Example:** The first touchdown before 10:00 you bet on “Score Before 10:00 Elapsed” wins.
- **To Make NFL Playoffs:**
- **Explanation:** Bet on whether a specific team will qualify for the NFL playoffs.
- **Example:** Team E makes the NFL playoffs; your bet wins.
- **To Win Conference:**
- **Explanation:** Bet on which team will win their respective conference (AFC or NFC).
- **Example:** Team K wins the AFC Championship; your bet on "AFC" wins.
- **To Win Division:**
- **Explanation:** Bet on which team will win their specific division within a conference.
- **Example:** Team L wins the AFC East division; your bet on "AFC East" wins.
- **To Win Outright:**
- **Explanation:** Bet on which team will win the entire competition (e.g., Super Bowl).
- **Example:** Team M wins the Super Bowl; your bet on "Team M" wins.
- **Winning Conference:**
- **Explanation:** Bet on which conference (AFC or NFC) will win the Super Bowl.

- **Example:** The AFC team wins the Super Bowl; your bet on "AFC" wins.
- **Winning Margin:**
- **Explanation:** Bet on the margin of victory for the winning team in the match.
- **Example:** Team A wins by 10 points; your bet on "Team A by 7-13 points" win

11. Australian Rules

General

Unless otherwise stated, all match bets will be settled including overtime, if any. Unless otherwise stated, regular time must be completed for bets to stand. If the duration of a match is changed by the organiser before kick-off, this new duration will be considered the official regular time of the match and all bets will be valid once it has been completed.

Match betting

If any match ends in a draw/tie, including overtime if played, then stakes will be refunded unless a price is offered for the draw/tie. Bets will be settled on official AFL result only.

Matches postponed

Postponed matches are cancelled unless they are played within five days of the originally scheduled date.

Matches interrupted

If a match is interrupted, but then resumes (from the point it was interrupted) and is completed within 48 hours of the originally scheduled match time, all bets stand.

Otherwise, if the match resumes but is not completed within 48 hours of the originally scheduled match time, this is considered an abandonment and bets on the original match are void, except for bets on the result that had already been determined before the match was initially interrupted. If a match is interrupted for any reason and is replayed in its entirety, this is considered an abandonment and bets on the original match are void, except for bets on the result that had already been determined before the match was initially interrupted.

Matches not played as scheduled

In the event of a change of venue, bets already placed will remain valid, provided that the home team remains designated as such. If the home and away teams in a match are reversed, bets placed based on the original order will be void.

Live bets

Unless otherwise stated, live bets will be placed including overtime. Regulation time must be completed for these bets to stand, unless the outcome of the relevant bet type is already determined.

Markets:

Grand Final Winner:

- **Explanation:** Bet on which team will win the Grand Final.
- **Example:** Team B to win the Grand Final. If Team B wins the Grand Final, the bet wins.

Match Result 3 Way

- **Explanation:** A bet on the outcome of the entire match, with three options: Home Team Win, Away Team Win, or Draw.
- **Example:** You bet on "Draw" in a match between "Team A" (Home) and "Team B" (Away). If the match ends with both teams having the same score, your bet wins.

Match Winner 2 Way

- **Explanation:** A bet on which team will win the match. This market typically excludes the possibility of a draw; if the match is a draw, the bet is usually void.
- **Example:** You bet on "Team A" to win the match. If Team A wins the match, your bet wins. If the match ends in a draw, your bet is voided and your stake is returned.

Game to end in a tie

- **Explanation:** A bet on whether the final score of a match will be a draw (a tie).

12. Golf

All winner bets are settled according to the player winning the trophy. The result of the play-offs is taken into account. Dead-Heat rules will apply

The results published on the official tournament website at the time of the trophy award are used for settlement purposes (a disqualification issued subsequently is not taken into account).

A player is considered to have played once he has left the teeing area. If a player retires after leaving the teeing area, stakes will be lost for winner, group, match or 18-hole bets.

In the event of a tournament being reduced in length from the scheduled number of holes for any reason (e.g. adverse weather conditions), winner bets placed before the last completed round will be settled on the player who has won the trophy if 36 holes have been played. If fewer than 36 holes have been played or if bets on the winner were placed after the last completed round, bets will be void.

Early bets on a player participating in a qualifying tournament but failing to qualify for the main tournament will be considered losing.

Outright Betting

Non-runner no-bet.

Outright Betting including The Field

Non-runner no-bet apart from The Field. The price for The Field includes all players not quoted in this market. Bets are accepted win only

Betting Without a Nominated Player(s)

Dead-heat rules apply to win bets unless the excluded player(s) does not win the tournament (in any case, the recalculation of the odds will not result in the application of odds lower than 1).

Bet on a group

The winner will be the player reaching the highest ranking at the end of the tournament within a specified group of players Any player who does not make the cut (including those designated as MDF) will be considered a loser. If no player makes the cut (including those designated as MDF), the lowest score (or highest number of points for tournaments using the Stableford points system) after the cut will determine settlement. Dead-Heat rules apply unless the winner is determined by a playoff. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

If a tournament is affected by adverse weather conditions, bets will be settled provided a winner is determined and at least 36 holes have been played. The winner will be the player in the lead at the time of the last completed round.

Tournament / Round - Top 2 / Top 3 / Top 4 / Top 5 / Top 6 / Top 7 / Top 8 / Top 9 / Top 10 / Top 20 of the ranking

Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Cover bets (2/3/4/5/6/7/8/9/10 places)

The prize for a single winner of the relevant tournament is offered at reduced odds, but you will be refunded if your selection finishes 2nd / 3rd / 4th / 5th / 6th / 7th / 8th / 9th / 10th (depending on the hedge betting option chosen). Bets on non-runners will be void. Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Tournament / Round - Top of the ranking (Tie included)

In the event of a tie, the winning selections will be settled in full.

Adverse Weather Events

If a tournament is affected by adverse weather conditions, bets will be settled provided a winner is determined and at least 36 holes have been played. The winner will be the player in the lead at the time of the last completed round.

Trophy Presentation
The results published on the official tournament website at the time of the trophy award are used for settlement purposes (a disqualification issued subsequently is not taken into account).

Player Missing the Cut, Player Disqualification and Withdrawal.
If a player does not make the cut (including those designated as MDF), the other player will be designated the winner. If no player makes the cut (including those designated as MDF), the lowest score (or highest number of points for tournaments using the Stableford points system) after the cut will determine settlement.

If a player is disqualified or retires after starting, either before completing two rounds or after each player makes the cut, the other player will be deemed the winner.

If a player is disqualified during the third or fourth round while the other player in the match bet does not make the cut, the disqualified player will be declared the winner.

Tie Bets
Odds will be offered for a tie and, if so, bets on a player to win will be losing.

Wire to Wire Winner

The settlement is based on one player being in the lead after each round of the tournament (including ties) and winning the tournament.

All holes officially designated at the start of the tournament must be completed. In the event of a reduction in the number of rounds/holes, all bets will be void.

Best of six

Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1. Players who start their turn but do not complete it will be considered losers.

Best of five

As above, but with five golfers grouped together.

18-hole betting

The winner will be the player with the lowest score over 18 holes. In tournaments using the Stableford scoring system, the highest score over 18 holes is declared the winner. Players form pairs and can play together or separately. The scores on the official tournament website recorded during the day in question will be taken into account for settlement (a disqualification pronounced subsequently is not taken into account).

18-hole Bets – Best of 2 and 3 balls

Bets are valid as soon as all selected players leave the teeing ground at the first hole (unless otherwise stated). In the event of a round being abandoned, bets on that round are void.

The scores on the official tournament website recorded during the day in question will be taken into account for settlement (a disqualification pronounced subsequently is not taken into account).

Bets on the best of 2 and 3 balls will stand regardless of pairs/groups. In tournaments using the Stableford points system, the player with the highest score during the round is declared the winner. Non-runners: Best of 2 and 3 ball bets are void. For best of 2 ball bets, if there are no odds for a tie, bets will be void if this situation arises. If odds are offered for a tie, the settlement will depend on that. For best of 3 ball bets, tiebreaker rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

For all other bets involving groups of more than three players over 18 holes (e.g. 7 ball, 9 ball, etc.), tiebreaker rules apply (In any case, the recalculation of the odds will not result in the application of odds lower than 1). Refunded if non-starter.

Fourballs

Bets are valid as soon as each pair starts the first hole. For all other bets involving groups of more than three players over 18 holes (e.g., 4-ball, 5-ball, etc.), Dead-Heat rules apply (In any case, the recalculation of the odds will not result in the application of odds lower than 1). Refunded if non-starter. The scores on the official tournament website recorded during the day in question will be taken into account for settlement (a disqualification pronounced subsequently is not taken into account).

Player who completes the round with the fewest moves

Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1. The scores on the official tournament website recorded during the day in question will be taken into account for settlement (a disqualification pronounced subsequently is not taken into account).

Where the number of holes scheduled in a tournament is reduced for any reason (e.g. adverse weather conditions), then bets placed prior to the last completed round will be settled on the player with the lowest tournament score provided all golfers have completed all 18 holes. If fewer than 18 holes have been played or if bets were placed after the last completed round, bets will be void.

Player - Birdies / Eagles

The following bet types are included: Number of Birdies (or better), Number of Eagles (or better).

Bets will be void if the relevant player does not complete the round, unless settlement has already been determined. If a round is abandoned, bets are void, unless settlement is already determined.

Player - Round Score - Multiple Options / Round Total - 3 Options / Round Score

Bets will be void if the relevant player does not complete the round, unless settlement has already been determined. If a round is abandoned, bets are void. Official scores recorded at the tournament site on the day of the competition will be considered for settlement purposes (later disqualifications are not considered).

Player to Make the Lowest Tournament 18-Hole Score

Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1. The scores on the official tournament website recorded during the day in question will be taken into account for settlement (a disqualification pronounced subsequently is not counted). Where the number of holes in a tournament is reduced for any reason (for example, due to adverse weather conditions), bets placed before the last completed round will be settled on the player with the lowest score in the tournament, provided all participants have completed all 18 holes of the tournament. If fewer than 18 holes have been played or if bets were placed after the last completed round, bets will be void.

Hole Group Winner

Bets are based on the score on a given group of holes (e.g., 10th to 18th). Bets will be void if a player does not leave the teeing ground of the first of the holes in question. If a player retires during the specified group of holes, bets on that player will be settled as losers. The scores on the official tournament website recorded during the day in

question will be taken into account for settlement (a disqualification pronounced subsequently is not taken into account). Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Take the lead first

Bets are valid as soon as all selected players leave the teeing area at the first hole. In the event of a round being abandoned, bets on that round are void unless the outcome is already determined. If players achieve the same score on all holes in a round, bets will be void.

Leading at the end of a round

Settlement is based on the score in the tournament at the end of the specified round. Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Final Forecast and Straight Forecast

For settlement purposes, selected players must finish first and second in the specified order. In the event of a tie for second place, Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Dual Forecast

For settlement purposes, selected players must finish first and second in any order. In the event of a tie for second place, the rules for ties apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Enhanced Win

Refers to betting on the winner of a tournament.

Hole in one

Relates to a hole-in-one made during selected rounds of a given tournament. If adverse weather conditions affect the running of the tournament, bets will be valid as long as at least 36 holes of a tournament have been played. If a hole-in-one is made but all 36 holes have not been played, the “Yes - Will Make a Hole-in-One” option will be considered the winner.

Will there be an albatross

Relates to an Albatross made during the specified rounds in a given tournament. If adverse weather conditions affect the running of the tournament, bets will be void unless at least 36 holes have already been played in the tournament or settlement has already been determined.

Make / Don’t make the cut

A tournament cut must be applied for bets to stand. If a tournament uses a multiple-cut system, the settlement will be determined by a player playing or not playing in the round following the first official cut.

If a player is designated as MDF in the official competition rankings, bets on the player making the cut will be deemed winners at the time of settlement.

Player - Tournament Statistics Bets

Bets are valid as soon as all selected players start the first hole. If the number of holes in a tournament is reduced for any reason, bets will be void.

This includes (but is not limited to):-

Player - Number of birdies (or better) in the tournament

Round- Statistics Betting - Best of 2 and 3 Balls

Bets are valid as soon as all selected players start the first hole. If a round is abandoned, bets on that round are void, unless settlement is already determined.

This includes (but is not limited to):- Round X - Group - Winner of the combined par 3 (3 balls) Round X - Group - Winner of the combined par 3 (2 balls) Round X - Group - Winner of the combined par 4 (3 balls) Round X - Group - Winner of the combined par 4 (2 balls) Round X - Group - Winner of the combined par 5 (3 balls) Round X - Group - Winner of the combined par 5 (2 balls)

Betting on player statistics

Bets will be void if the relevant player does not complete the round, unless settlement has already been determined. If a round is abandoned, bets on that round are void, unless settlement is already determined.

This includes (but is not limited to):- Round X - Player - Player - Hits green under par Round X - Player - Number of birdies or better

Betting on tournament statistics

A player is considered to have played once he has left the teeing area. If the number of holes in a tournament is reduced for any reason, bets will be void.

This includes (but is not limited to):- Tournament - Winner Par 3 Combined Tournament - Winner Par 4 Combined Tournament - Winner Par 5 Combined Tournament - Players Under Par (Only players who have qualified and completed the tournament are considered for settlement of bets)

Winner's score

The settlement will depend on the completion of 72 holes (or 90 for certain tournaments, where applicable). Otherwise, bets are void.

Live betting on matches

If a match does not start (e.g., player injury or disqualification before the match starts), all bets on that match will be void.

Bets that can be settled based on official match and tournament results (including correct match score and match bets) will be closed. This includes the situation where a match ends early by agreement between the players or due to injury.

The Match Winner bet (2 options) is settled according to the winner, including any additional holes played. In the event of a tie, bets on the winner of the match (2 options) will be void. Match Result (3 options) and Winning Margin bets do not include any additional holes.

For Winning Margin and Last Hole Played bets, if a match ends before the scheduled number of holes have been played, bets will be settled according to the official result. Bets will be void if a player retires at any point in the match where the outcome is still to be determined. This is the case, for example, if the number of holes remaining is greater than or equal to the score at the time of abandonment.

In the case of Last Hole Played betting, if a player retires after the 16th hole when the match is tied or after the 17th hole if a player leads by 1, the last hole played is then considered the 18th since any natural conclusion to the match would require playing that last hole.

For the bet types “Lead after X holes” and “Win X hole”; bets are valid as soon as all selected players start the first hole. If a match is abandoned, bets on that round are void, unless the outcome is already determined.

Bets on unplayed holes will be void.

Ryder / Solheim / and all other international matches

Winning margin

Based on the number of strokes between the winner and the runner-up(s) (includes odds for tournaments going to the playoffs). If adverse weather conditions affect the running of the tournament, Bets will stand once at least 36 holes of a tournament have been played.

36-hole group bets

The winner will be the player achieving the highest ranking at the end of the 36 holes. Dead-Heat rules apply, unless the winner is determined by a playoff after 36 holes. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

36 Hole Match Betting

Settlement will be made according to the player achieving the highest ranking at the end of the 36 holes. If the number of rounds played is reduced (for example due to adverse weather conditions), settlement of bets will take place provided that a player has won the trophy (bets will stand provided that a winner is determined and at least 18 holes have been played).

If a player is disqualified or retires after starting and before completing two rounds, the other player will be declared the winner.

Odds will be offered for a tie and, if so, bets on a player to win will be losing.

Single matches

If a match ends in a tie, bets will be void.

Winner (Day) Markets

Settlement will be based on the score after the scheduled number of matches, regardless of whether the matches are postponed.

Correct Score Markets

All scheduled matches must be completed for bets to stand, regardless of whether they are postponed or not.

Score (Day-Format) Markets

Settlement will be based on the score after the scheduled number of matches of the specified format, regardless of whether the matches are postponed.

To Play in Final Pairing on Sunday / Winner from Final Pair on Sunday

If a tournament does not adhere to the playing schedule for any reason, for example due to adverse weather conditions, which means that play cannot take place on Sunday, or the final round is played with the 3-ball format instead of the 2-ball format, bets will be void.

Winner (Session) Markets

Settlement will be based on the score after the scheduled number of matches, regardless of whether the matches are postponed.

Score (Session-Format) Markets

Settlement will be based on the score after the scheduled number of matches of the specified format, regardless of whether the matches are postponed.

Team Tournament Betting (Format)

Settlement will be based on the score after the scheduled number of matches of the specified format played during the entire duration of the event in question, regardless of whether the matches are postponed.

All matches scheduled in the specified format must be completed in full for bets to stand, unless settlement is already determined.

Top Points Scorer / Top Team / Top Nationality Points Scorer (Including Wildcard and Rookie Markets)

Settlement of bets will be determined on the entire tournament. Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1. Bets will be valid as soon as the player has left the teeing area.

Most points in a match

Settlement of bets will be determined on the entire tournament. If a match ends in a tie, bets will be void. Bets will be valid as soon as the player has left the teeing area.

Who Will Hole the Winning Putt

Settlement will be based on the player winning their half of the table or winning the entire point allowing their team to reach 14.5 points. In the event of a tie at 14-14, bets will be void (including the player who sinks the deciding putt for the trophy).

Matches to Go to the 17th/18th Hole

The scheduled number of matches must start for bets to have action. The number of matches where each team leaves the teeing ground on the 17th/18th hole will be used for settlement purposes.

Total Halved Matches

Settlement will be based on the score after the scheduled number of matches in the specified tournament/format (as applicable) have been played in the entire designated tournament, regardless of whether any matches are postponed.

All scheduled matches in the specified tournament/format (as applicable) must be completed for bets to stand, unless settlement is already determined.

Team that scores the first full point

For settlement purposes, the winner will be the first team to win a scheduled match, and therefore score a full point. If any scheduled match ends in a tie, bets will be void.

Greensomes

Bets are settled according to the official tournament result.

Foursomes

Bets are valid as soon as each pair starts the first hole.

Special Golf Bets / Season Bets

For all bets specific to a season's event, they will be void if all scheduled events are not completed, unless the outcome is already determined. Future appeals and/or disqualifications will not affect betting.

For Tour-specific bets, the selected player(s) must leave the starting area of one of the scheduled events. Otherwise, bets will be void.

If a specific series of events or competition is not completed for any reason, bets placed after the last completed event will be void.

Will win 1, 2+, 3+, 4 majors - The four majors are the US Open, US Masters, USPGA and British Open. All four major tournaments must take place in the same calendar year or bets will be void, unless settlement is already determined. If the selected player(s) do not participate in all 4 major tournaments within the calendar year, bets will be settled as losers.

Top X ranking in all 4 majors - All four majors must take place in the same calendar year or bets will be void. If the selected player(s) do not participate in all 4 major tournaments within the calendar year, bets will be settled as losers.

Make the Cut in All 4 Majors - All four majors must take place in the same calendar year or bets will be void. If the selected player(s) do not participate in all 4 major tournaments within the calendar year, bets will be settled as losers.

Markets:

Markets:

18 Hole Match Up

- **Explanation:** A bet on which of two players will achieve a lower score over 18 holes.
- **Example:** You bet on Player A to beat Player B over 18 holes. If Player A scores 7 0 and Player B scores 71, your bet wins.

1st Round Leader

- **Explanation:** A bet on which player will be leading the tournament after the first round.
- **Example:** You bet on Player A to be the leader after Round 1. If Player A has the lowest score at the end of the first day, your bet wins.

1st Round Top 20 Finish

- **Explanation:** A bet on whether a specific player will finish in the top 20 after the first round.
- **Example:** You bet on Player A to finish in the top 20 after Round 1. If Player A is within the top 20 scores at the end of the first round, your bet wins.

2 Balls

- **Explanation:** A bet on the winner of a specific two-player group (often playing partners) over a set number of holes (usually 18).
- **Example:** You bet on Player A in a 2 Ball against Player B. If Player A scores lower than Player B over 18 holes, your bet wins.

3 Balls

- **Explanation:** A bet on the winner of a specific three-player group over a set number of holes (usually 18).
- **Example:** You bet on Player A in a 3 Ball against Player B and Player C. If Player A has the lowest score of the three players over 18 holes, your bet wins.

4 Balls

- **Explanation:** A bet on the winner of a specific four-player group over a set number of holes (usually 18).
- **Example:** You bet on Player A in a 4 Ball against Player B, Player C, and Player D. If Player A has the lowest score of the four players over 18 holes, your bet wins.

72 Hole Match

- **Explanation:** A bet on which of two players will achieve a lower score over the entire 72 holes of the tournament.
- **Example:** You bet on Player A to beat Player B over 72 holes. If Player A's total score for the tournament is lower than Player B's, your bet wins.

Betting Without X

- **Explanation:** A bet on the winner of the tournament, excluding a specific player (X) from the market.
- **Example:** You bet on Player A to win the tournament, betting without Player B. If Player A wins the tournament and Player B does not, your bet wins. If another player wins, the bet is settled based on Player A's performance relative to other players excluding Player B.

Day Correct Score

- **Explanation:** A bet on the exact final score of a specific day's play in the competition. This refers to the total points won by each team on that day.
- **Example:** You bet on the Day 1 score to be (Team A) 3 – (Team B) 1. If, at the end of all matches played on Day 1, Team A has accumulated 3 points and Team B has accumulated 1 point, your bet wins.

Day Winner

- **Explanation:** A bet on which team will win the most points on a specific day of the competition.
- **Example:** You bet on Team A to be the Day 2 Winner. If Team A wins more points than Team B on Day 2, your bet wins.

Dual Forecast

- **Explanation:** A bet on the first and second place finishers in a specific group or the entire tournament, in the exact order.
- **Example:** You bet on Player A to finish first and Player B to finish second in a tournament. If Player A finishes first and Player B finishes second, your bet wins.

End Of Round Leader

- **Explanation:** A bet on which player will be leading the tournament at the end of a specified round.
- **Example:** You bet on Player X to be the leader at the end of Round 3. If Player X has the lowest score after Round 3 is completed, your bet wins.

End Of Round Leader (Player A v Player B)

- **Explanation:** A bet on which of two specific players will be leading the tournament at the end of a specified round.
- **Example:** You bet on Player A to be the leader at the end of Round 2, against Player B. If Player A's score is lower than Player B's at the end of Round 2, and Player A is also leading the overall tournament, your bet wins.

Enhanced Win

- **Explanation:** A bet on a specific player to win the tournament, with improved odds.
- **Example:** Player A is offered at enhanced odds to win the tournament. If Player A wins, your bet pays out at the enhanced odds.

Fourballs

- **Explanation:** A format of golf where two players play as a team, and each player plays their own ball. The team's score for the hole is the lower of the two scores. This market typically bets on the winner of a Fourball match.
- **Example:** You bet on Team X (Player A & Player B) to win their Fourball match. If the lower score of Player A or Player B on a hole is better than the lower score of

their opponents on that hole, Team X wins the hole. The team that wins more holes wins the match.

Fourballs (Draw No Bet)

- **Explanation:** A format of golf where two players play as a team, and each player plays their own ball. The team's score for the hole is the lower of the two scores. This market typically bets on the winner of a Fourball match.

Foursomes

- **Explanation:** A format of golf where two players play as a team, but they alternate hitting the same ball. This market typically bets on the winner of a Foursomes match.
- **Example:** You bet on Team X (Player A & Player B) to win their Foursomes match. The team that wins more holes wins the match.

Foursomes (Draw No Bet)

- **Explanation:** A format of golf where two players play as a team, but they alternate hitting the same ball. This market typically bets on the winner of a Foursomes match.
- **Example:** You bet on Team X (Player A & Player B) to win their Foursomes match. The team that wins more holes wins the match. If they tie, the bet is refunded.

Hole in One

- **Explanation:** A bet on whether any player in the tournament will achieve a hole-in-one during a specific round or the entire tournament.
- **Example:** You bet "Yes" on "Hole in One" for Round 1. If any player scores a hole-in-one on any hole during Round 1, your bet wins.

Hole X - Green in Regulation Hit (Player X)

- **Explanation:** A bet on whether a specific player (Player X) will hit the green in regulation on a specific hole (Hole X).

- **Example:** You bet on Player A to hit the green in regulation on Hole 7. If Player A's ball lands on the green in the number of strokes designated for regulation (e.g., tee shot on a par 3, tee shot and second shot on a par 4), your bet wins.

Lead After Round X

- **Explanation:** A bet on which player will be in the lead after a specific round (X) of the tournament.
- **Example:** You bet on Player A to lead after Round 2. If Player A has the lowest score after all players have completed Round 2, your bet wins.

Lead After X Round and Win

- **Explanation:** A bet on a player to be leading after a specific round (X) and to go on and win the tournament.
- **Example:** You bet on Player A to lead after Round 1 and win the tournament. If Player A is in the lead after Round 1 and ultimately wins the tournament, your bet wins.

Match Result

- **Explanation:** A bet on the outcome of a head-to-head match between two players, typically including the possibility of a draw (in some formats).
- **Example:** You bet on Player Q to win their match against Player R. If Player Q wins, your bet wins. If Player R wins, your bet loses. If the match is a draw (and draws are offered as an option), your bet is a push.

Match Winner

- **Explanation:** A bet on which of the two players/teams will win a specific match within the competition.
- **Example:** You bet on Team A to win the first match of the competition. If Team A's pair/team wins that specific match against Team B's pair/team, your bet wins.

Outright Winner

- **Explanation:** A bet on which player will win the entire tournament.
- **Example:** You bet on Player A to win the tournament. If Player A finishes with the lowest score after all rounds, your bet wins.

Outright Winner (Without X)

- **Explanation:** A bet on the winner of the tournament, excluding a specific player (X) from the market.

- **Example:** You bet on Player A to win the tournament, betting without Player B. If Player A wins the tournament and Player B does not, your bet wins. If Player B wins, your bet loses. If another player wins, the bet is settled based on Player A's performance relative to other players excluding Player B.

Player Total Birdies

- **Explanation:** A bet on the total number of birdies a specific player will achieve over a specified period (e.g., a round or the tournament).
- **Example:** You bet on Player A to have over 3.5 birdies in Round 1. If Player A makes 4 or more birdies in Round 1, your bet wins.

Player Total Eagles

- **Explanation:** A bet on the total number of eagles a specific player will achieve over a specified period (e.g., a round or the tournament).
- **Example:** You bet on Player A to have exactly 1 eagle in the tournament. If Player A makes one eagle during the entire tournament, your bet wins.

Round Leader

- **Explanation:** A bet on which player will be leading the tournament at the end of a specific round.
- **Example:** You bet on Player A to be the leader at the end of Round 1. If Player A has the lowest score after Round 1, your bet wins.

Round Winner (2 Ball)

- **Explanation:** A bet on which player will have the lowest score in a specific two-player group for a particular round.
- **Example:** You bet on Player A to win their 2 Ball in Round 2 against Player B. If Player A scores lower than Player B in Round 2, your bet wins.

Round Winner (3 Ball)

- **Explanation:** A bet on which player will have the lowest score in a specific three - player group for a particular round.
- **Example:** You bet on Player A to win their 3 Ball in Round 3 against Player B and Player C. If Player A has the lowest score of the three players in Round 3, your bet wins.

Round Winner (Player A v Player B)

- **Explanation:** A bet on which of two specific players will achieve the lowest score in a particular round.

- **Example:** You bet on Player A to have a lower score than Player B in Round 1. If Player A's score is lower than Player B's in Round 1, your bet wins.

Round X Top Golfer By Category

- **Explanation:** This market bets on which golfer will achieve the lowest score within a specific category (e.g., nationality) during a particular round (e.g., Round 1, Round 2) of a golf tournament.
- **Example:** If you bet on "Round 1 Top American Golfer" and the American players finish Round 1 with scores of 68, 69, and 70, the golfer who shot 68 wins the market. If two or more golfers tie for the lowest score in that category for that round, dead heat rules usually apply.

Round X Top X Finish

- **Explanation:** A bet on whether a specific player will finish in the top X of a specified round.
- **Example:** You bet on Player A to achieve a Top 20 Finish in the 1st round. If Player A's final position in the 1st round is 20th or better, your bet wins.

Straight Forecast

- **Explanation:** A bet on the first and second place finishers in a specific group or the entire tournament, in the exact order.
- **Example:** You bet on Player A to finish first and Player B to finish second in the tournament. If Player A finishes first and Player B finishes second, your bet wins.

Team Day Score

- **Explanation:** A bet on the total number of points a specific team will achieve on a particular day of the competition.
- **Example:** You bet on Team A to score over 3.5 points on Day 1. If Team A wins 4 or more points on Day 1, your bet wins.

Team Day Winner

- **Explanation:** A bet on which team will win the most points on a specific day of the competition.
- **Example:** You bet on Team A to be the Day 2 Winner. If Team A wins more points than Team B on Day 2, your bet wins.

Team Outright

- **Explanation:** A bet on which team will win the competition.

- **Example:** You bet on Team A to to win. If Team A wins the competition, your bet wins.

To Lift Trophy

- **Explanation:** A bet on a specific player to win the tournament. This is synonymous with "Outright Winner".
- **Example:** You bet on Player A to lift the trophy. If Player A wins the tournament, your bet wins.

To Make A Hole In One

- **Explanation:** A bet on a specific player in the tournament to achieve a hole-in-one during a specific round or the entire tournament.
- **Example:** You bet "Player A" on "To Make A Hole In One" for the tournament. If Player A scores a hole-in-one on any hole during the entire tournament, your bet wins.

To Win Outright

- **Explanation:** A bet on a specific player to win the tournament.
- **Example:** You bet on Player A to win outright. If Player A wins the tournament, your bet wins.

Top Golfer by Category

- **Explanation:** This market bets on which golfer will achieve the lowest score within a specific category (e.g., nationality) for the entire duration of the golf tournament.
- **Example:** If you bet on "Top European Golfer" for the tournament and the European players finish with total scores of -10, -9, and -8, the golfer who achieved -10 wins the market. If two or more golfers tie for the lowest score in that category across the whole tournament, dead heat rules usually apply.

Top X Finish

- **Explanation:** A bet on whether a specific player will finish in the top X of the competition.
- **Example:** You bet on Player A to achieve a Top 20 Finish. If Player A's final position in the tournament is 20th or better, your bet wins.

Will there be an Albatross?

- **Explanation:** A bet on whether any player in the tournament will achieve an albatross (three strokes under par on a single hole, typically a hole-in-one on a par 5 or a 2 on a par 5).
- **Example:** You bet "Yes" on "Will there be an Albatross?". If any player records an albatross during the tournament, your bet wins.

13. Handball

Outright betting

For all outright and tournament bets, including bets such as Win Group / Reach Final / Name Finalists, bets will be void if all scheduled matches are not played, unless the outcome is already determined. Future appeals and/or disqualifications will not affect betting.

If a series of rounds or matches (e.g. group stage) or a competition is not completed for any reason, bets placed after the last completed match will be void.

Match betting

Unless otherwise stated, all bets will be settled on the score at the end of regular time and without regard to any overtime. Unless otherwise stated, all match bets are based on the result at the end of the scheduled 60 minutes of play. If the scheduled 60 minutes are not played, bets will be void, except for alternative bets where the outcome has already been determined.

The following bet types include overtime/penalty shootout for settlement purposes.

Qualifies/Wins the trophy

For competitions that use the Mercy Rule, if this rule is invoked during a match, all bets will stand on the score at that point in time.

In the event of a change of venue, bets already placed will remain valid, provided that the home team remains designated as such. If a given match takes place at the away team's ground, bets will stand provided the home team is officially designated as such. Otherwise, bets will be void.

Postponed, abandoned or interrupted matches

Postponed matches are cancelled unless they are played within five days of the originally scheduled date.

If a match is interrupted, but subsequently resumes (from the point at which it was stopped) and completes within 48 hours of its original schedule, all bets remain valid.

Otherwise, if the match resumes but does not complete within 48 hours of its original scheduled date, this will be considered an abandonment and bets on the original match will be void, except for bets whose outcome has already been determined before the first interruption.

If a match is interrupted for any reason and then completely replayed, this will be deemed an abandonment and bets on the original fixture will be void, except for bets where the outcome has already been determined before the first interruption.

Half-time score bets

The selected half must be completed for bets to stand, unless the outcome of the bet in question is already determined. This excludes overtime, if played.

Alternative bets on the match

All alternative bets on the match, including the following bets, will be settled at the end of regular time, regardless of any extra time.

Team's top scorer

Goals scored during the 60 minutes of regular time and extra time are taken into account, but not those scored during the penalty shootout. Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1. Bets are valid if a player participates in the tournament.

Top scorer of the tournament

Goals scored during the 60 minutes of regular time and extra time are taken into account, but not those scored during the penalty shootout. Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1. Bets are valid if a player participates in the tournament.

Live Bets

A match must be completed for bets to stand (unless the outcome of the bet in question is already determined). All live bets exclude possible overtime, except for the

following:

To Qualify

To Lift Trophy

For live half-time betting, including the following bet types, the chosen half must be completed for bets to stand (unless the outcome of the bet in question is already determined). All live half-time bets do not take into account possible overtime.

Total goals / Result(s) / Total team goals / Margin of victory / First goal of the half / Double chance winner

Markets:

Betting Without Team

- **Explanation**: This market allows you to bet on a team, excluding a given team.
- **Example**: You bet on Team A to win the tournament, betting without Team B. If Team A wins the tournament and Team B does not, your bet wins. If another Team wins, the bet is settled based on Team A's performance relative to other Teams excluding Team B.

Both Teams to score X Goals

- **Explanation:** This market bets on whether both teams will score a specific number of goals or more.
- **Example:** If you bet on "Both Teams to score 25+ Goals" and the final score is 30-28, your bet wins as both teams scored at least 25 goals.

Draw No Bet

- **Explanation: Bet on which team will win the match**
- **Example: If Team A wins the match; your bet on "Team A" wins. If there is a tie, the bet is refunded**

Double Result

- **Explanation:** This market combines the result at half-time with the full-time result.
- **Example:** If you bet on "Team A to be leading at Half-Time and Team B to win Full Time" and Team A leads 15-1 2 at half-time, but Team B wins the match 28-27, your bet wins.

Either Team to score X Goals

- **Explanation:** This market bets on whether at least one of the teams will score a specific number of goals or more.
- **Example:** If you bet on "Either Team to score 35+ Goals" and the final score is 36-30, your bet wins because Team A scored 36 goals.

First Goalscorer

- **Explanation:** This is a bet on which specific player will score the very first goal of the match.
- **Example:** You bet on Player X to be the First Goalscorer. If Player X scores the opening goal, your bet wins. If another player scores first, your bet loses.

Full Time Result

- **Explanation:** This is a bet on the outcome of the match at the end of regular time.
- **Example:** If you bet on "Team A to win" and the final score after regular time is 29-27 to Team A, your bet wins.

Half Handicap

- **Explanation:** This market applies a handicap to the score of *one specific half* of the match. You are betting on which team will win that particular half once the handicap is applied to their score.
- **Example:** You bet on "Team A -2.5 Handicap" for the first half. If Team A wins the first half 15-10, the handicap is applied, making the score effectively 12.5-10. Your bet wins as Team A still wins the handicapped half. If Team A wins the first half 15-13, the score becomes 12.5-13 after the handicap, and your bet loses.

Half Result

- **Explanation:** This market bets on the outcome of the first half of the match.
- **Example:** If you bet on "Team B to be leading at Half-Time" and the score at half-time is 14-13 to Team B, your bet wins.

Half Double Chance

- **Explanation:** This market offers three options for the first half of the match: Team A to win the first half, Team B to win the first half, or a draw in the first half. You are essentially covering two of these three possibilities with one bet.
- **Example:** If you bet on "Team A or Draw" for the first half, and Team A leads 15-13 at half-time, your bet wins. If the score at half-time is 14-14, your bet also wins. If Team B leads 16-12 at half-time, your bet loses.

Half X Draw No Bet

- **Explanation: Bet on which team will win a specific half (first or second).**
- **Example: If Team A wins the first half; your bet on "Team A" wins. If there is a tie, the bet is refunded**

Half Team X Totals

- **Explanation:** This market bets on the total number of goals scored by a specific team in a particular half of the match.
- **Example:** You bet on "Team A Over 15.5 Goals in the First Half". If Team A scores 16 goals in the first half, your bet wins. If they score 15 or fewer, your bet loses.

Half Tribet

- **Explanation:** This market combines the result of a specific half (e.g., Home Win, Draw, Away Win) with the total number of goals scored in that half (e.g., Over or Under a specified line). Both conditions must be met for the bet to win.
- **Example:** You bet on "Team A to win the first half AND Over 28.5 goals in the first half". If the first half ends with Team A winning 17-12 (total 29 goals), your bet wins. If Team A wins 16-12 (total 28 goals), your bet loses because the total goals were not over 28.5. If the first half ends in a draw or Team B wins, your bet also loses.

Highest Scoring Half

- **Explanation:** This market bets on which half of the match (first or second) will have more goals scored in total by both teams combined.
- **Example:** You bet on "Second Half". If the first half ends 15-10 (total 25 goals) and the second half ends 18-12 (total 30 goals), your bet wins because the

second half had more goals. If the scores were equal or the first half had more, your bet would lose.

Double Chance

- **Explanation:** This market offers three options for the full-time result of the match: Team A to win or draw, Team B to win or draw, or either Team A or Team B to win (meaning a draw is excluded). You are covering two of the three possible outcomes (Win, Lose, Draw) with one bet.
- **Example:** If you bet on "Team A or Draw" for the full-time result, and the final score is 29-29 (a draw), your bet wins. If Team A wins the match 30-28, your bet also wins. If Team B wins the match 27-25, your bet loses.

Half/Match Result and Total

- **Explanation:** This market combines the outcome of a half or match (win/loss) with the total points scored during that period.
- **Example:** A bet on "Team A to win and Over 25.5" for the first half means Team A must win the first half, AND the combined score of both teams in that half must be 26 or more.

Half/Match Totals

- **Explanation:** This market bets on the total number of goals scored in either the first half or the entire match, compared to a specified line.
- **Example:** If you bet on "Over 28.5 Goals in the First Half" and the first half score is 15-14, your bet wins as 29 goals were scored.

Half/Match Winning Margin

- **Explanation:** This market bets on the difference in goals between the winning and losing team at either half-time or full-time.
- **Example:** If you bet on "Team A to win by 3-5 Goals" and the final score is 31-28 to Team A, your bet wins.

Last Goalscorer

- **Explanation:** This is a bet on which specific player will score the very last goal of the match.
- **Example:** You bet on Player Y to be the Last Goalscorer. If Player Y scores the final goal of the match, your bet wins. If another player scores the last goal, or if the last goal is an own goal, your bet loses.

Margin of Victory 5-Way

- **Explanation:** This market bets on the winning margin falling into one of five specified ranges.
- **Example:** If you bet on "1-3 Goals" and the final score is 28-26, your bet wins as the margin of victory is 2 goals.

Match Handicap

- **Explanation:** This market applies a handicap to the *final score* of the entire match. You are betting on which team will win the match after the handicap has been added to or subtracted from their actual score.
- **Example:** You bet on "Team B +1.5 Handicap" for the match. If the match ends in a 30-30 draw, the handicap is applied to Team B's score, making it effectively 31.5-30. Your bet wins because Team B, with the handicap, has won the match. If Team A wins the match 30-28, the score becomes 30-29.5 after the handicap, and your bet loses.

Match Tribet

- **Explanation:** This market combines the final result of the match (Home Win, Draw, Away Win) with the total number of goals scored in the entire match (e.g., Over or Under a specified line). Both conditions must be met for the bet to win.
- **Example:** You bet on "Team A to win the match AND Under 55.5 goals in the match". If the match ends with Team A winning 30-25 (total 55 goals), your bet wins. If Team A wins 30-26 (total 56 goals), your bet loses because the total goals were not under 55.5. If the match ends in a draw or Team B wins, your bet also loses.

Next but One Goal

- **Explanation:** This market bets on which team will score the goal that comes *after* the next goal.
- **Example:** You bet on "Team A to score the Next but One Goal". If the current score is 10-10, and Team B scores the next goal (making it 10-11), and then Team A scores the goal after that (making it 11-11), your bet wins. If Team B scores the next goal and then Team B scores the goal after that, your bet loses.

Player Goals

- **Explanation:** This market bets on the total number of goals a specific player will score in the match.
- **Example:** If you bet on "Player X to score Over 5.5 Goals" and Player X scores 7 goals, your bet wins.

Player to Score

- **Explanation:** This market bets on whether a specific player will score at least one goal in the match.
- **Example:** If you bet on "Player X to Score" and Player X scores a goal at any point in the match, your bet wins.

Race to X Goals

- **Explanation:** This market bets on which team will be the first to reach a specified number of goals.
- **Example:** You bet on "Team A to reach 10 Goals". If Team A scores their 10th goal before Team B scores their 10th goal, your bet wins. If Team B reaches 10 goals first, or if neither team reaches 10 goals, your bet loses.

Result and Player Total Goals

- **Explanation:** This market combines the match result with the total number of goals scored by a specific player.
- **Example:** If you bet on "Team A to Win and Player X to score Over 4.5 Goals" and Team A wins the match, and Player X scores 6 goals, your bet wins.

Shootout Winner

- **Explanation:** This market applies to matches that go to a penalty shootout, betting on which team will win the shootout.
- **Example:** If a match is tied after overtime and goes to a shootout, and you bet on "Team A to Win Shootout" and Team A wins the shootout, your bet wins.

Team to Score First

- **Explanation:** This market bets on which team will score the opening goal of the match.
- **Example:** You bet on "Team A to Score First". If Team A scores the first goal, your bet wins. If Team B scores first, or if the first goal is an own goal, your bet loses.

Team to Score Last

- **Explanation:** This market bets on which team will score the final goal of the match.
- **Example:** You bet on "Team B to Score Last". If Team B scores the final goal of the match, your bet wins. If Team A scores the last goal, or if the last goal is an own goal, your bet loses.

Team with Highest Scoring Half

- **Explanation**: This is a bet on which specific team will score the most points in any single half of the game.
- **Example**: You bet on 'Team A'. If the Team A score more points in any one half than the opposing team scores in any of their halves, your bet wins.

Team X to Score X

- **Explanation:** This market bets on a specific team scoring a specific number of goals or more.
- **Example:** If you bet on "Team A to score 30+ Goals" and Team A scores 32 goals, your bet wins.

Team X Totals

- **Explanation:** This market bets on the total number of goals scored by a specific team, compared to a specified line.
- **Example:** If you bet on "Team A to score Under 25.5 Goals" and Team A scores 24 goals, your bet wins.

To Lift Trophy

- **Explanation:** This market bets on which team will win the overall competition or tournament.
- **Example:** If you bet on "Team A to Lift Trophy" and Team A wins the final, your bet wins.

To Qualify

- **Explanation:** This market is used in knockout competitions. You are betting on which team will progress to the next round.
- **Example:** Team A wins the match 28-27 and qualifies for the next stage of the tournament. If you bet on "Team A to Qualify", your bet wins.

To Reach The Final

- **Explanation:** This market bets on which team will advance to the final of a competition.
- **Example:** If you bet on "Team A to Reach the Final" and Team A wins their semi-final match, your bet wins.

To Reach the Semi-Final

- **Explanation:** This is a tournament-specific market where you bet on a particular team to advance all the way to the semi-final stage of the competition.
- **Example:** In a World Championship, you bet on "Team C to Reach the Semi-Final". If Team C wins their quarter-final match and secures a spot in the semi-finals, your bet wins. If they are eliminated before the semi-finals, your bet loses.

To Win After Overtime

- **Explanation:** This market bets on a team winning the match specifically after it has gone into overtime.
- **Example:** If a match is tied at the end of regular time and goes to overtime, and you bet on "Team A to Win After Overtime" and Team A scores the winning goal in overtime, your bet wins.

To Win Outright

- **Explanation:** Betting on the winner of the entire competition.
- **Example:** If you bet on "Team A to Win Outright" and Team A wins the tournament, your bet wins.

Top Goalscorer

- **Explanation:** This market bets on which player will score the most goals in a specific match or tournament.
- **Example:** If you bet on "Player A as Top Goalscorer" in a match and Player A scores 8 goals, and no other player scores more than 8, your bet wins.

X Players to Score

- **Explanation:** This market bets on a number of specified players from a team or in a match scoring at least one goal.
- **Example:** If you bet on "3 Players to Score" and choose Player A, Player B and Player C and all three different players score goals in the match, your bet wins.

14. Hockey

General

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

Postponed matches are cancelled unless they are played within five days of the

originally scheduled date.

If a match is interrupted, but subsequently resumes (from the point at which it was stopped) and is completed within 48 hours of its original scheduled start, all bets remain valid.

Otherwise, if the match resumes but does not finish within 48 hours of its original scheduled date, this will be considered a stoppage and bets on the original match will be void, except for bets whose outcome has already been determined before the first interruption.

If a match is interrupted for any reason and then completely replayed, this will be treated as a stoppage and bets on the original fixture will be void, except for bets where the outcome has already been determined before the first interruption.

In the event of a change of venue, bets already placed will remain valid, provided that the home team remains designated as such. If the home and away teams in a match are reversed, bets placed based on the original order will be void.

A match must be completed for bets to stand, unless settlement has already been determined.

In the case of 2-way bets, push rules apply, unless otherwise stated below. Stakes on single bets are returned and the selection is considered a non-runner for multiple/combination bets.

Double Result: Make your predictions on the result at half-time and at the end of regulation time.

Pre-match bets

Unless otherwise stated, all pre-match bets do not take into account possible overtime.

Unless otherwise stated, live betting DOES NOT take into account possible overtime.

Match Winner (2 options) / Qualifies / Wins Trophy / Win Type / Penalty Shootout Winner / Next Team to Score - Includes Overtime / Penalty Shootout.

Wins in overtime: Includes overtime only and excludes any penalty shootouts.

Live bets on a quarter DO NOT take into account overtime

The relevant quarter must be completed for bets to stand, unless settlement of bets has already been determined.

The relevant half must be completed for half time bets to have action, unless settlement of bets has already been determined.

The relevant 10 minute period must be completed for bets to stand, unless the outcome of the relevant bet type is already determined.

Markets:

10 Minute Total 3-Way:

- **Explanation:** Bet on whether the total goals scored in a specific 10-minute interval of the match will be under a number, exactly that number, or over that number.
- **Example:** In the first 10 minutes, 2 goals are scored. Your bet on "Exactly 2 goals" wins.

Both Teams to Score X

- **Explanation:** This bet wins if both teams involved in the match score at least the specified number of goals (X).
- **Example:** You bet on "Both Teams to Score 2". If the final score is 3-2, both teams have scored at least 2 goals, so your bet wins. If the score is 3-1, only one team has scored 2 or more, so your bet loses.

Double Chance:

- **Explanation:** Bet on two of the three possible outcomes of a match (e.g., Team A to win or draw, Team B to win or draw, or Team A or Team B to win).
- **Example:** You bet on "Team A or Draw". If Team A wins or the match is a draw, your bet wins.

Double Result:

- **Explanation:** Bet on a team to be leading at half-time AND to win the match.
- **Example:** Team A leads at half-time and wins the match; your bet wins.

Extra Time Result:

- **Explanation:** Bet on the winner of the match specifically in the extra time period, if the match goes to extra time.
- **Example:** The match is tied after regulation, and Team B scores in extra time; your bet on "Team B – In Extra Time" wins.

Half Handicap

- **Explanation:** A handicap is applied to the score of either the first or second half.
- **Example:** You bet on "Team A -0.5 (First Half Handicap)". If Team A is leading by one goal or more at half-time, your bet wins. If they are level or losing at half-time, your bet loses.

Half Team Total:

- **Explanation:** Bet on the total number of goals scored by a team in a specific half.
- **Example:** The away team scores 2 goals in the second half; your bet on "Away Team Over 1.5 goals" wins.

Half Double Chance:

- **Explanation:** Bet on two of the three possible outcomes for a specific half (e .g., Team A to win or draw the first half).
- **Example:** You bet on "Team A or Draw" for the first half. If Team A wins the first half, your bet wins.

Half Total:

- **Explanation:** Bet on whether the total goals scored in a specific half will be over or under a set number.
- **Example:** Total goals in the first half are 3; your bet on "Over 2.5 goals" wins.

Half Winner:

- **Explanation:** Bet on which team will win a specific half (first or second).
- **Example:** Team A wins the first half; your bet on "Team A" wins.

Half Winning Margin

- **Explanation:** This market predicts the exact goal difference by which a team will win at half-time.

- **Example:** You bet on "Team A to win by 2 goals (First Half)". If the score at half-time is 3-1 to Team A, your bet wins. If the score is 1-0, or any other margin, your bet loses.

Highest Scoring Half

- **Explanation:** This bet is on which of the two halves (first or second) will see more goals scored in total by both teams combined.
- **Example:** You bet on "Second Half". If the first half ends 1-1 (2 goals total) and the second half ends 2-1 (3 goals total), the second half had more goals, so your bet wins.

Highest Scoring Quarter

- **Explanation:** This bet is on which of the four quarters will see the most goals scored in total by both teams combined.
- **Example:** You bet on "Quarter 3". If Quarter 1 has 1 goal, Quarter 2 has 2 goals, Quarter 3 has 3 goals, and Quarter 4 has 1 goal, Quarter 3 was the highest scoring, so your bet wins.

Match Handicap

- **Explanation:** A handicap is applied to the final score of the match.
- **Example:** You bet on "Team A -1.5". For your bet to win, Team A must win the match by 2 goals or more (e.g., 3-1, 4-2). If they win by 1 goal, draw, or lose, your bet loses.

Match Result 3-Way:

- **Explanation:** Bet on Team 1 to win, Team 2 to win, or a draw in the match.
- **Example:** The match ends in a draw; your bet on "Draw" wins.

Method of Victory

- **Explanation:** This market predicts how a team will secure their win, which may include winning in regulation time, extra time, or a penalty shootout.
- **Example:** You bet on "Team A to win in Extra Time". If the match is drawn after regulation time and Team A scores the winning goal in the subsequent extra time period, your bet wins.

Next Goal:

- **Explanation:** Bet on which team will score the next goal in the match.
- **Example:** Team B scores the next goal; your bet on "Team B" wins.

Quarter Double Chance

- **Explanation:** This bet covers two possible outcomes for a specific quarter, offering a wider chance of winning.
- **Example:** You bet on "Team A or Draw (Quarter 2)". If Team A wins Quarter 2, your bet wins. If Quarter 2 is drawn, your bet also wins. If Team B wins Quarter 2, your bet loses.

Quarter Handicap

- **Explanation:** A handicap is applied to the score of a specific quarter.
- **Example:** You bet on "Team B -0.5 (Quarter 3)". For your bet to win, Team B must win Quarter 3 by one goal or more. If Quarter 3 is drawn or Team B loses it, your bet loses.

Quarter Team X Total

- **Explanation:** This market predicts the total number of goals scored by a specific team (Team X) within a particular quarter.
- **Example:** You bet on "Team A Over 1.5 (Quarter 1)". If Team A scores 2 or more goals in the first quarter, your bet wins. If they score 0 or 1 goal, your bet loses.

Quarter Total

- **Explanation:** This market predicts the total number of goals scored by both teams combined within a specific quarter.
- **Example:** You bet on "Under 2.5 (Quarter 4)". If the total number of goals scored by both teams in the fourth quarter is 0, 1, or 2, your bet wins. If it's 3 or more, your bet loses.

Quarter Winner

- **Explanation:** This bet is on which team will score more goals in a specific quarter.
- **Example:** You bet on "Team A (Quarter 2)". If Team A scores more goals than Team B in the second quarter, your bet wins. If Team B scores more, your bet loses.

Race to X

- **Explanation:** This market predicts which team will be the first to reach a specified number of goals (X) in the match.

- **Example:** You bet on "Team B to Race to 3 Goals". If Team B scores their 3rd goal before Team A scores their 3rd goal, your bet wins. If Team A reaches 3 goals first, or if neither team reaches 3 goals, your bet loses.

Shootout Winner :

- **Explanation:** Bet on which team will win the penalty shootout if the match is tied after extra time.
- **Example:** Team A wins the penalty shootout; your bet on "Team A" wins.

Team X Total

- **Explanation:** This market predicts the total number of goals scored by a specific team (Team X) in the entire match.
- **Example:** You bet on "Team A Over 2.5". If Team A scores 3 or more goals in the match, your bet wins. If they score 0, 1, or 2 goals, your bet loses.

To Win Match:

- **Explanation:** Bet on which team will win the match (draws are not included).
- **Example:** Team A wins the match; your bet on "Team A" wins.

To Win Outright:

- **Explanation:** Bet on which team will win the entire tournament or competition.
- **Example:** Team B wins the league title; your bet on "Team B" wins.

Total Goals:

- **Explanation:** Bet on whether the total goals scored in the match will be over or under a set number.
- **Example:** Total goals in the match are 5; your bet on "Over 4.5 goals" wins.

Winning Margin:

- **Explanation:** Bet on the margin of victory for the winning team.
- **Example:** Team A wins by 3 goals; your bet on "Team A by 2-4 goals" wins

15. Ice hockey

General

All matches must start on the scheduled date (local stadium time) for bets to stand.

Hypothetical Matchups - Potential playoff matches that may be offered in advance of a confirmed schedule. If a displayed match is not played, all bets will be void.

Early Matches - Regular season matches that may be offered ahead of the regular schedule. Standard settlement rules will apply - the match in question must start on the scheduled date (local stadium time) for bets to stand.

Interrupted Games

If a match is interrupted and then resumes (from the point it was interrupted) and finishes within 48 hours of the originally scheduled match time, all bets stand.

Otherwise, if the match resumes but is not completed within 48 hours of the originally scheduled match time, this will be deemed an abandonment and bets on the original match will be void, except for bets where the outcome is already determined before the initial match interruption.

If a match is interrupted for any reason and is replayed in full, this is considered an abandonment and bets on the original match are void, except for bets where the outcome is already determined before the initial interruption of the match.

Match Venue

If there is a change of venue for a match, bets already placed stand, provided the home team is still designated as such. If the home team and the away team play each other at the away team's home ground in an official match, bets will stand provided the home team is still officially designated as such, otherwise bets will be void. For matches scheduled to be played on neutral ground, bets will stand regardless of how we state the order of the fixture.

Unless otherwise stated, bet types are based on 3 periods of 20 minutes, plus extra time and penalty shootouts. If the planned format is not respected, bets will be void, except for alternative bets whose outcome has already been determined.

All competitions/matches (unless otherwise stated) - All types of pre-match and in-play betting

All bets include extra time and penalty shootouts unless otherwise stated. In the event that a match is decided by penalty shootout, the rules provide for the addition of one goal to the winning team's score and to the match total. This does not apply to bet types

that exclude extra time and penalty shootouts if they take place.

2-Way Markets

In 2-Way markets Push rules apply. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

3-Way Markets

3-Way markets are settled on the score at the end of regulation time, with the exception of When Will Game End which is a 3-Way market that includes overtime/shootouts

Markets Excluding Overtime and Shootouts

The following markets exclude overtime/shootouts for settlement purposes:

Puck Line (3-Way)

Game Total (3-Way)

Double Chance (3-Way)

Money Line (3-Way)

Team Totals (3-Way)

Race to Markets

Total/Team Goals Exactly

Team To Score First/Last

Team to Score 2nd/3rd/4th/5th

To Score Last in Regulation

Next Goal Scored

Team To Win Most Periods

Tied After Regulation

Total/Home and Away Goals Scored

Period Betting

10 Minute Markets

Highest Scoring Period

To Score in 1st Period

Markets Including Overtime but Excluding Shootouts

The following markets include overtime, but exclude shootouts for settlement purposes:

1st Goalscorer

Last Goalscorer

Anytime Goalscorer (including In-Play)

To Score 2 / 3 or More Goals (including In-Play)

Team 1st / Last Goalscorer

Next Goalscorer In-Play

Team Next Goalscorer In-Play

To Score in 3rd Period In-Play

1st / Next / Last / Anytime / Team 1st / Team Last / Team Next Goalscorer; Player To Score 2, 3 or More; To Score in 1st / 2nd / 3rd Period

Your player (all quoted players in a multi-player market) must be dressed/active for bets to stand (as per the official NHL Game Centre). Every effort will be made to quote First/Last player to score odds for all possible participants. However, players not originally quoted will count as winners should they score the First/Last goal. Relevant players must be dressed and see ice-time for bets to have action for First, Next, Last and Anytime Goalscorer (including Team); Player to score 2, 3 or more betting, and To Score in 1st / 2nd / 3rd Period markets.

Highest Scoring Period

If 2 or more periods have the same score Tie will be settled as the winner

Period Betting

The relevant period must be completed for bets to have action, unless the specific market outcome is already determined.

Ice Hockey Matches (Regular Time Only) and Ice Hockey Champions League (Regular Time Only) - All Pre-Match and In-Play Betting

Unless otherwise stated below, all bets are settled on the score at the end of regular time and excluding extra time if it takes place.

Markets Including Overtime and Shootouts

The following markets include overtime/shootouts for settlement purposes:

- To Win Match (including overtime/shootout)
- To Lift Trophy
- To Qualify
- Penalty Shootout Winner
- Penalty Shootout Correct Score

Alternative bets of the day

The team that scores the most/least: All matches must be played on the date shown for bets to stand. In the event of a draw push rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Home/Away: For bets to stand, all relevant matches must have lasted at least 55 minutes, otherwise bets will be void.

Player to Score in Extra Time - If no extra time is played, bets are settled as losers.

In live betting, if after placing a bet the selected player does not return to the field, the bet is void.

For bets on the performance of the following NHL players, the official definitions and statistics, as published by the NHL on game day, are used for settlement:

Tournament/Team Top Scorer: The player who scores the most goals during the competition is declared the winner. All participants are affected, whether they play or not. Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Qualifies from the group: The team that passes the preliminary round qualifications is considered the winner.

Outright betting

NHL Regular Season Points/Head-to-Head: The team must play at least 80 regular season games for bets to count, unless the outcome of the relevant bet type is already determined.

Wins the conference (NHL):

The team that advances to the Stanley Cup Finals will be considered the winner.

Outright/Conference/Division betting

All bets stand, regardless of team transfers, team name changes or season length.

If a specific phase or round (e.g. divisional phase), or even a competition as a whole, is interrupted for any reason, bets placed on a selection after the last match in question has been completed will be void.

Betting on the series

Bets are void if the statutory number of matches (as per the respective governing bodies) is not reached or is changed.

In-season player betting

Players must participate in at least one regular season game after the bet placement date for bets to stand. Bets are settled based on official statistics provided by the tournament governing bodies. Subsequent amendments do not affect the regulation.

All bets stand, regardless of the length of the season.
The top scorer and top scorer (goals + assists) are established over the regular season only, regardless of the team (within a league) for which they scored. The team listed next to the player is for information purposes only. Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Markets:

Markets:

Anytime Goalscorer

- **Explanation:** A bet on a specific player to score at least one goal during the game.
- **Example:** You bet on Player A to be an anytime goalscorer. If Player A scores at any point in the game, your bet wins.

Conference Most Regular Season Points

- **Explanation**: Bet on which team will accumulate the most points in their conference during the regular season.
- **Example**: If Team A finishes with 100 points and all other teams finish with less than 100 points, a bet on Team A wins.

Conference Tournament Winner

- **Explanation:** A bet on which team will win their respective conference's tournament.
- **Example:** You bet on Team X to win the Eastern Conference Tournament. If Team X wins the tournament, your bet wins.

Draw No Bet

- **Explanation: Bet on which team will win the match**
- **Example: If Team A wins the match; your bet on "Team A" wins. If there is a tie, the bet is refunded**

Final Exact Forecast

- **Explanation**: Predict the the outcome of the final game of a tournament.
- **Example**: If you bet on a Team A to beat Team B and the final game of the tournament ends 3-2 to Team A, your bet wins.

Game and Series Double

- **Explanation:** A bet that combines two outcomes: the winner of a specific game and the winner of the entire series. Both must be correct for the bet to win.
- **Example:** You bet on Team A to win Game 3 and Team B to win the series. If Team A wins Game 3 and Team B wins the series, your bet wins.

Game/Period Both Teams to Score At Least X

- **Explanation:** A bet on whether both teams will score at least a specified number of goals in the game or a specific period.
- **Example:** You bet that both teams will score at least 1 goal in the first period. If both teams score one or more goals in the first period, your bet wins.

Game/Period Correct Score

- **Explanation:** A bet on the exact final score of a specific game or a specific period within a game.
- **Example:** You bet on the score of the first period to be 1-0. If the first period ends with a score of 1-0, your bet wins.

Game/Period Double Chance

- **Explanation:** A bet that covers two of the three possible outcomes for a game or period (Win, Lose, Draw/Tie).
- **Example:** You bet on Team A to win or draw in the first period. If Team A wins the first period or it ends in a draw, your bet wins.

Game/Period Puck Line

- **Explanation:** A bet on the outcome of a game or period with a handicap applied. The favourite team must win by a certain number of goals, or the underdog must win or lose by less than that number.
- **Example:** You bet on Team A (-1.5) to win the game. Team A must win by at least two goals for your bet to win. If they win by one goal, draw, or lose, your bet loses.

Game/Period Team X Total

- **Explanation:** A bet on whether the total number of goals scored by a specific team in a game or period will be over or under a set number.
- **Example:** You bet on Team A to score over 2.5 goals in the game. If Team A scores 3 or more goals, your bet wins.

Game/Period Total

- **Explanation:** A bet on whether the total number of goals scored by both teams in a game or period will be over or under a set number.
- **Example:** You bet on the total goals in the game to be over 5.5. If the combined score of both teams is 6 or more, your bet wins.

Game/Period Winner

- **Explanation:** A bet on which team will win a specific game or period. This is similar to the Money Line but can sometimes include the possibility of a draw in certain contexts or leagues.
- **Example:** You bet on Team B to win the second period. If Team B scores more goals than Team A in the second period, your bet wins.

Period X Draw No Bet

- **Explanation: Bet on which team will win a specific period.**
- **Example: Team A wins the 1st period; your bet on "Team A" wins. If there is a tie, the bet is refunded**

Highest Scoring Period

- **Explanation:** A bet on which period of the game will have the most goals scored.
- **Example:** You bet on the second period to be the highest scoring period. If the second period has more goals than the first or third period, your bet wins.

Next Goal

- **Explanation:** A bet on which team will score the next goal in the game.
- **Example:** You bet on Team A to score the next goal. If Team A scores the next goal, your bet wins.

Overtime Winner 3-Way

- **Explanation:** A bet on which team will win the game in overtime. This market typically offers three options: Team A wins in OT, Team B wins in OT, or Draw.
- **Example:** You bet on Team A to win in overtime. If the game goes to overtime and Team A scores the winning goal, your bet wins.

Player Assists

- **Explanation:** A bet on whether a specific player will record a certain number of assists in a game.
- **Example:** You bet on Player B to record over 1.5 assists. If Player B records 2 or more assists, your bet wins.

Player Assists Milestones

- **Explanation:** A bet on whether a specific player will reach certain pre-defined assist milestones during a game or tournament.
- **Example:** You bet on Player A to reach 5 assists in the series. If Player A achieves their 5th assist in the series, your bet wins.

Player to Score a Goal in OT

- **Explanation**: Bet on a specific player to score a goal during overtime.
- **Example**: If Player X scores in overtime, your bet wins.

Race to X

- **Explanation:** A bet on which team will be the first to reach a specified number of goals in a game.
- **Example:** You bet on Team A to be the first to score 3 goals. If Team A scores their 3rd goal before the opposing team scores their 3rd goal, your bet wins.

Regular Season Points

- **Explanation**: Bet on the total points a specific team will earn in the regular season.
- **Example**: If you bet on Team C to get over 80 points and they finish with 85, your bet wins.

Series Correct Score

- **Explanation:** A bet on the exact final score of a playoff series.
- **Example:** You bet on Team A to win the series 4-1. If Team A wins the series with a score of 4 games to 1, your bet wins.

Shootout Correct Score

- **Explanation**: Predict the exact score of a shootout if the game goes to one.
- **Example**: If you bet on a shootout score of 2-1 and it ends 2-1, your bet wins.

Shootout Team To Score Next Penalty

- **Explanation**: Bet on which team will score the next penalty shot in a shootout.
- **Example**: If Team D scores the next penalty shot, your bet wins.

Shootout Winner

- **Explanation:** A bet on which team will win a game that goes to a penalty shootout.
- **Example:** You bet on Team A to win the shootout. If Team A wins the shootout, your bet wins.

Team Scoring First Wins Game

- **Explanation**: Bet on the team that scores the first goal to win the match.
- **Example**: If Team E scores first and wins the game, your bet wins.

Team to Score First

- **Explanation:** A bet on which team will score the first goal of the game.
- **Example:** You bet on Team A to score first. If Team A scores the first goal, your bet wins.

Team to Score Last

- **Explanation**: Bet on which team will score the last goal of the game.
- **Example**: If Team G scores the last goal, your bet wins.

Team to Score Xth Goal

- **Explanation**: Bet on which team will score the Xth goal of the game.
- **Example**: If you bet on Team F to score the 3rd goal and they do, your bet wins.

Team X 1st Goalscorer

- **Explanation**: Bet on a specific player from Team X to score the first goal of the game for that team.
- **Example**: If Player Y from Team X scores first for that team, your bet wins.

Team X Last Goalscorer

- **Explanation**: Bet on a specific player from Team X to score the last goal of the game for that team.
- **Example**: If Player Z from Team X scores last for that team, your bet wins.

Team X Next Goalscorer

- **Explanation**: Bet on a specific player from Team X to score the next goal in the game for that team.
- **Example**: If Player A from Team X scores next for that team, your bet wins.

Team X Time of 1st Score

- **Explanation**: Bet on the exact time (in minutes) when Team X will score their first goal.
- **Example**: If you bet on 10:30 and Team X scores at that time, your bet wins.

Tied after Regulation

- **Explanation**: Bet on whether the game will be tied at the end of regulation time.
- **Example**: If the score is tied after regulation time, your bet wins.

Time of 1st Score

- **Explanation:** A bet on the time at which the first goal of the game is scored. This can be in specific time intervals.
- **Example:** You bet that the first goal will be scored between 10:00 and 19:59 of the first period. If the first goal is scored within this time frame, your bet wins.

To Qualify From Group

- **Explanation**: Bet on a team to qualify from their group in a tournament.
- **Example**: If Team B qualifies, your bet wins.

To Reach Final

- **Explanation:** A bet on whether a specific team will advance to the final of a tournament or competition.
- **Example:** You bet on Team A to reach the final. If Team A makes it to the final game of the tournament, your bet wins.

To Reach Quarter Final

- **Explanation:** A bet on whether a specific team will advance to the quarter-final stage of a tournament.
- **Example:** You bet on Team A to reach the quarterfinals. If Team A qualifies for the quarter-final round, your bet wins.

To Reach Semi-Final

- **Explanation:** A bet on whether a specific team will advance to the semi-final stage of a tournament.
- **Example:** You bet on Team A to reach the semi-finals. If Team A qualifies for the semi-final round, your bet wins.

To Reach the Playoffs

- **Explanation**: Bet on a team to make it to the playoffs.
- **Example**: If Team C makes the playoffs, your bet wins.

To Score in Period X

- **Explanation**: Bet on a team to score at least one goal in a specific period.
- **Example**: If Team D scores in the 2nd period, your bet wins.

To Win Conference

- **Explanation:** A bet on which team will win their respective conference championship.
- **Example:** You bet on Team A to win the Western Conference. If Team A wins the Western Conference title, your bet wins.

To Win Division

- **Explanation:** A bet on which team will win their specific division within a conference.
- **Example:** You bet on Team A to win the Pacific Division. If Team A finishes the regular season with the most points in the Pacific Division, your bet wins.

To Win Group

- **Explanation:** A bet on which team will win their designated group in a tournament or league stage.
- **Example:** You bet on Team A to win Group X. If Team A finishes at the top of Group X, your bet wins.

To Win Match in Overtime/Shootout

- **Explanation**: Bet on a team to win the match specifically in overtime or a shootout.
- **Example**: If Team E wins in overtime, your bet wins.

To Win Outright

- **Explanation:** A bet on which team will win the entire tournament or competition.
- **Example:** You bet on Team A to win the Stanley Cup. If Team A wins the Stanley Cup, your bet wins.

To Win Regional

- **Explanation:** A bet on which team will win a specific regional tournament or league.
- **Example:** You bet on Team A to win the European Championship. If Team A wins the tournament designated as the European Championship, your bet wins.

To Win Series

- **Explanation:** A bet on which team will win a best-of-X games playoff series.

- **Example:** You bet on Team A to win the series. If Team A wins the required number of games to advance in the series, your bet wins.

Top 2 Finish

- **Explanation**: Bet on a team to finish in the top two of their conference or league.
- **Example**: If Team F finishes 2nd, your bet wins.

Top 3 Finish

- **Explanation:** A bet on whether a specific team or player will finish in the top three positions of a tournament or competition.
- **Example:** You bet on Team A to achieve a top 3 finish in the league. If Team A finishes in 1st, 2nd, or 3rd place, your bet wins.

Top Goalscorer

- **Explanation:** A bet on which player will score the most goals in a specific game, series, or tournament.
- **Example:** You bet on Player A to be the top goalscorer in the series. If Player A scores more goals than any other player in the series, your bet wins.

When will Match End

- **Explanation**: Bet on whether the match will end in regulation time, overtime or a shootout.
- **Example**: If you bet on the match ending in regulation time and the match ends after only regulation time has been played, your bet is a winner.

Will Game go to Shootout?

- **Explanation**: Bet on whether the game will end in a tie and go to a shootout.
- **Example**: If the game is tied after regulation and goes to a shootout, your bet wins.

Will Match go to Overtime?

- **Explanation**: Bet on whether the game will be tied at the end of regulation and go to overtime.
- **Example**: If the game is tied and goes to overtime, your bet wins.

Winning Margin

- **Explanation:** A bet on the exact difference in goals by which a team will win a game.

- **Example:** You bet on Team A to win by exactly 2 goals. If Team A wins the game with a score of 3-1, 4-2, etc., your bet wins.

16. MMA

Introduction

General

Unless otherwise stated, bets placed on postponed fights will remain valid for 30 days. If a fighter is replaced, all bets will be void and stakes refunded.

Fights for which bets are offered before the exact official fight date is known will be listed on the site under the date of December 31, until an official date is announced.

Bets on these fights will remain valid as long as the fight takes place in the current year or the following calendar year. For example, bets placed on a fight listed on the site on or before December 31, 2020 will remain valid as long as the fight takes place before and including December 31, 2021; after this date, bets will be void and stakes refunded. In the event of a fight being cancelled before an official date is announced, bets will be void and stakes refunded.

Once the official date of a fight is confirmed, bets placed on the fight listed under the announced date will be subject to the 30 day rule as per usual.

For betting purposes, the fight is considered to have started when the bell sounds for the start of the 1st round.

If either fighter does not answer the bell for the next round, their opponent will be considered to have won the previous round.

If a fight is declared a “No Contest”, all bets will be void and stakes refunded, except for bet types where the outcome has already been determined.

Bets will be settled according to the result declared at the end of the fight by the official announcer, in the event that a fight takes place while one of the named fighters fails to reach the specified weight. Subsequent appeals/amendments do not affect the settlement (unless the amendment results from human error when announcing the result). If the official announcer does not declare a result at the end of a fight, bet types

will be settled based on the result displayed on the official website of the relevant organization.

Winner of the fight

In the event of a draw, all bets will be void and stakes refunded, including fights ending in a majority draw.

All bets will stand regardless of changes to the number of rounds.

Outcome of the fight - 7 options

All bets will stand regardless of changes to the number of rounds.

Outcome of the fight - 7 options/Fight Outcome Exact/Type of victory - Double chance/Exact Method of Victory

7 options:

Draw

Player A By decision or technical decision

Player A By KO, TKO or Disqualification

Player A by submission

Player B By decision or technical decision

Player B By KO, TKO or Disqualification

Player B by submission

Fight Winner - 3 options

Draw odds included.

Even if changes are made to the number of rounds, all bets will stand.

Fight Ends Inside

The official time supplied by www.ufc.com and announced at the end of the contest will be used to settle this market.

For the bet to be settled as won, either fighter must win in the 1st Round only, in the time frame selected; and win by either Knockout, Technical Knockout , Stoppage or Submission.

Total rounds

If the number of rounds in a fight is changed after this type of bet has been placed, all bets will stand unless the new number of rounds in the bet is greater than the total number of rounds in the fight.

When a half round is selected, the threshold between "under" and "over" will be set to 2 minutes and 30 seconds.

Round Betting/Combination Betting - Method and Round/Round Betting Grouped

If the number of rounds in a fight is changed for any reason, bets already placed will be void and stakes refunded.

When will the fight end?

If the number of rounds in a fight is changed for any reason, bets already placed will be void and stakes refunded.

For settlement purposes, a "fight to a finish" means a fight that is decided on points or ends in a draw after the scheduled number of rounds.

In the event of a draw or technical decision, the settlement of each type of bet will be based on the last completed round.

Will the fight go to its end?

If the number of rounds in a fight is changed for any reason, bets already placed will be void and stakes refunded.

For settlement purposes, the officially scheduled number of rounds must be completed in full for bets to be settled as 'Yes'.

Live Bets

Fight Winner - 3 Options: Includes "Draw" selection.

Fight Winner - 2 options: In the event of a draw, all bets will be void and stakes refunded,

this includes fights ending in a majority draw.

Fight Outcome - 5 Options: Refer to the fight outcome before the match.

The fight goes to its conclusion: For settlement purposes, the officially scheduled number of rounds must be completed in full for bets to be settled as "Yes".

Markets:

Draw No Bet

- **Explanation: Bet on which fighter will win**
- **Example: If Fighter A wins the match; your bet on "Team A" wins. If there is a tie, the bet is refunded**

Fight Outcome

- **Explanation:** This is a bet on the specific method by which a fighter will win.
- **Example:** If you bet on "Fighter A to win by KO/TKO" and Fighter A knocks out their opponent, your bet wins. If Fighter A wins by submission or decision, your bet loses.

Round Betting (1-5)

- **Explanation:** This market involves betting on a specific fighter to win within a particular round.
- **Example:** If you bet on "Fighter B to win in Round 3" and Fighter B secures victory in the third round, your bet wins. If Fighter B wins in a different round, your bet loses.

To Go the Distance

- **Explanation:** This is a bet on whether the fight will complete all scheduled rounds and go to a judges' decision.
- **Example:** If a fight is scheduled for 3 rounds and it goes the full 3 rounds before a decision is announced, a bet on "To Go the Distance" wins. If the fight ends by KO, TKO, or submission before the final bell, the bet loses.

To Win Fight

- **Explanation:** This is a straightforward bet on which fighter you believe will win the match, regardless of the method of victory.
- **Example:** If you bet on "Fighter A to Win Fight" and Fighter A wins by any means (KO, submission, decision), your bet wins.

Total Rounds

- **Explanation:** This market involves betting on whether the total number of completed rounds in a fight will be over or under a specified number.
- **Example:** If a fight is scheduled for 3 rounds and you bet on "Over 2.5 Rounds," your bet wins if the fight goes into the third round (meaning at least 2 full rounds and part of the third round have been completed). If you bet on "Under 2 .5 Rounds," your bet wins if the fight ends in the first or second round.

When Will Fight End

- **Explanation:** This market allows you to bet on the specific round in which the fight will conclude.
- **Example:** If you bet on "Fight Ends in Round 1" and the fight is stopped by KO, TKO, or submission within the first round, your bet wins. If the fight continues into the second round or beyond, your bet loses.

17. Motorcycle

Championship betting

Bets will be determined by the number of points accumulated from the final race of the season and will not be affected by any subsequent investigation. If the number of points is the same, dead-heat rules apply, unless the result is determined by the competition rules. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Betting on an individual race

All drivers in position to start the warm-up lap are considered starters. Subsequent appeals and/or disqualifications will not affect bets.

Betting on the race driver

Each selected driver must be in position to start the warm-up lap for the specified race. Otherwise, bets are void. If neither driver reaches the finish by retiring on the same lap, bets will be void. Otherwise, the driver with the most laps will be considered the winner for settlement purposes.

Number of classified drivers - TOP 15

The settlement is based on the number of riders listed as having finished in the official race classification on worldsbk.com or motogp.com

Betting on a race group

The winner will be the highest ranked driver at the time of the first announcement of the results by the organizer of the competition or sporting event. If no driver in the group is classified, the one who has completed the most laps will be declared the winner. If no driver in the group is classified and two or more drivers have retired during the same lap, the rules for ties apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1. Drivers are only grouped for betting purposes. The settlement of bets will be based on the result published by the official website of the relevant competition at the time of the first announcement of the results by the organizer of the competition or sporting event.

Super Cross / MotoCross

Bet on an individual race Refunded if non-runner. Bets on any competitor taking part in qualifying for a given event but failing to qualify for the main race or main round will be settled as a starter. Settlement of all bets will be based on the first announcement of the official result by the official race management organization. Subsequent investigations, disqualifications and/or appeals will not affect bets.

Markets:

Betting Without Favourite

- **Explanation**: This market allows you to bet on a rider or team, excluding the favourite.
- **Example**: You bet on Rider A to win the tournament, betting without Rider B. If Rider A wins the tournament and Rider B does not, your bet wins. If another rider wins, the bet is settled based on Rider A's performance relative to other riders excluding Rider B.

Both Top 3

- **Explanation**: You bet on two riders to finish in the top three positions.
- **Example**: If you bet on Rider A and Rider B, and they finish 1st and 3rd, your bet wins.

Dual Forecast

- **Explanation**: You predict the first and second place finishers in any order.
- **Example**: If you bet on Rider A and Rider B, and they finish 1st and 2nd (in any order), your bet wins.

Either To Win

- **Explanation**: You bet on one of two riders to win the race.
- **Example**: If you bet on Rider A or Rider B, and Rider A wins, your bet settles as a win.

Either Top 3

- **Explanation**: You bet on one of two riders to finish in the top three.

- **Example**: If you bet on Rider A or Rider B, and Rider B finishes 2nd, your bet wins.

Group Betting

- **Explanation**: You bet on a rider to be the best performer in a selected group of riders.
- **Example**: If you bet on Rider A in a group of four and he finishes 1st among them, your bet wins.

Qualifying Session Winner

- **Explanation:** Bet on which driver will win the qualifying session
- **Example:** Driver L to win the qualifying session. If Driver L wins, the bet wins.

Podium Finish

- **Explanation**: You bet on a rider to finish in the top three.
- **Example**: If you bet on Rider A and he finishes 2nd, your bet wins.

Straight Forecast

- **Explanation**: You predict the exact order of the first two finishers.
- **Example**: If you bet on Rider A to finish 1st and Rider B to finish 2nd, and they do so, your bet wins.

To Win Outright

- **Explanation**: You bet on a rider to win the entire event.
- **Example**: If you bet on Rider A and he wins the race, your bet settles as a win.

Top 6 Finish

- **Explanation**: You bet on a rider to finish in the top six positions.
- **Example**: If you bet on Rider A and he finishes 5th, your bet wins.

Winning Manufacturer

- **Explanation**: You bet on the manufacturer of the bike that will win the race.
- **Example**: If you bet on Manufacturer X and their rider wins, your bet settles as a win.

18. Rugby Union

In addition to the following sports betting rules, the General rules applicable to all bets offered on the website apply. However, the sports rules will take precedence over the general rules.

If you wish to download a copy of our Sports Rules please click here.

General rules
Unless otherwise stated all Rugby bets are settled including any extra-time if played.

The following markets (including Alternatives of the parent market listed) exclude extra-time/golden point, if played, for settlement purposes:

Handicap 3-Way
Match Result 3-Way
Match Result with Draw
Total 3-Way
Full Time Result
Total Points 3-Way

If the opponent changes from what was announced, all bets on the relevant match are void.

Abandoned matches
All bets are void except those where the outcome has already been determined.

Matches postponed
Postponed matches are cancelled unless they are played within five days of the originally scheduled date.

Matches interrupted
If a match is interrupted, but subsequently resumes (from the point at which it was stopped) and is completed within 48 hours of its original schedule, all bets remain valid.

Otherwise, if the match resumes but does not reach its conclusion within 48 hours following its original scheduled date, this will be considered a stoppage and bets on the original match will be void, with the exception of bets whose result has already been determined before the first interruption.

If a match is interrupted for any reason and then completely replayed, this will be treated as a stoppage and bets on the original fixture will be void, except for bets where the outcome has already been determined before the first interruption.

Matches not played as scheduled
In the event of a change of venue, bets already placed will remain valid, provided that the home team remains designated as such. If the home and away teams in a match are reversed, bets placed based on the original order will be void.

Outright betting
For all bets on a season and a competition, including bets like Win the group / Reach the final / Name the finalists, they will be void if all scheduled matches are not played, unless the result is already determined. Future appeals and/or disqualifications will not affect betting.

If a series of rounds or matches (e.g. group stage) or a competition is not completed for any reason, bets placed after the last completed match will be void.

Unless otherwise specified, only the regular season is taken into account. The final standings of the teams at the end of the scheduled games will determine the rankings, without taking into account the playoffs (knockout games following the regular season) or any subsequent investigations (or potential point deductions) by the leagues in question

Finish Last: Settlement will be based on the team finishing last in the relevant league at the end of the regular season.

Match up
Handicap Betting / Other Options / Additional Handicap Betting (In-Play Betting Included) / Match and Team Total Points / Totals – Other Options (In-Play Betting Included): Push rules apply for two-option bets.

Next Try 2 Options: Bets will be void if no further tries are scored.

Total tries scored / Total team tries scored / Scored most tries (including others): For two-way bets, if the scores are the same for the relevant selection, bets will be void. Penalty tries are included in these types of bets.

Total Penalties Scored: Settlement is based on the number of successful penalties, not penalties awarded.

Action to score 1st point / 1st team to score / Action to score 1st point of 2nd half / 1st point (2nd half) / 1st team to score a try / Action to score last point of 1st half / Action to score last point of the match / Team to score last / Team to score last try: Penalty tries are included for all these bet types. Conversions are not considered for all bets on actions that result in scoring.

Action that allows you to score the first point with 4 options: penalty tries are included in this type of bet.

Score the most tries or penalties: a tie is one of the available options. Penalty tries are included in this type of bet.

1st try scored / Result of the 1st half: Predict the team that will score the first try and the result of the first half. A rating is selected for "No tryscorer". Penalty tries are included in this type of bet.

Double margin bet for the winner at half-time / full-time: Predict the winning team and the winning margin at half-time and at the end of the match, excluding possible extra time. In the event of a tie at half-time or full-time, settlement of bets will be based on the 'Any Other' option.

1st team to score, Lead at halftime and Win the match: Predict the outcome of these three types of bets. If a combination is not offered, settlement of bets will be based on the “Any Other” option.

Double chance: Predict the result at half-time and full-time.

Winning margin including exact difference between teams and alternative margin: For settlement purposes, the margin at the end of the match is used. In the event of a tie bets will be void.

Bets on “Who will be the first to…?” » : Predict which team will reach a given points total first (the "None" option is available).

Triple bet: If the match ends in a tie, bets will be settled under the 'Any Other Result' option.

First (including home and away team scorer bets) / Last (including home and away team scorer bets) / First 2nd half tryscorer

Bets on players not participating in the match will be void. If your player comes on after a try has been scored, bets on the first tryscorer will be void. If your player came on at any time before the first try was scored, your bet stands. Regarding the 2nd Half First tryscorer bet, if your player comes on after the first try of the second half has been scored, 2nd Half First tryscorer bets will be void. If your player came on at any time before the first try of the 2nd half was scored, your bet stands.

If the first try is a penalty try, the scorer of the second try will be considered the winner for settlement purposes.

For the purpose of the last tryscorer, bets will stand on players participating in a match.

If the last try is a penalty try, the bet will be settled according to the previous tryscorer.

We do our best to offer a “First/Last Player to Score a Try” market for all participants. However, a player who scores the first or last try will be considered the winner even if they were not initially listed among the available options

Player scores a try at any time / Player scores 2 or more tries / Player scores 3 or more tries

Bets will be valid on players participating in a match.

Bets on players in a match not going to completion will be void unless the outcome of those bets is already determined.

Live Betting – Next Tryscorer & Team's Next Tryscorer
Bets on players not participating in the match will be void. If your player comes on after a specified try has been scored (e.g. the first), bets on that try number will be void. If your player came on at any time before the specified try was scored, your bet stands. If you place a bet on a player after he has left the field and that player no longer participates in the match, stakes on him will be void for that type of bet.

If the specified try is a penalty try, the scorer of the next try will be deemed the winner for settlement purposes.

Bets on a 10-minute interval
The relevant 10 minute period must be completed for bets to stand, unless the outcome of the relevant bet type is already determined.

Bets on "Team that will reach"
Predict which team will reach a given points total. The relevant period must be completed for bets to stand, unless the outcome of the relevant bet type is already determined.

Team leading after X minutes
The selected period must be completed for bets to stand. Draw is one of the available options.

Total successful drops
Payment will be made based on the number of successful drops.

Live betting on the half-time score
For live half-time score bets, the chosen half must be completed for bets to stand (unless the outcome of the bet in question is already determined).

Live betting on a 10-minute interval
10-minute interval bets: The relevant 10-minute period must be completed for bets to stand, unless the outcome of the relevant bet type is already determined.

Minute of team's first try / of the match / First try of the 2nd half / Last try
Penalty tries are included. If no try is scored in the 1st or 2nd half, bets will be settled as after.

Minute of 1st successful penalty / Minute of 1st successful penalty by team
If no penalty is successful, bets will be settled as 'after'.

Minute of 1st try / Minute of 1st team try
Penalty tries are taken into account. If no try is scored, bets will then be settled as 'after'.

1st team to score a try
The bet includes the 'No Try Scored' option.

Player – Match up
Predict which player will score the most points. Both players must start the match or bets will be void. In the event of a tie, all bets will be refunded.

Will there be a successful drop?
For settlement purposes, the drop must be successful.

Number of tries – Team tries / Score a try / 1st team to score a try
Penalty tries are taken into account. Bets are only valid during regular time.

Most successful tries or penalties / Team that scores the most tries or penalties
Penalty tries are taken into account. Penalties must be successful.

The team wins both halves / Wins both halves / The team wins one of the two halves
Both halves must be completed for bets to stand.

Will Home Team/Away Team Score 3 Unanswered Tries?
Either team must score 3 tries in the game without the opposition scoring a try in between. Penalty tries count.

Team led during the match
Predict whether the selected team will be behind at any point in a given match.

Team that scores the most / the least
Only highlighted teams are considered. Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

1st try converted
Predict whether the first try of the match will be converted. Penalty tries are taken into account.

Combined tryscorer and winning margin / Combined tryscorer and winning margin – 1st half and Combined tryscorer and match winner / Combined tryscorer and winner - 1st half.

If your player comes on after a try has been scored or does not play before a try is scored, bets will be void. If a match is abandoned after a try has been scored, all bets

will become straight on the first try scorer at the appropriate odds. If there are no try scorers during the match/half time, all bets will be settled as losers.

Combined (exact score + goalscorer) at any time
Bets will be valid on players participating in a match.

If a match is abandoned after a try(s) has been scored, all suitable bets will become straight on the tryscorer at any time at the appropriate odds. If penalty try(s) are scored, the player(s) awarded the try(s) by the relevant governing body will be deemed the winner(s) of the 'Anytime tryscorer' element of the bet. If there are no tryscorers during the match, all bets will be considered losers.

Highest scoring team – Handicap
All scheduled matches must be completed for bets to stand. The settlement will include the handicap added to the score of the selected team. Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Bets on the season
Top Tryscorer/ Points Scorer: The rules are based on the regular season only (play-offs are not taken into account).

Will finish last: Settlement made according to the team finishing at the bottom of the table (whether relegated or not).

Most losses (regular season): Settlement made according to the team suffering the most defeats during the regular season. If two or more teams record the same number of losses, the winner will be the team with the worst differential between points scored and points conceded. The regular season must be completed for bets to stand.

Special bets on the World Cup

Specifically regarding tournament special bets, all scheduled matches must be completed or bets will be void, unless the outcome is already determined: Total tries in the tournament / Total points in the tournament / Total drops scored in the tournament / Total points scored by the team in the tournament / Total tries scored by the team in the tournament.

Six Nations Tournament Special Bets
Triple Crown Winner: One of the British nations (England, Ireland, Scotland or Wales) must win all three matches against the others.

Grand Slam Winner: Each participant must win all five of their matches.

Six Nations Tournament Winner: If two teams finish at the top of the standings with the same number of points, the official rules of the competition will determine the winner for settlement purposes. All matches must be completed. Otherwise, bets will be void.

Team Total Points and Total Try Scores: The team must complete all five of its Six Nations matches for bets to stand, unless the outcome is already determined. In the event of a match being postponed or abandoned, bets are void unless the outcome has already been determined.

Tournament top tryscorer: all participants, whether playing or not. Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Total Team Wins and Total Team Wins - 2 options: The team must complete all five Six Nations matches for bets to stand, unless the outcome is already determined.

Bets on a series / a tour
Bets are void if the scheduled number of matches (according to the respective organizers) do not take place or are changed, unless the outcome is already determined.

If no further matches take place in a series after bets have been placed, bets are void.

Player-related bets: Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1. Bets on players selected for the series/tour but who do not play will be deemed losers.

Betting Rules
Statistics provided by the official website of the relevant competition will be used to execute bets.

Markets

10 Minute Team X to Score:

- **Explanation:** Bet on a specific team scoring any points within the first 10 minutes of the match.
- **Example:** Team A to score in the first 10 minutes. If Team A scores any points within the first 10 minutes, the bet wins.

10 Minute Team X to Score a Try:

- **Explanation:** Bet on a specific team scoring a try within the first 10 minutes of the match.
- **Example:** Team B to score a try in the first 10 minutes. If Team B scores a try within the first 10 minutes, the bet wins.

10 Minute Total 2-Way:

- **Explanation:** Bet on whether the total points scored by both teams in the first 10 minutes will be over or under a set number.
- **Example:** First 10 minutes total points Over 6.5. If 7 or more points are scored in total, the bet wins.

10 Minute Winner:

- **Explanation:** Bet on which team will be leading after the first 10 minutes of the match.
- **Example:** Team C to lead after 10 minutes. If Team C is ahead on points after 10 minutes, the bet wins.

10 Minute/Half/Match Winning Margin:

- **Explanation:** Bet on the margin of victory for the winning team at the 10-minute mark, end of the half, or full time.
- **Example:** Team D to win by 1-12 points at full time. If Team D wins the match by a margin of 1 to 12 points, the bet wins.

10 Minute/Half/Match Handicap:

- **Explanation:** Bet on a team to win with a handicap at the 10-minute mark, end of the half, or full time.
- **Example:** Team E -6.5 handicap at full time. If Team E wins the match by 7 or more points, the bet wins.

10 Minute/Half/Match Total Tries:

- **Explanation:** Bet on the total number of tries scored at the 10-minute mark, end of the half, or full time (over/under).
- **Example:** Total tries in the match Over 3.5. If 4 or more tries are scored in the match, the bet wins.

1st Half Start +8.5:

- **Explanation:** Bet on a team winning the first half with a +8.5 handicap.

- **Example:** Team F +8.5 in the 1st half. If Team F wins the first half, or loses by 8 points or fewer, the bet wins.

1st Half Wincast:

- **Explanation:** Bet on a specific player to score the first try AND their team to win the first half.
- **Example:** Player G to score first try and Team A to win 1st half. If Player G scores the first try and Team A leads at half-time, the bet wins.

2nd Half Team To Score First:

- **Explanation:** Bet on which team will score the first points in the second half.
- **Example:** Team H to score first in 2nd half. If Team H scores the first points (try, penalty, drop goal) in the second half, the bet wins.

Any Player Within Group to Score a Try:

- **Explanation:** Bet on any player from a specified group of players scoring a try in the match.
- **Example:** Any player from Group (Player A, B, C) to score a try. If Player A, B, or C scores a try at any point, the bet wins.

Anytime Tryscorer:

- **Explanation:** Bet on a specific player scoring a try at any point during the match.
- **Example:** Player D to score anytime. If Player D scores a try at any point in the match, the bet wins.

Anytime/Half/Match Scorecast:

- **Explanation:** Bet on a specific player to score the first try AND the final score of the match (or half).
- **Example:** Player E to score first try and match score to be Team A 20-10. If Player E scores the first try and the final score is exactly 20-10 to Team A, the bet wins.

Both Teams to score X Points:

- **Explanation:** Bet on both teams scoring a specific number of points or more in the match.
- **Example:** Both teams to score 10+ points. If both teams score 10 or more points, the bet wins.

Conference Winner:
- **Explanation:** Bet on which team will win their respective conference or league title (e.g., Super League, NRL).

- **Example:** Team A to win the Super League Conference. If Team A finishes top of the Super League table or wins the Grand Final associated with that conference, the bet wins.

Double Result:

- **Explanation:** Bet on a team to be leading at half-time AND to win the match.
- **Example:** Team F leads at half-time and wins the match; the bet wins.

Draw No Bet

- **Explanation:** Bet on which team will win the match
- **Example:** If Team A wins the match; your bet on "Team A" wins. If there is a tie, the bet is refunded

Dual Forecast:

- **Explanation:** Bet on two specified teams finishing in the top two positions of a league or tournament, in any order.
- **Example:** Team B and Team C to finish in the top two. If Team B finishes 1st and Team C 2nd, OR Team C finishes 1st and Team B 2nd, the bet wins.

Either Player to Score a Try:

- **Explanation:** Bet on one of two specified players scoring a try in the match.
- **Example:** Player G or Player H to score a try. If either Player G or Player H scores a try, the bet wins.

Either Team to Win by 1-12 Pts:

- **Explanation:** Bet on either team winning the match by a margin of 1 to 12 points.
- **Example:** Team A wins by 8 points. The bet wins.

Either Team to win by 13+ Pts:

- **Explanation:** Bet on either team winning the match by a margin of 13 points or more.
- **Example:** Team B wins by 15 points. The bet wins.

Either To Score 1st Try:
- **Explanation:** Bet on either of two specified players scoring the first try of the match.

- **Example:** Player C or Player D to score the first try. If either C or D scores the first try, the bet wins.

Either To Score a Try:

- **Explanation:** Bet on either of two specified players scoring a try in the match.
- Example:* Player I or Player J to score a try. If either Player I or Player J scores a try, the bet wins.

Finals Series Top Points Scorer:

- **Explanation:** Bet on which player will score the most points in the entire Finals Series.
- **Example:** Player K to be Top Points Scorer. If Player K scores more points than anyone else in the Finals Series, the bet wins.

Finals Series Top Tryscorer:

- **Explanation:** Bet on which player will score the most tries in the entire Finals Series.
- **Example:** Player L to be Top Tryscorer. If Player L scores more tries than anyone else in the Finals Series, the bet wins.

Finish Position in Pool:

- **Explanation:** Bet on a team's final finishing position within their pool stage group in a tournament.

- **Example:** Team D to finish 1st in Pool A. If Team D finishes top of Pool A, the bet wins.

First Scoring Play:

- **Explanation:** Bet on the first scoring play in the game
- **Example:** First scoring play to be a Try. If the first points are scored via a try, the bet wins.

First Tryscorer:

- **Explanation:** Bet on which player will score the first try of the match.
- **Example:** Player M to score the first try. If Player M scores the first try, the bet wins.

Full Time Result:

- **Explanation:** Bet on the outcome of the match
- **Example:** Team A to win at full time. If Team A wins the match, the bet wins.

Grand Final Winner:

- **Explanation:** Bet on which team will win the Grand Final.
- **Example:** Team B to win the Grand Final. If Team B wins the Grand Final, the bet wins.

Grand Slam:

- **Explanation:** Bet on a team in the Six Nations Championship that beats all the others during one year's competition
- **Example:** Team E to win the Grand Slam. If Team E wins all their games, the bet wins.

Half Winner:

- **Explanation:** Bet on which team will win a specific half (first or second).
- **Example:** Team C to win the first half. If Team C leads at half-time, the bet wins.

Half Winning Margin

- **Explanation:** This market predicts the exact point difference by which a team will win at half-time.
- **Example:** You bet on "Team A to win by 2 points (First Half)". If the score at half-time is 12-10 to Team A, your bet wins. If the score is 12-9, 12-8, or any other margin, your bet loses.

Half/Match Race to X Points:
Explanation: Bet on which team will be the first to reach a specific number of points (X) in a specific half or the match.
Example: Team D to reach 10 points first in the match. If Team D scores 10 points before the opponent, the bet wins.

Half/Match Team X Total Points:

- **Explanation:** Bet on the total points scored by a specific team in a specific half or the match (over/under).
- **Example:** Team E to score over 12.5 points in the second half. If Team E scores 13 or more points in the second half, the bet wins.

Half/Match Team X Total Tries:

- **Explanation:** Bet on the total number of tries scored by a specific team in a specific half or the match (over/under).
- **Example:** Team F to score over 1.5 tries in the match. If Team F scores 2 or more tries, the bet wins.

Half/Match Total Points:

- **Explanation:** Bet on the total number of points scored in a specific half or the match (over/under).
- **Example:** Total points in the match Over 40.5. If 41 or more points are scored, the bet wins.

Highest Scoring Half:
Explanation: Bet on which half (first or second) will have more points scored.

- **Example:** The second half to be the highest scoring half. If more points are scored in the second half, the bet wins.

Last Tryscorer:

- **Explanation:** Bet on which player will score the last try of the match.
- **Example:** Player N to score the last try. If Player N scores the last try, the bet wins.

Most Tries:

- **Explanation:** Bet on which player or team will score the most tries in a specific match or tournament.
- **Example:** Player F to score the most tries in the match. If Player F scores more tries than any other player, the bet wins.

Most Tries Handicap:

- **Explanation:** Bet on which player or team will score more tries, with a handicap applied to their try count.
- **Example:** Player G -1.5 tries handicap. If Player G scores 2 or more tries than the other player in the matchup, the bet wins.

Name the Finalists:

- **Explanation:** Bet on which two teams will reach the Final.
- **Example:** Team G and Team H to reach the Final. If both Team G and Team H reach the Grand Final, the bet wins.

Next Try:

- **Explanation:** Bet on which team will score the next try of the match.
- **Example:** Team I to score the next try. If Team I scores the next try, the bet wins.

Next Tryscorer:

- **Explanation:** Bet on which player will score the next try of the match.

- **Example:** Player O to score the next try. If Player O scores the next try, the bet wins.

Player to Score X or More Tries:

- **Explanation:** Bet on a specific player scoring a certain number (X) or more tries in the match.
- **Example:** Player P to score 2+ tries. If Player P scores 2 or more tries, the bet wins.

Player Total Points:

- **Explanation:** Bet on the total number of points a specific player will score in a match (over/under).
- **Example:** Player H Over 10.5 total points. If Player H scores 11 or more points (e.g., two tries and a conversion), the bet wins.

Regular Season Handicap:

- **Explanation:** Bet on a team winning with a handicap during the regular season.
- **Example:** Team J -6.5 handicap in a regular season match. If Team J wins by 7 or more points, the bet wins.

Regular Season Head To Head:

- **Explanation:** Bet on which of two specified teams will win a regular season match against each other.
- **Example:** Team K to beat Team L in the regular season. If Team K finishes higher than Team L, the bet wins.

Regular Season Try Scorer Match Ups:

- **Explanation:** Bet on which of two specified players will score more tries during the regular season.
- **Example:** Player Q to score more tries than Player R in the regular season. If Player Q scores more tries, the bet wins.

Regular Season Winner:

- **Explanation:** Bet on which team will win the regular season league title.
- **Example:** Team M to win the regular season. If Team M finishes top of the league, the bet wins.

Regular Season Wins:

- **Explanation:** Bet on how many regular season games a specific team will win.
- **Example:** Team N to win 15+ regular season games. If Team N wins 15 or more games, the bet wins.

Score 1st Try / 1st Half Result:

- **Explanation:** Bet on which team scores the first try AND which team leads at half-time.
- **Example:** Team A scores first try and Team B leads at HT. If both conditions are met, the bet wins.

Score 1st Try / Match Result:

- **Explanation:** Bet on which team scores the first try AND which team wins the match.
- **Example:** Team C scores first try and Team C wins the match. If both conditions are met, the bet wins.

Score First / Half Time / Full Time:

- **Explanation:** Bet on which team scores first, which team leads at half-time, AND which team wins the match.
- **Example:** Team E scores first, Team F leads at HT, Team E wins the match. If all three conditions are met, the bet wins.

Series Correct Score:

- **Explanation:** Bet on the exact score of a series (e.g., a best-of-3 series ending 2-1).

• Example: Team G to win the series 2-1. If Team G wins the series 2 games to 1, the bet wins.

Start +12.5:

- **Explanation:** Bet on a team winning with a +12.5 handicap.
- **Example:** Team H +12.5. If Team H wins the match, or loses by 12 points or fewer, the bet wins.

Straight Forecast:

- **Explanation:** Bet on two specified teams finishing in the top two positions of a league or tournament, in the exact order.
- **Example:** Team D 1st and Team E 2nd. If Team D finishes 1st and Team E finishes 2nd, the bet wins.

Team Finishing Position:

- **Explanation:** Bet on a team's final league position or tournament placement.
- **Example:** Team F to finish 4th of the regular season. If Team F finishes 4th, the bet wins.

Team to Score First:

- **Explanation:** Bet on which team will score the first points of the match.
- **Example:** Team I to score first. If Team I scores the first points (try, penalty, drop goal), the bet wins.

Team to Score First Try:

- **Explanation:** Bet on which team will score the first try of the match.
- **Example:** Team J to score the first try. If Team J scores the first try, the bet wins.

Team to Score Last:

- **Explanation:** Bet on which team will score the final points of the match.
- **Example:** Team K to score last. If Team K scores the final points, the bet wins.

Team to Score Last Try:

- **Explanation:** Bet on which team will score the final try of the match.
- **Example:** Team L to score the last try. If Team L scores the final try, the bet wins.

Team to Score Most Tries:

- **Explanation:** Bet on which team will score more tries in the match.
- **Example:** Team M to score more tries than Team N. If Team M scores more tries, the bet wins.

Team to Score Most Tries Handicap:

- **Explanation:** Bet on which team will score more tries, considering a handicap.
- **Example:** Team O -1.5 tries handicap. If Team O scores 2 or more tries than Team P, the bet wins.

Team to Score Next:

- **Explanation:** Bet on which team will score the next points in the match.
- **Example:** Team P to score next. If Team P scores the next points, the bet wins.

Team Total Wins:

- **Explanation:** Bet on the total number of matches a specific team will win in a season or tournament (over/under).
- **Example:** Team G to win Over 18.5 regular season matches. If Team G wins 19 or more regular season matches, the bet wins.

Team with Highest Scoring Half:

- **Explanation:** Bet on which team will have the highest scoring half.
- **Example:** Team Q to have the highest scoring half. If Team Q's total points in one half are higher than Team R's total points in either half, the bet wins.

Team X Next Scoring Play:

- **Explanation:** Bet on the method of the next score for a specific team

- **Example:** Team I's next scoring play to be a Try. If Team I's next score is a tTry, the bet wins.

Team X - To Win Both Halves:
• Explanation: Bet on a specific team winning both the first half and the second half.
• Example: Team A to win both halves. If Team A leads at half-time and also leads at full-time (having won both periods), the bet wins.

Team X First Tryscorer:

- **Explanation:** Bet on which player from Team X will score the first try of the match.
- **Example:** Player S from Team A to score first try. If Player S scores the first try, the bet wins.

Team X Last Tryscorer:

- **Explanation:** Bet on which player from Team X will score the last try of the match.
- **Example:** Player T from Team B to score last try. If Player T scores the last try, the bet wins.

Team X Next Tryscorer:

- **Explanation:** Bet on which player from Team X will score the next try of the match.
- **Example:** Player U from Team C to score next try. If Player U scores the next try, the bet wins.

Team X to Win Either Half:

- *Explanation: Bet on a specific team winning either the first half or the second half (or both).
- **Example:** Team D to win either half. If Team D leads at half-time OR leads at full-time (having won the second half), the bet wins.

To Lift Trophy:

- **Explanation:** Bet on which team will win the overall tournament or competition.

- **Example:** Team E to lift the trophy. If Team E wins the tournament, the bet wins.

To Make the Playoffs:

- **Explanation:** Bet on whether a specific team will qualify for the playoffs.
- **Example:** Team J to make the playoffs. If Team J secures a playoff spot, the bet wins.

To Qualify:

- **Explanation:** Bet on a team qualifying for the next round of a competition or tournament.
- **Example:** Team F to qualify for the next round. If Team F advances, the bet wins.

To Reach the Final:

- **Explanation:** Bet on a team reaching the final stage of a tournament.
- **Example:** Team G to reach the final. If Team G progresses to the final, the bet wins.

To Reach the Grand Final:

- **Explanation:** Bet on a team reaching the Grand Final of a competition.
- **Example:** Team H to reach the Grand Final. If Team H makes it to the Grand Final, the bet wins.

To Reach the Quarter-Final:

- **Explanation:** Bet on a team reaching the quarter-final stage of a tournament.
- **Example:** Team K to reach the Quarter-Final. If Team K advances to the quarter-finals, the bet wins.

To Reach The Semi-Final:

- **Explanation:** Bet on a team reaching the semi-final stage of a tournament.
- **Example:** Team I to reach the Semi-Final. If Team I advances to the semi-finals, the bet wins.

To Win:

- **Explanation:** Bet on which team will win the match (often used in markets where draws are not possible or are settled separately).
- **Example:** Team J to win. If Team J wins the match, the bet wins.

To Win Division:

- **Explanation:** Bet on which team will win their division.
- **Example:** Bet on Team L to win the division; if Team L wins the whole division, your bet wins.

To Win Medal:

- **Explanation:** Bet on a team winning any medal (Gold, Silver, or Bronze) in a tournament.
- **Example:** Team L to win a medal. If Team L finishes 1st, 2nd, or 3rd, the bet wins.

To Win Outright:

- **Explanation:** Bet on which team will win the entire tournament or competition.
- **Example:** Team L to win the tournament. If Team L wins the tournament, the bet wins.

To Win Pool:

- **Explanation:** Bet on which team will finish top of their pool in a tournament.
- **Example:** Team M to win Pool C. If Team M finishes first in Pool C, the bet wins.

To Win The Triple Crown:

- **Explanation:** Bet on a team winning the League title, the Challenge Cup, and the World Club Challenge in the same season.
- **Example:** Team O to win the Triple Crown. If Team O wins all three major competitions, the bet wins.

Top Points Scorer:

- **Explanation:** Bet on which player will score the most points in the match or competition.
- **Example:** Player P to be the Top Points Scorer. If Player P scores more points than any other player in the competition, the bet wins.

Top Team Tryscorer:

- **Explanation:** Bet on which player from a specific team will score the most tries in the match.
- **Example:** Player Q from Team M to be Top Team Tryscorer. If Player Q scores more tries than any other player from Team M, the bet wins.

Top Tournament Points Scorer:

- **Explanation:** Bet on which player will score the most points in the entire tournament.
- **Example:** Player S to be the Top Tournament Points Scorer. If Player S scores more points than any other player in the tournament, the bet wins.

Top Tryscorer:

- **Explanation:** Bet on which player will score the most tries in the match.
- **Example:** Player R to be the Top Tryscorer. If Player R scores more tries than any other player in the match, the bet wins.

Top X Finish:

- **Explanation:** Bet on a player or team finishing in the top X positions in a tournament.
- **Example:** Player S to achieve a Top 3 Finish. If Player S finishes 1st, 2nd, or 3rd, the bet wins.

Total Drop Goals:

- **Explanation:** Bet on the total number of drop goals scored by both teams in the match (over/under).
- **Example:** Total drop goals in the match Over 0.5. If at least one drop goal is scored, the bet wins.

Total Test Series Tries:

- **Explanation:** Bet on the total number of tries scored across an entire Test Series (over/under).
- **Example:** Total tries in the series Over 25.5. If 26 or more tries are scored across the series, the bet wins.

TriBet:

- **Explanation:** Bet on three possible outcomes for a match (e.g., Team A win, Draw, Team B win). This is essentially the same as a 3-way market.
- **Example:** Team A to win. If Team A wins, the bet wins.

Will There be a Successful Drop Goal?:

- **Explanation:** Bet on whether a drop goal will be successfully kicked by either team during the match.
- **Example:** Yes, a successful drop goal. If a drop goal is successfully kicked by either team, the bet wins.

Wincast:

- **Explanation:** Bet on a specific player to score the first try AND their team to win the match.
- **Example:** Player T to score first try and Team N to win the match. If Player T scores the first try and Team N wins the match, the bet win

Winner & Top Tryscorer:

- **Explanation:** Bet on a specific team winning the match AND a specific player from that team scoring the first try.
- **Example:** Team A to win and Player U to score first try. If Team A wins the match and Player U scores the first try, the bet wins.

19. Rugby League

General

Unless otherwise stated all Rugby bets are settled including any extra-time if played.

The following markets (including Alternatives of the parent market listed) exclude extra-time/golden point, if played, for settlement purposes:

Handicap 3-Way

Match Result 3-Way

Total 3-Way

Full Time Result

Total Points 3-Way

Abandoned matches

All bets are void except those where the outcome has already been determined.

Matches postponed

Postponed matches are cancelled unless they are played within five days of the originally scheduled date.

Matches interrupted

If a match is interrupted, but subsequently resumes (from the point at which it was stopped) and is completed within 48 hours of its original schedule, all bets remain valid.

Otherwise, if the match resumes but does not reach its conclusion within 48 hours following its original scheduled date, this will be considered a stoppage and bets on the original match will be void, with the exception of bets whose result has already been determined before the first interruption.

If a match is interrupted for any reason and then completely replayed, this will be treated as a stoppage and bets on the original fixture will be void, except for bets where the outcome has already been determined before the first interruption.

Matches not played as scheduled

In the event of a change of venue, bets already placed will remain valid, provided that the home team remains designated as such. If the home and away teams in a match are reversed, bets placed based on the original order will be void.

Outright betting

For all bets on a season and a competition, including bets like Win the group / Reach the final / Name the finalists, they will be void if all scheduled matches are not played, unless the result is already determined. Future appeals and/or disqualifications will not affect betting.

If a series of rounds or matches (e.g. group stage) or a competition is not completed for any reason, bets placed after the last completed match will be void.

Unless otherwise specified, only the regular season is taken into account. The final standings of the teams at the end of the scheduled games will determine the rankings, without taking into account the playoffs (knockout games following the regular season) or any subsequent investigations (or potential point deductions) by the leagues in question

Match up

Handicap Betting / Handicap Betting – Others (including live betting): Two-way bets are void in the event of a tie.

Total Points Scored in 2 Options / Total Points Scored in 2 Options – Others / Total Team Points in 2 Options: If the total points are the same, bets will be void.

Team and Match Total Points / Total - Others (In-Play Betting Included): For two-option bets, if the total points are the same, bets will be void.

Next Try 2 Options: Bets will be void if no further tries are scored.

Total Tries Scored / Total Team Tries Scored / Score Most Tries (Including Others): For two-way bets, if the scores are the same for the relevant selection, bets will be void. Penalty tries are included in these types of bets.

Action to Score 1st Point / Team - Type of 1st Successful Action / Action to Score 1st Point of 2nd Half / 1st Team to Score - Result in 2nd Half / 1st/(Next) Team to Score / Team to Score 1st Try / Action to Score Last Point of 1st Half / Action to Score Last Point of Match / Team to Score Last / Team to Score Last Try / Time of 1st Try / Team - Time of 1st Try: Penalty tries are included for all these bet types. Conversions are not considered for all bets on actions that result in scoring.

The first team to score wins the match: includes possible overtime.

1st Try Scored / 1st Half Result: Predict which team will score the first try and the result of the first half. A rating is selected for "No tryscorer". Penalty tries are included in this type of bet.

Score the 1st try / Result: predict which team will score the first try as well as the result of the match, excluding possible extra time. A rating is selected for "No tryscorer". Penalty tries are included in this type of bet.

Score first and match result / Score first try and result: predict which team will score first or the first try as well as the result of the match, excluding possible extra time.

Double Winner Margin Bet - Half-Time / Full-Time: Predict the winning team and the winning margin at half-time and full-time, excluding possible extra time. In the event of a tie at half-time or full-time, settlement of bets will be based on the 'Any Other' option.

First team to score, Halftime lead and Match win: predict the outcome of these three types of bets. If a combination is not offered, settlement of bets will be based on the “Any Other” option.

Winning combination: predict the result at half-time and at the end of regulation time.

Winning margin including exact margin between teams and alternative margin: for settlement purposes, the margin at the end of the match is used (the Draw option is available). In the specific case of the 4-option Winner Margin bet, in the event of a tie (not selected), bets will be void.

“Team to Reach” Bets: Predict which team will reach a given points total.

Halftime Score Betting: First half bets are settled at the end of the first half. Bets on the second half are settled at the end of regular time and exclude possible extra time.

4-way outcome / Win in overtime / Win the trophy / Qualify / Will the match go to the Golden Point? / Will the match go into overtime? : the settlement will include overtime Triple bet: If the match ends in a tie, bets will be settled under the “Any other result” option.

2-way live betting with Golden Point / Overtime included

Where offered, all bets with a Golden Point or Overtime title will be settled by counting all periods of any overtime. These types of bets are as follows:

Winner with Golden point and extra time / Handicap – 2 options with Golden point and extra time (alternative bets included) / Total points 2 options with Golden point and extra time (alternative bets included) / Total team points with Golden point and extra time / Total tries scored Golden point and extra time (alternative bets included) / Total tries scored by team with Golden point and extra time / Winner of the 2nd half with Golden point and extra time.

Live Betting – Win in Overtime / Qualify / Win the Trophy

Where such bets are offered, settlement will be based on all periods of any overtime.

Live betting on the half-time score

For live half-time score bets, the chosen half must be completed for bets to stand (unless the outcome of the bet in question is already determined). Live Half Time Score bets exclude possible overtime and if any 2 Way Half Time Score bets result in a draw they will be settled as a push, with the exception of bets detailed in the 2 Way Live Golden Point / Overtime Bets section above.

Live betting on a 10-minute interval

For live bets over a 10-minute interval, the selected period must be completed for bets to stand (unless the outcome of the bet in question is already determined). Events must occur between 0:00 and 9:59 to be counted, for example within the first 10 minutes.

Tryscorer Markets

Bets on players not included in the match-day squad will be void. Bets on all players (all quoted players in a multi-player market) included in the match-day squad stand irrespective of whether or not a player takes to the field

If we mistakenly include a player on the match sheet or if a player who was listed is ultimately substituted before kick-off, bets on that player will be void.

We do our best to offer a “First/Last Player to Score a Try” market for all participants. However, a player who scores the first or last try will be considered the winner even if they were not initially listed among the available options.

Penalty Tries

In the event of a penalty try, the player awarded the try by the match officials will be deemed the winner for settlement purposes. If a penalty try is not awarded to a player, corresponding bets will be void.

In the case of pre-match betting on last tryscorer, if the last try is a penalty try, the bet will be settled according to the previous tryscorer.

Bets on players in a match not going to completion will be void unless the outcome of those bets is already determined.

Match combinations

When at least one of the nominated players does not participate in the match, bets on match combinations will be void. If one or more of your players is a substitute player and enters the field, your bets will stand.

Minute of team/match's first try / First try of the 2nd half

Penalty tries are included. If no try is scored in either the first or second half, bets will be settled as after.

Regarding Player Performance Head-to-Heads, in the event of a tie, bets will be void.

Player who scores the most tries

Every player must start the match or bets will be void.
If no player scores a try or if each player scores the same number of tries, the tied participant will be deemed the winner.

Will there be a successful drop/Will the 1st/(next) try be converted?
. For settlement purposes, the drop must be successful.

Points scored by the player, including milestones

Player must start the match or bets will be void.
The settlement is made according to the number of points scored by the player concerned during the match.

Highest scoring team – Handicap

All scheduled matches must be completed for bets to stand. The settlement will include the handicap added to the score of the selected team. Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Number of tries – Team tries / Will score a try / Team to score the 1st try

Penalty tries are taken into account. Bets are only valid during regular time.

Total tries scored by the team

Penalty tries are taken into account. Bets are only valid during regular time.

The team wins both halves / Wins both halves / The team wins one of the two halves

Both halves must be completed for bets to stand.

Team led during the match

Predict whether the selected team will be behind at any point in a given match.

The team that scores the most converted tries

If no try is scored or no conversion is successful, bets will be settled as a tie.

Team that scores the most / the least

Only highlighted teams are considered. Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Bets on a 10-minute interval

The relevant 10 minute period must be completed for bets to stand, unless the outcome of the relevant bet type is already determined.

Combined tryscorer and winning margin / Combined tryscorer and winning margin – 1st half and Combined tryscorer and match winner / Combined tryscorer and winner of the 1st half

Bets exclude overtime. If your player comes on after a try has been scored or does not play before a try is scored, bets will be void. If a match is abandoned after a try has been

scored, all bets will be settled as singles on the first tryscorer at the appropriate odds. If there are no tryscorers during the match/half time, all bets will be settled as losers.

Combined tryscorer and winning margin at any time

Bets on all players participating in the match will stand. If a match is abandoned after a try(s) has been scored, all suitable bets will be settled as single bets on the tryscorer at any time at the appropriate odds. If penalty try(s) are scored, the player(s) awarded the try(s) by the relevant governing body will be deemed the winner(s) of the 'Anytime Tryscorer' element of the bet. If there are no tryscorers during the match, all bets will be considered losers.

The bet will be settled by applying the virtual handicap to the total points scored by each team in the matches of the current week. The team with the highest adjusted point total will be declared the winner. Both matches must be completed for bets to stand.

Bets on the season

Top Tryscorer/Points Scorer: The rules are based on the regular season only (playoffs are not taken into account).

NRL Regular Season Betting

In the case of bets based on statistics, namely tryscorers and point scorers, settlement will be based on statistics from the official NRL website.

NRL Finals Series Betting

The Finals Series includes the Elimination Finals, Qualifying Finals, Semi-Finals, Preliminary Finals and the Grand Final. In the case of bets based on statistics, namely tryscorers and point scorers, settlement will be based on the statistics on the official NRL website. Bets specific to the finals series week will be settled according to the official format published on the NRL website. If the selected match week does not reach its conclusion, the stakes will be refunded.

Markets:

10 Minute Team X to Score:

- **Explanation:** Bet on a specific team scoring any points within the first 10 minutes of the match.

- **Example:** Team A to score in the first 10 minutes. If Team A scores any points within the first 10 minutes, the bet wins.

10 Minute Team X to Score a Try:

- **Explanation:** Bet on a specific team scoring a try within the first 10 minutes of the match.
- **Example:** Team B to score a try in the first 10 minutes. If Team B scores a try within the first 10 minutes, the bet wins.

10 Minute Total 2-Way:

- **Explanation:** Bet on whether the total points scored by both teams in the first 10 minutes will be over or under a set number.
- **Example:** First 10 minutes total points Over 6.5. If 7 or more points are scored in total, the bet wins.

10 Minute Winner:

- **Explanation:** Bet on which team will be leading after the first 10 minutes of the match.
- **Example:** Team C to lead after 10 minutes. If Team C is ahead on points after 10 minutes, the bet wins.

10 Minute/Half/Match Winning Margin:

- **Explanation:** Bet on the margin of victory for the winning team at the 10-minute mark, end of the half, or full time.
- **Example:** Team D to win by 1-12 points at full time. If Team D wins the match by a margin of 1 to 12 points, the bet wins.

10 Minute/Half/Match Handicap:

- **Explanation:** Bet on a team to win with a handicap at the 10-minute mark, end of the half, or full time.
- **Example:** Team E -6.5 handicap at full time. If Team E wins the match by 7 or more points, the bet wins.

10 Minute/Half/Match Total Tries:

- **Explanation:** Bet on the total number of tries scored at the 10-minute mark, end of the half, or full time (over/under).
- **Example:** Total tries in the match Over 3.5. If 4 or more tries are scored in the match, the bet wins.

1st Half Start +8.5:

- **Explanation:** Bet on a team winning the first half with a +8.5 handicap.
- **Example:** Team F +8.5 in the 1st half. If Team F wins the first half, or loses by 8 points or fewer, the bet wins.

1st Half Wincast:

- **Explanation:** Bet on a specific player to score the first try AND their team to win the first half.
- **Example:** Player G to score first try and Team A to win 1st half. If Player G scores the first try and Team A leads at half-time, the bet wins.

2nd Half Team To Score First:

- **Explanation:** Bet on which team will score the first points in the second half.
- **Example:** Team H to score first in 2nd half. If Team H scores the first points (try, penalty, drop goal) in the second half, the bet wins.

Any Player Within Group to Score a Try:

- **Explanation:** Bet on any player from a specified group of players scoring a try in the match.
- **Example:** Any player from Group (Player A, B, C) to score a try. If Player A, B, or C scores a try at any point, the bet wins.

Anytime Tryscorer:

- **Explanation:** Bet on a specific player scoring a try at any point during the match.
- **Example:** Player D to score anytime. If Player D scores a try at any point in the match, the bet wins.

Anytime/Half/Match Scorecast:

- **Explanation:** Bet on a specific player to score the first try AND the final score of the match (or half).
- **Example:** Player E to score first try and match score to be Team A 20-10. If Player E scores the first try and the final score is exactly 20-10 to Team A, the bet wins.

Both Teams to score X Points:

- **Explanation:** Bet on both teams scoring a specific number of points or more in the match.

- **Example:** Both teams to score 10+ points. If both teams score 10 or more points, the bet wins.

Double Result:

- **Explanation:** Bet on a team to be leading at half-time AND to win the match.
- **Example:** Team F leads at half-time and wins the match; the bet wins.

Draw No Bet

- **Explanation:** Bet on which team will win the match
- **Example:** If Team A wins the match; your bet on "Team A" wins. If there is a tie, the bet is refunded

Either Player to Score a Try:

- **Explanation:** Bet on one of two specified players scoring a try in the match.
- **Example:** Player G or Player H to score a try. If either Player G or Player H scores a try, the bet wins.

Either Team to Win by 1-12 Pts:

- **Explanation:** Bet on either team winning the match by a margin of 1 to 12 points.
- **Example:** Team A wins by 8 points. The bet wins.

Either Team to win by 13+ Pts:

- **Explanation:** Bet on either team winning the match by a margin of 13 points or more.
- **Example:** Team B wins by 15 points. The bet wins.

Either To Score 1st Try:

- **Explanation:** Bet on either of two specified players scoring the first try of the match.
- **Example:** Player C or Player D to score the first try. If either C or D scores the first try, the bet wins.

Either To Score a Try:

- **Explanation:** Bet on either of two specified players scoring a try in the match.
- **Example:** Player I or Player J to score a try. If either Player I or Player J scores a try, the bet wins.

Finals Series Top Points Scorer:

- **Explanation:** Bet on which player will score the most points in the entire Finals Series.
- **Example:** Player K to be Top Points Scorer. If Player K scores more points than anyone else in the Finals Series, the bet wins.

Finals Series Top Tryscorer:

- **Explanation:** Bet on which player will score the most tries in the entire Finals Series.
- **Example:** Player L to be Top Tryscorer. If Player L scores more tries than anyone else in the Finals Series, the bet wins.

First Scoring Play:

- **Explanation:** Bet on the first scoring play in the game
- **Example:** First scoring play to be a Try. If the first points are scored via a try, the bet wins.

First Tryscorer:

- **Explanation:** Bet on which player will score the first try of the match.
- **Example:** Player M to score the first try. If Player M scores the first try, the bet wins.

Full Time Result:

- **Explanation:** Bet on the outcome of the match
- **Example:** Team A to win at full time. If Team A wins the match, the bet wins.

Grand Final Winner:

- **Explanation:** Bet on which team will win the Grand Final.
- **Example:** Team B to win the Grand Final. If Team B wins the Grand Final, the bet wins.

Half Winner:

- **Explanation:** Bet on which team will win a specific half (first or second).
- **Example:** Team C to win the first half. If Team C leads at half-time, the bet wins.

Half Winning Margin

- **Explanation:** This market predicts the exact point difference by which a team will win at half-time.
- **Example:** You bet on "Team A to win by 2 points (First Half)". If the score at half-time is 12-10 to Team A, your bet wins. If the score is 12-9, 12-8, or any other margin, your bet loses.

Half/Match Race to X Points:

- **Explanation:** Bet on which team will be the first to reach a specific number of points (X) in a specific half or the match.
- **Example:** Team D to reach 10 points first in the match. If Team D scores 10 points before the opponent, the bet wins.

Half/Match Team X Total Points:

- **Explanation:** Bet on the total points scored by a specific team in a specific half or the match (over/under).
- **Example:** Team E to score over 12.5 points in the second half. If Team E scores 13 or more points in the second half, the bet wins.

Half/Match Team X Total Tries:

- **Explanation:** Bet on the total number of tries scored by a specific team in a specific half or the match (over/under).
- **Example:** Team F to score over 1.5 tries in the match. If Team F scores 2 or more tries, the bet wins.

Half/Match Total Points:

- **Explanation:** Bet on the total number of points scored in a specific half or the match (over/under).
- **Example:** Total points in the match Over 40.5. If 41 or more points are scored, the bet wins.

Highest Scoring Half:

- **Explanation:** Bet on which half (first or second) will have more points scored.
- **Example:** The second half to be the highest scoring half. If more points are scored in the second half, the bet wins.

Last Tryscorer:

- **Explanation:** Bet on which player will score the last try of the match.

- **Example:** Player N to score the last try. If Player N scores the last try, the bet wins.

Name the Finalists:

- **Explanation:** Bet on which two teams will reach the Final.
- **Example:** Team G and Team H to reach the Final. If both Team G and Team H reach the Grand Final, the bet wins.

Next Try:

- **Explanation:** Bet on which team will score the next try of the match.
- **Example:** Team I to score the next try. If Team I scores the next try, the bet wins.

Next Tryscorer:

- **Explanation:** Bet on which player will score the next try of the match.
- **Example:** Player O to score the next try. If Player O scores the next try, the bet wins.

Player to Score X or More Tries:

- **Explanation:** Bet on a specific player scoring a certain number (X) or more tries in the match.
- **Example:** Player P to score 2+ tries. If Player P scores 2 or more tries, the bet wins.

Regular Season Handicap:

- **Explanation:** Bet on a team winning with a handicap during the regular season.
- **Example:** Team J -6.5 handicap in a regular season match. If Team J wins by 7 or more points, the bet wins.

Regular Season Head To Head:

- **Explanation:** Bet on which of two specified teams will win a regular season match against each other.
- **Example:** Team K to beat Team L in the regular season. If Team K finishes higher than Team L, the bet wins.

Regular Season Try Scorer Match Ups:

- **Explanation:** Bet on which of two specified players will score more tries during the regular season.

- **Example:** Player Q to score more tries than Player R in the regular season. If Player Q scores more tries, the bet wins.

Regular Season Winner:

- **Explanation:** Bet on which team will win the regular season league title.
- **Example:** Team M to win the regular season. If Team M finishes top of the league, the bet wins.

Regular Season Wins:

- **Explanation:** Bet on how many regular season games a specific team will win.
- **Example:** Team N to win 15+ regular season games. If Team N wins 15 or more games, the bet wins.

Score 1st Try / 1st Half Result:

- **Explanation:** Bet on which team scores the first try AND which team leads at half-time.
- **Example:** Team A scores first try and Team B leads at HT. If both conditions are met, the bet wins.

Score 1st Try / Match Result:

- **Explanation:** Bet on which team scores the first try AND which team wins the match.
- **Example:** Team C scores first try and Team C wins the match. If both conditions are met, the bet wins.

Score First / Half Time / Full Time:

- **Explanation:** Bet on which team scores first, which team leads at half-time, AND which team wins the match.
- **Example:** Team E scores first, Team F leads at HT, Team E wins the match. If all three conditions are met, the bet wins.

Series Correct Score:

- **Explanation:** Bet on the exact score of a series (e.g., a best-of-3 series ending 2-1).
- **Example:** Team G to win the series 2-1. If Team G wins the series 2 games to 1, the bet wins.

Start +12.5:

- **Explanation:** Bet on a team winning with a +12.5 handicap.
- **Example:** Team H +12.5. If Team H wins the match, or loses by 12 points or fewer, the bet wins.

Team to Score First:

- **Explanation:** Bet on which team will score the first points of the match.
- **Example:** Team I to score first. If Team I scores the first points (try, penalty, drop goal), the bet wins.

Team to Score First Try:

- **Explanation:** Bet on which team will score the first try of the match.
- **Example:** Team J to score the first try. If Team J scores the first try, the bet wins.

Team to Score Last:

- **Explanation:** Bet on which team will score the final points of the match.
- **Example:** Team K to score last. If Team K scores the final points, the bet wins.

Team to Score Last Try:

- **Explanation:** Bet on which team will score the final try of the match.
- **Example:** Team L to score the last try. If Team L scores the final try, the bet wins.

Team to Score Most Tries:

- **Explanation:** Bet on which team will score more tries in the match.
- **Example:** Team M to score more tries than Team N. If Team M scores more tries, the bet wins.

Team to Score Most Tries Handicap:

- **Explanation:** Bet on which team will score more tries, considering a handicap.
- **Example:** Team O -1.5 tries handicap. If Team O scores 2 or more tries than Team P, the bet wins.

Team to Score Next:

- **Explanation:** Bet on which team will score the next points in the match.
- **Example:** Team P to score next. If Team P scores the next points, the bet wins.

Team with Highest Scoring Half:

- **Explanation:** Bet on which team will have the highest scoring half.

- **Example:** Team Q to have the highest scoring half. If Team Q's total points in one half are higher than Team R's total points in either half, the bet wins.

Team X - To Win Both Halves:

- **Explanation:** Bet on a specific team winning both the first half and the second half.
- **Example:** Team A to win both halves. If Team A leads at half-time and also leads at full-time (having won both periods), the bet wins.

Team X First Tryscorer:

- **Explanation:** Bet on which player from Team X will score the first try of the match.
- **Example:** Player S from Team A to score first try. If Player S scores the first try, the bet wins.

Team X Last Tryscorer:

- **Explanation:** Bet on which player from Team X will score the last try of the match.
- **Example:** Player T from Team B to score last try. If Player T scores the last try, the bet wins.

Team X Next Tryscorer:

- **Explanation:** Bet on which player from Team X will score the next try of the match.
- **Example:** Player U from Team C to score next try. If Player U scores the next try, the bet wins.

Team X to Win Either Half:

- **Explanation:** Bet on a specific team winning either the first half or the second half (or both).
- **Example:** Team D to win either half. If Team D leads at half-time OR leads at full-time (having won the second half), the bet wins.

To Lift Trophy:

- **Explanation:** Bet on which team will win the overall tournament or competition.
- **Example:** Team E to lift the trophy. If Team E wins the tournament, the bet wins.

To Qualify:

- **Explanation:** Bet on a team qualifying for the next round of a competition or tournament.
- **Example:** Team F to qualify for the next round. If Team F advances, the bet wins.

To Reach the Final:

- **Explanation:** Bet on a team reaching the final stage of a tournament.
- **Example:** Team G to reach the final. If Team G progresses to the final, the bet wins.

To Reach the Grand Final:

- **Explanation:** Bet on a team reaching the Grand Final of a competition.
- **Example:** Team H to reach the Grand Final. If Team H makes it to the Grand Final, the bet wins.

To Reach The Semi-Final:

- **Explanation:** Bet on a team reaching the semi-final stage of a tournament.
- **Example:** Team I to reach the Semi-Final. If Team I advances to the semi-finals, the bet wins.

To Win:

- **Explanation:** Bet on which team will win the match (often used in markets where draws are not possible or are settled separately).
- **Example:** Team J to win. If Team J wins the match, the bet wins.

To Win Outright:

- **Explanation:** Bet on which team will win the entire tournament or competition.
- **Example:** Team L to win the tournament. If Team L wins the tournament, the bet wins.

Top Points Scorer:

- **Explanation:** Bet on which player will score the most points in the match or competition.
- **Example:** Player P to be the Top Points Scorer. If Player P scores more points than any other player in the competition, the bet wins.

Top Team Tryscorer:

- **Explanation:** Bet on which player from a specific team will score the most tries in the match.

- **Example:** Player Q from Team M to be Top Team Tryscorer. If Player Q scores more tries than any other player from Team M, the bet wins.

Top Tryscorer:

- **Explanation:** Bet on which player will score the most tries in the match.
- **Example:** Player R to be the Top Tryscorer. If Player R scores more tries than any other player in the match, the bet wins.

Top X Finish:

- **Explanation:** Bet on a player or team finishing in the top X positions in a tournament.
- **Example:** Player S to achieve a Top 3 Finish. If Player S finishes 1st, 2nd, or 3rd, the bet wins.

TriBet:

- **Explanation:** Bet on three possible outcomes for a match (e.g., Team A win, Draw, Team B win). This is essentially the same as a 3-way market.
- **Example:** Team A to win. If Team A wins, the bet wins.

Will There be a Successful Drop Goal?:

- **Explanation:** Bet on whether a drop goal will be successfully kicked by either team during the match.
- **Example:** Yes, a successful drop goal. If a drop goal is successfully kicked by either team, the bet wins.

Wincast:

- **Explanation:** Bet on a specific player to score the first try AND their team to win the match.
- **Example:** Player T to score first try and Team N to win the match. If Player T scores the first try and Team N wins the match, the bet win

20. Snooker

Outright betting

Refunded if non-participant: Except for early bets placed on any player participating in the qualifiers of a given tournament, but failing to qualify for the final tournament. These bets will be considered losing for settlement purposes. All participants in a given tournament will have odds corresponding to the winning odds on the tournament winner

Leader after the first 4 innings / Score after the first 4 innings

The first four innings must be completed for bets to stand.

Match betting

If a match starts but is not completed, the player advancing to the next round or who is awarded the victory will be considered the winner for settlement purposes.

Bets on the first frame

In the event that the first frame is not completed, bets will be void unless the result has already been determined.

Frame Betting / Total Frames (other options included) / Exact Score

If the statutory number of frames in a match is not completed, is changed or is different from the elements offered for betting, stakes will be void, unless the outcome has already been determined. In the event of disqualification or retirement, bets will be void.

Betting on centuries (player/match)

If the statutory number of frames in a match is not completed, is changed or is different from the elements offered for betting, stakes will be void, unless the outcome has already been determined. In the event of disqualification or retirement, bets will be void.

Session/Match Result

Predict the result at the end of the specified session as well as the winner of the match. If the statutory number of frames in a session/match is not completed, is changed or is different from the elements offered for betting, stakes will be void, unless the outcome has already been determined.

First player to win 3 successive frames

If the statutory number of frames in a match is not completed, is changed or is different from the elements offered for betting, stakes will be void.

Bets on the session

All session bets relate to a given number of frames selected for each bet (e.g. frames 1-4; 5-9; 10-13; 14-19, etc.) and will be settled based on the results relating to the selected frame. The first frame of the specified mini-session must be played for bets to stand.

If the match ends naturally during the session, bets will stand (e.g., a player wins 10-2; bets on frames 10-13 will be settled based on the results of frames 10-12).

For subsequent mini-session bets, in the event of abandonment, withdrawal or disqualification, bets will be void unless there is no reasonable means by which the frame(s) and/or match could have proceeded to its natural conclusion without unconditionally determining the outcome of a given bet type.

Session Winner - Predict the outcome of the specified mini-session.

Exact Session Score - Predict the exact score of the specified mini-session.

Number of player centuries in the session / Number of centuries in the session / 147 break

The first to 3, 4, 5 frames

The relevant frame must be completed for bets to stand.

Number of frames in the match

If the statutory number of frames in a match is not completed, bets will be void unless there is no reasonable way in which the match could have gone to its natural conclusion without unconditionally determining the outcome of that type of bet.

Predict the finalists

Bets stand regardless of abandonments.

Winner's Quarter / Individual Quarter Winner

Bets are valid regardless of any individual abandonment.

Nationality of the winner

Bets stand regardless of abandonments.

Bets live

Next Frame Betting: Bets will be void if the selected frame is not played. Similarly, if the selected frame is awarded to a player without a shot being taken, all bets will be void.

Current Frame Winner / Winner's Margin in Next Frame: If a frame starts but is not completed, all bets will be void. In case of a new rack, bets remain valid.

Total points in the next frame / Player with the most breaks (series of points) in the next frame: If a frame that has already begun is not played in its entirety, bets will be void unless the outcome has already been determined. In the event of a re-rack (replacement of the balls in the triangle), bets stand.

Winner - Predict the outcome of the specified mini-session.

Round Score - Predict the exact score of the specified mini-session.

Leader - Predict the player in the lead at the end of the specified mini-session.

Score - Predict the match score after the specified mini-session.

First to 3 frames / Number of player centuries / Total number of centuries / 147 breaks

Betting Rules

Statistics provided by the official website of the relevant competition will be used to settle bets.

Markets:

1st Frame - Total Points 2-Way

- **Explanation:** This market predicts whether the total points scored in the first frame will be over or under a specified number.
- **Example:** If you bet on "Over 100.5 points" and the first frame ends with a total of 105 points, your bet wins. If the total is 98 points, your bet loses.

1st Frame - Winner

- **Explanation:** This market is a bet on which player will win the first frame of the match.
- **Example:** If you bet on Player A to win the 1st Frame and they do, your bet wins. If Player B wins the 1st Frame, your bet loses.

Correct Score/Frame Score

- **Explanation:** This market involves predicting the exact final score of the match in terms of frames.
- **Example:** If you bet on a match to finish 10-7 to Player A, and the final score is indeed 10-7 to Player A, your bet wins. Any other scoreline means your bet loses.

Current Frame Winner

- **Explanation:** This market is a bet on which player will win the frame that is currently in progress.
- **Example:** If you bet on Player B to win the current frame and they go on to win it, your bet wins. If Player A wins the current frame, your bet loses.

Draw No Bet

- **Explanation: Bet on which player will win the match**
- **Example: If Player A wins the match; your bet on "Player A" wins. If there is a tie, the bet is refunded**

Frame X Handicap

- **Explanation:** This market allows you to bet on a player with a handicap applied to their frame score. The handicap is added to the player's frame score to determine the outcome of the bet.
- **Example:** If Player A has a -10.5 frame handicap and finishes the frame with a score of 70-59, their effective score is 59.5. If Player B's score is 59, Player A wins the bet.

Frame X Winning Margin

- **Explanation:** This market lets you bet on the winning margin of a specific frame. You predict how many points the winner will win by.
- **Example:** If you bet on a winning margin of 1-30 points and Player A wins Frame X with a score of 72-50, you win the bet as the margin is 22 points which is within the winning range.

Match Handicap

- **Explanation:** A handicap is added to a player's total score across all frames.
- **Example:** If Player A has a -1.5 match handicap and finishes the match with a score of 10-8, their effective score is 8.5. If Player B's score is 8, Player A wins the bet.

Match Total

- **Explanation:** This market predicts whether the total number of frames played in the entire match will be over or under a specified number.
- **Example:** If you bet on "Under 18.5 frames" and the match finishes 10-8 (18 frames total), your bet wins. If the match finishes 10-9 (19 frames total), your bet loses.

Match Winner

- **Explanation:** This market is a bet on which player will win the overall match.
- **Example:** If you bet on Player A to win the match and they win, your bet wins. If Player B wins the match, your bet loses.

Next Frame Total Points

- **Explanation:** This market predicts whether the total points scored in the *next* frame will be over or under a specified number.
- **Example:** If you bet on "Over 90.5 points" for the next frame and the next frame has a total of 95 points, your bet wins. If the next frame has 88 points, your bet loses.

Next Frame Winner

- **Explanation:** This market is a bet on which player will win the *next* frame of the match.
- **Example:** If you bet on Player A to win the next frame and they do, your bet wins. If Player B wins the next frame, your bet loses.

Race to X Frames

- **Explanation:** This market is a bet on which player will be the first to reach a specified number of frames won in the match.
- **Example:** In a "Race to 5 Frames" market, if you bet on Player A and they win their 5th frame before Player B wins their 5th frame, your bet wins.
- .

To Win Outright

- **Explanation:** This market is a bet on which player will win the entire tournament or competition, not just a single match.
- **Example:** If you bet on Player C to "Win Outright" at the World Championship and they go on to win the tournament, your bet wins.

Total Frames

- **Explanation:** This market predicts the total number of frames that will be played in the entire match. It's often offered as an over/under market.
- **Example:** If you bet on "Total Frames Over 17.5" and the match ends 10 -8 (18 frames), your bet wins. If the match ends 10-7 (17 frames), your bet loses.

21. Speedway (Motorcycling)

Team/Club Speedway

Pre-Race: If the race is abandoned before the end of the meeting, all bets stand, assuming that the course of the race would not have had an effect on the result, or that the event resumes/is rescheduled within 24 hours. Otherwise, bets are void. Final races are not taken into account. In the event of a race being postponed before the scheduled start date/time, bets will be void unless the race is scheduled to start within 24 hours.

Settlement of all bets will be based on the first announcement of the results by the organizer of the sporting competition or event. Any subsequent appeals, disqualifications and point deductions are not taken into account. When team head-to-head matches are offered, settlement will be based on the final ranking, including elimination rounds, and/or additional races. Super Heat is included in Outright bets (2 options) where applicable.

Live Betting: In the event of a race being abandoned before the end of a meeting, all bets on the will be void, unless the course of the race had no effect on the result. In the event

of a race being postponed before the scheduled start date/time, bets will be void unless the race is scheduled to start within 24 hours.

Settlement of all bets will be based on the first announcement of the results by the organizer of the sporting competition or event. Any subsequent appeals, disqualifications and point deductions are not taken into account. When team head-to-head matches are offered, settlement will be based on the final ranking, including elimination rounds, and/or additional races.

Individual/Grand Prix Competitions

Championship Race Betting - Bets will be settled by the number of points accumulated at the end of the final Grand Prix of the season and will not be affected by any subsequent investigation.

Individual/Grand Prix Competitions: The first announcement of results by the organizer of the competition or sporting event will be used to determine first, second and third place for settlement purposes.

More Bet Types

To Win Outright: You're backing a specific rider to win the race or competition.

Podium Finish: You're betting on a specific rider to finish in the top three positions (1st, 2nd, or 3rd) in the race.

22. Winter sports

Sports:

Alpine skiing, Biathlon, Bobsleigh, Cross-country skiing, Nordic Combined, Freestyle skiing, Luge, Skating, Skeleton, Ski jumping

General classification bets (including winner/podium, excluding winner margin)

For multi-event events (such as the Tour de Ski for cross-country skiing or the Four Hills Tour for ski jumping), settlement will be based on the official final standings published by the governing body, whether or not all scheduled events have taken place, and provided that an event has been fully completed. If bets on an overall classification are revised between events, all bets placed after the last completed event will be void.

Betting on events (including winner / podium / winning nation)

All bets are settled according to the first official results/rankings of the International Ski Federation (FIS), International Skating Union (ISU), International Biathlon Union (IBU), official Olympic Committee or any official body competent in competition matters. Investigations, disqualifications and/or appeals will not affect betting.

If the conditions of a given event are changed from those originally planned by the official governing body, bets will be void, unless their settlement is already defined. This includes the following:

Change in the official distance (excluding alpine skiing). (Note: For cross-country skiing and biathlon, bets will be void if the official (stated) distance is changed, but will remain valid if the actual distance is changed).

Reduction in the number of rounds or change in the order of events, excluding ski jumping events, where results will stand for betting provided a round has been fully completed (including if the event/round is restarted, with the exception of Winner's Margin - see rule below). In the specific case of live ski jumping betting, if an event is stopped during the second round, the results of the first round become the official results of the event, any bet placed after the end of the first round will be void.

If a specific event (once the final list of competitors is published) is suspended or postponed, bets will still stand provided the event takes place at the same venue within 36 hours (excluding Winter Olympics and World Championship events). If the event is held at another location, bets will be void and stakes refunded.

Participants must cross the starting line/gate for bets to stand. Otherwise, bets will be void and stakes refunded. Bets on any competitor taking part in qualifying for a given event but failing to qualify for the main round(s) will be settled as losing.

For settlement purposes, the result is taken into account at the time of the first announcement of the results by the organizer of the sporting competition or event. Future appeals and/or disqualifications will not affect betting.

Live Betting on Lap/Start/Jump 1: In the event of an event being abandoned before the completion of the first lap/start/jump, bets will be void unless settlement has already been determined.

If an event restarts during the first lap/start/jump, all live bets placed before the restart

will be void unless settlement has already been determined.

For multi-stage events, such as Cross Country Skiing - Tour de Ski and Ski Jumping - 4 Hills; for overall head-to-heads, one of the participants listed in a match must complete the event for bets to stand. Where overall head-to-head fixtures are amended and offered between legs, bets will be void if, after bets have been placed, one or both of the listed participants are no longer participating in the competition.

Winner's margin

Bets will be settled according to the winning spreads given by the official governing body of an event. If the conditions of a given event are changed from those originally planned by the official governing body, bets will be void (e.g. shortened race distances, reduction in the number of laps or jumps, change in the order of events).

If two or more competitors are tied for first place, the winner's margin will be defined by the difference between the first and the next finishing participant. For example, if two participants are tied for first place, the winner's margin will be the difference between them and the third-place finisher.

Shooting performance (including head-to-head and total shots)

If a biathlete starts a race, but does not finish it, bets will be void, unless their outcome was already determined at the time of withdrawal.

Race Match up

Each participant must leave the starting line/gate for bets to stand. If an event has only one round, the official results of that round will be used for settlement purposes. If a player is disqualified or retires after starting that round, the other player will be declared the winner.

Live Betting – Ski Jumping Overall Standings: If an event is stopped during the second round, the results of the first round become the official results of the event, any bets placed after the end of the first round will be void.

For multi-round events, if no participant qualifies for the next round, settlement will be based on the official ranking from qualifying or the first round/first heat.

If no participant manages to appear in the official ranking of the first round/first heat (because they did not complete the first round/first heat or were disqualified), bets will

be void.

If both participants qualify for the next round, but neither completes the event, bets will be void. For cross-country skiing sprint head-to-heads, the official final ranking of the event will be used to define the rules.

If a competitor is disqualified or withdraws after starting, either before completing the first round or after each competitor has qualified for the next round, the other competitor will be deemed the winner, provided that competitor completes their own round.

If a competitor is disqualified during a later round while the other competitor in the race bet has not yet qualified for that round, the disqualified competitor will be declared the winner.

If the conditions of a given event are changed from those originally planned by the official governing body, bets will be void (e.g. shortened race distances, reduction in the number of laps or jumps, change in the order of events). This does not apply to ski jumping, where results will stand for match ups provided a round is fully completed (including if the event/round is subject to a restart).

Markets:

Finish Position

- **Explanation:** This market refers to the exact finishing position of a competitor in a specific event.
- **Example:** You bet on a skier to finish in 3rd position in a Downhill race. If they cross the finish line in exactly 3rd place, your bet wins. If they finish 2nd or 4th, your bet loses.

Heat X Winner

- **Explanation:** In events structured into heats, this market is for predicting the winner of a specific heat.
- **Example:** You bet on skater A to win Heat 2 of a Speed Skating event. If skater A finishes first in Heat 2, your bet wins.

Lead After Run

- **Explanation:** This market applies to sports where competitors complete multiple runs, such as Slalom or Giant Slalom skiing. It's about who is leading after the first run.
- **Example:** You bet on skier B to be leading after the first run of a Slalom event. If skier B has the fastest time after their first descent, your bet wins.

Leader After 1st Jump

- **Explanation:** A bet on who is in the lead after the first jump of a competition.
- **Example:** You bet on jumper C to be the leader after the first jump. If jumper C has the highest score after their initial jump, your bet wins.

Leader after 1st Round

- **Explanation:** This applies to sports with multiple rounds, like Ski Jumping or Figure Skating. It's about who is leading after the first round of competition.
- **Example:** You bet on competitor D to be the leader after the first round of a Ski Jumping competition. If competitor D has the highest score after their first jump, your bet wins.

Leader After Classic Leg

- **Explanation:** Bet on who is leading after that particular segment of an event.
- **Example:** In a Biathlon event, you bet on athlete E to be the leader after the classic leg. If athlete E is leading after the classic leg, your bet wins.

Outright Winner Jump 1

- **Explanation:** Bet on who will be leading after the first jump.
- **Example:** You bet on jumper H to be the Outright Winner of Jump 1. If jumper H has the highest score after their first jump, your bet wins.

Outright Winner Round 1

- **Explanation:** This refers to who will be leading after the first round of a competition that has multiple rounds, such as Ski Jumping.
- **Example:** You bet on competitor K to be the Outright Winner after Round 1 of a Ski Jumping event. If competitor K has the highest score after their first jump, your bet wins.

Outright Winner Run 1

- **Explanation:** This refers to who will be leading after the first run in sports like Slalom or Giant Slalom.
- **Example:** You bet on skier L to be the Outright Winner after Run 1 of a Giant Slalom race. If skier L has the fastest time after their first run, your bet wins.

Overall - Top 10 Finish

- **Explanation:** This market is about whether a competitor will finish within the top 10 positions in the overall standings of a competition or season.
- **Example:** You bet "Yes" on skier A to achieve an Overall Top 10 Finish in the Alpine Skiing World Cup. If skier A finishes the season ranked 1st through 10th, your bet wins. If they finish 11th or lower, your bet loses.

Overall - Top 6 Finish

- **Explanation:** This market is about whether a competitor will finish within the top 6 positions overall.
- **Example:** You bet "Yes" on skier A to achieve an Overall Top 6 Finish. If skier A finishes the championship ranked 1st through 6th, your bet wins. If they finish 7th or lower, your bet loses.

Overall Leader after Leg

- **Explanation:** This refers to who will be leading the overall competition after a specific "leg" or stage of a multi-stage event.
- **Example:** In a Tour de Ski event, you bet on cross-country skier Q to be the Overall Leader after the 5th leg. If skier Q has the highest cumulative time after the 5th stage, your bet wins.

Podium Finish

- **Explanation:** This is a bet on whether a competitor will finish in one of the top three positions (1st, 2nd, or 3rd) in a specific event.
- **Example:** You bet on skier R to achieve a Podium Finish in the Slalom. If skier R finishes 1st, 2nd, or 3rd, your bet wins.

Qualify for Final

- **Explanation:** This market is for events where competitors must qualify for a final race or round. You're betting on whether a specific competitor will successfully advance to that final.

- **Example:** You bet on speed skater S to Qualify for the Final in the 1000m race. If skater S makes it into the final race, your bet wins, regardless of their performance in the final itself.

Qualify for Semi Final

- **Explanation:** Similar to qualifying for a final, but betting on whether a competitor will reach the semi-final stage of an event.
- **Example:** You bet on ski cross racer T to Qualify for the Semi Final. If racer T progresses to the semi-final heats, your bet wins.

Semi-Final 1 Winner

- **Explanation:** In events with multiple semi-finals, this market is for predicting the winner of a specific semi-final heat.
- **Example:** You bet on competitor U to win Semi-Final 1 of the Bobsleigh event. If competitor U finishes first in Semi-Final 1, your bet wins.

Semi-Final 2 Winner

- **Explanation:** The winner of the second semi-final heat.
- **Example:** You bet on competitor V to win Semi-Final 2 of the Skeleton event. If competitor V finishes first in Semi-Final 2, your bet wins.

To Win Final

- **Explanation:** This is a bet on who will win the final race or round of a competition.
- **Example:** You bet on skier W to Win the Final of the Parallel Slalom event. If skier W finishes first in the final race, your bet wins.

To Win Heat

- **Explanation:** Betting on the winner of a specific heat within an event.
- **Example:** You bet on skater X to Win Heat 3 of the Short Track Speed Skating. If skater X finishes first in Heat 3, your bet wins.

To Win Outright

- **Explanation:** This is the same as "Outright Winner" – betting on the overall winner of the competition.
- **Example:** You bet on curler Y to Win Outright the World Curling Championship. If curler Y wins the championship, your bet wins.

To Win Outright (Without)

- **Explanation:** This is the same as "Outright Winner Without" – betting on a competitor to win the event, excluding another named competitor.
- **Example:** You bet on skier Z to Win Outright (Without) skier A. If skier Z wins the overall World Cup title, or is 2nd only to skier A, your bet wins.

To Win Quarter Final

- **Explanation:** In knockout competitions with quarterfinals, this is a bet on who will win a specific quarter-final match.
- **Example:** You bet on luger B to Win Quarter Final 1. If luger B wins their quarter-final heat, your bet wins.

To Win Semi Final

- **Explanation:** Betting on who will win a specific semi-final race or match.
- **Example:** You bet on skier C to Win Semi Final 2. If skier C wins their semi-final race, your bet wins.

Top 10 Finish

- **Explanation:** This market is about whether a competitor will finish in one of the top 10 positions in a specific event.
- **Example:** You bet "Yes" on skier D to achieve a Top 10 Finish in the Slalom. If skier D finishes 1st through 10th, your bet wins. If they finish 11th or lower, your bet loses.

Top 6 Finish

- **Explanation:** Similar to the above, but betting on whether a competitor will finish in one of the top 6 positions in a specific event.
- **Example:** You bet "Yes" on snowboarder E to achieve a Top 6 Finish in the Halfpipe competition. If snowboarder E finishes 1st through 6 th, your bet wins. If they finish 7th or lower, your bet loses.

Winner in Qualification

- **Explanation:** This market is for betting on who will win the qualification round of an event, if there is one.
- **Example:** You bet on ski jumper F to be the Winner in Qualification for the normal hill event. If ski jumper F has the highest score in the qualification round, your bet wins.

Winning Margin

- **Explanation:** This market is about the margin of victory for the winner of an event.
- **Example:** You bet on skier G to win by a Winning Margin of "Over 1.0 seconds" in the Downhill. If skier G wins the race by more than 1.0 second, your bet wins. If they win by 0.5 seconds, your bet loses.

Winning Margin Overall

- **Explanation:** The margin of victory for the winner of the overall competition or season.
- **Example:** You bet on skier J to win the Overall World Cup by a Winning Margin of "Over 100 points." If skier J finishes the season with more than 100 points more than the second-placed competitor, your bet wins.

Winning Nationality

- **Explanation:** This market is about predicting the nationality of the winner of a specific event.
- **Example:** You bet on "Norway" as the Winning Nationality for the Men's 15km Cross-Country Skiing. If a Norwegian competitor wins the race, your bet wins.

Winning Nationality Overall

- **Explanation:** The nationality of the competitor who wins the overall competition or season title.
- **Example:** You bet on "Germany" as the Winning Nationality Overall for the Women's Biathlon World Cup. If the overall winner of the World Cup is German, your bet wins.

23. Tennis

In addition to the following sports betting rules, the General rules applicable to all bets offered on the website apply. However, the sports rules will take precedence over the general rules.

If you wish to download a copy of our Sports Rules please click here.

General
In the following circumstances all bets will stand:

Change of time and/or date of the match Change of venue Moving from an indoor court to an outdoor court, or vice versa Change of surface (before or during a match) As far as padel is concerned, the rules are based on all standard tennis rules.

Bet-builder
In respect of any selection that is part of a bet-builder if the selected event does not take place due to a match, set or game already being determined or completed, then the selection will be deemed a loser at bet settlement.

For example, a bet-builder that predicts Player A to win the 3rd set 6-3 will be settled as lost if they win the match 6-2, 6-3, because Player A will not have won the 3rd set 6-3.

If a match starts, but does not finish, betting selections will be void, unless the specific outcome of the bet is already determined.

Match betting, including live betting
All bets will be void if a match starts but does not finish, unless a player is disqualified after the match has started. In this case, for the purpose of betting settlement, the player/team that advances to the next round or is declared the winner will be considered the winner.

Match winner and both players win a set / Match results and total number of games, including live betting

If a match starts but does not finish, all bets will be void.

Betting on the First Service Game
All bets will be void in the event of disqualification or retirement in the first service game of the nominated player, unless the final set has started, settlement of the bet has already been determined, or it is impossible for the game to proceed to its scheduled conclusion without determining with certainty the outcome of the bet.

Live game betting (current, next and next two)
The player serving in the game in question is designated by (Svr).

If the wrong player is shown as (Svr), all bets placed on the current or next game, current or next game score, points, 'Next Game - 1st Point', 'Next Game - Wins At' or will be void, regardless of the result, except for errors that are considered ‘inexcusable errors’ under French case law.

If the next scheduled game(s) is/are a tiebreaker or a Super Tiebreaker (10 points), all bets on that game(s) are void, except for “Next Game – 1st Point” bets.

Bets "Will there be a tie in the game?" » will be set to Yes if either player/team wins to 40 or if the score reaches 40-40 at any point during the game.

If a game involves the award of one or more penalty points by the referee, all bets on that game will stand. If the referee awards a penalty game or a game is not completed due to injury, all bets on that game will be void, except for bets on "Will the game be a tie?" ", "Next Game - First 'X' Points - Correct Score" and "Next Game - Total Points" if the settlement has already been determined, if it is impossible for the game to proceed to its scheduled conclusion without determining the outcome of the bet with certainty. In case of lost points/games, these will be taken into account in the final settlement.

Types of bets based on Total Games, including Live Betting
These general rules apply to betting on games in separate sets, match games and player games. In case of lost points/games, these will be taken into account in the final settlement.

For the purposes of these bets, a tiebreaker or a Super Tiebreaker (10 points) is considered one game.

Bets will be void in the event of retirement, disqualification or change of surface during the match, unless it is impossible for the set and/or match to be played to its scheduled conclusion without determining the outcome of the bet with certainty.

Example (1) A set is abandoned at 4-4: bets on 'Over/Under 9.5 games' or fewer in the set are settled as winners/losers respectively, since any predicted end to the set would have been at least 10 games; bets on 'Over/Under 10.5 games' or more are void.

Example (2) A best-of-3 match is abandoned at 6-4 2-6: bets on “Over/Under 23.5 games” or fewer in the match are settled as winners/losers respectively, since any predicted finish to the match would have been at least 24 games; bets on “Over/Under 24.5 games” or more are void.

“Total Games in Match” and “Player Games” bets are based on a statutory number of sets (see “Exact Score (Sets)” bets). If the statutory number of sets is changed or differs from that offered for betting, all bets are void.

All bets will be void in the event of abandonment or disqualification, unless it is impossible for the match to proceed to its scheduled conclusion without determining the outcome of the bet with certainty.

Exact score (sets) (includes “Correct score (sets)”, including live betting
Bets are void if the statutory number of sets is not reached or is changed.

The match must be completed for bets to stand. In the event of disqualification or retirement, all bets will be void.

“Double result (sets)”
A **double result** is a bet on a player to win two combined events within the same match, usually the **first set and the match itself**

Bets are void if the statutory number of sets is not reached or is changed.
The match must be completed for bets to stand. In the event of disqualification or retirement, all bets will be void

Set betting (includes live betting on the current or next game)
If the designated set is not played, bets will be void. All bets will be void in the event of disqualification or retirement from a set, unless settlement of the bet has already been determined, or it is impossible for the set to be played to its scheduled conclusion without definitively determining the outcome of the bet. In case of lost points/games, these will be taken into account in the final settlement.

Number of sets including live betting
Bets are void if the statutory number of sets is changed.

Number of sets More than/Less than: In the event of disqualification or retirement, all bets will be void, unless settlement of the bet has already been determined.

Number of sets: In the event of disqualification or retirement, all bets will be void unless the match has already reached the final set.

Player - Win X sets, including live betting
In the event of disqualification or retirement, all bets will be void, unless settlement of the bet has already been determined.

Live betting on points
If the wrong player is shown as (Svr), then all points bets will be void, regardless of the outcome.

Bets are offered on which player will win the designated point. If the point is not played due to the end of the game or match, all bets on that point will be void. In case of lost points, these are taken into account in the final settlement.

If the point in question is awarded as a penalty point, all bets on that point will be void.

Bets stand whether or not a point is decided in a tie-break.

“First to X Games” betting, including live betting
Bets are settled based on the first player to reach the stated number of games in the relevant set. E.g. – Player A – First to 3 games in Set 1. If Player A reaches 3 games first, the bet wins.

If neither player reaches the required number of games (due to abandonment), bets of this type will be void. In case of lost points/games, these will be taken into account in the final settlement.

If the relevant set is not played, all 'First to' bets for that set will be void.

Tiebreaker betting, including live betting
If a tie-break game is not played in the designated set, all bets of that type are void. All bets stand whether or not the tiebreaker game includes the award of a penalty point.

If the referee awards the tiebreaker as a penalty game before play has started, all bets on the tiebreaker will be void.

If the tie-break is awarded as a penalty game while in progress, bets on the winner of the tie-break will stand, but bets on the score of the tie-break will be void (unless the only way to win the tie-break is 'Any Other').

If the tie-break does not end due to disqualification or retirement, bets will be void, unless the result is already determined or it is impossible for the set and/or match to proceed to its scheduled conclusion without determining the outcome of the bet with certainty.

If the official result of a tie-break is not specified (for example, because it is a penalty game or a disqualification), all bets on the tie-break will be void, except bets on the total points of the tie-break, as detailed above.

More specifically, in the context of bets “Tiebreaker in the match? ", the Super Tiebreaker will be considered a set, not a tiebreaker.

Super tiebreaker (10 points)
In some competitions, the outcome of the match is determined by a Super Tiebreaker (10 points).

If the outcome of a match is determined by a Super Tiebreaker (10 points), it is considered a set for the purposes of “Set Winner”, “Correct Score (Sets)” and “Total Sets” bets for settlement purposes. All other Set in Progress/Next Set bets will be void.

“Player Breaks” / “Break Point” betting, including live betting
In the event of disqualification or retirement, bets will be void if the player breaks/break point does not occur (unless there is no possibility of a player breaking/break point occurring - in which case bets will be settled on a player not breaking/no break point).

First Mini Break Betting, including Live Betting
The settlement of bets “Tiebreaker - First Mini-Break” and “Super tiebreaker - First Mini-Break” is determined by the mini-breaks achieved only in tiebreakers and super tiebreakers (10 points).

Types of Bets on Aces
In the event of disqualification or retirement, all bets will be void, unless settlement of the bet has already been determined. Bets are settled based on official tournament statistics.

Will there be 5 sets?
Bets are void if the statutory number of sets is changed. Bets stand when the match reaches the final set. In case of disqualification or retirement before the final set, all bets are void.

“Match to end in a tiebreak in the final set” betting, including live betting

Predict whether a match will end in a tiebreak or extra games in the final set.

Bets are void if the statutory number of sets is changed.

In the event of disqualification or retirement, all bets will be void, unless settlement of the bet has already been determined.

Winner bet/No favourite bet/Quarter bet/Half table bet
The player must score 1 point in the tournament for bets to stand. Bets on a player not participating in the tournament will be void.

Tournament Service
Player must serve 1 ball for bets to stand. Bets are settled based on official tournament results.

How many sets will the player lose during the tournament?
If the player withdraws from the match/does not start the match (forfeits), this is equivalent to a loss of 2 sets for best-of-3 matches and 3 sets for best-of-5 matches.

Match with the most games / Match with the fewest games
Designated matches in the specified round must be fully completed for bets to stand, unless settlement has already been determined. Dead-Heat rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Name the finalists/Final prediction/Reaches the final/Will the qualifier reach the final? / Will the wild card reach the final?
Refunded if non-starter. If a player withdraws before the final, the scheduled match will be used to determine the settlement. Regarding the bets "Will the qualifier reach the final?" ", for the purposes of betting regulations, a Lucky Loser or an Alternate is not considered a Qualifier. Regarding the bets “Will the Wild Card reach the final?” ", a Protected Ranking is not considered a Wild Card.

Nationality of the winner
Nationality is that displayed by the governing bodies of the sport. Bets stand regardless of abandonments.

Best nationality
The player must score 1 point in the tournament for bets to stand. Bets on a player not participating in the tournament will be void. Nationality, as displayed by the sport's governing bodies, will be used for betting settlement purposes. If multiple players are

eliminated at the same stage of the tournament, tiebreaker rules apply. In any case, the recalculation of the odds will not result in the application of odds lower than 1.

Player - Win the tournament without losing a set
The specified tournament must be fully completed for bets to stand.

Elimination stage
The player must score 1 point in the tournament for bets to stand. When betting is changed during a tournament and a given player withdraws before their next scheduled match, all bets placed after their previous round/match will be void.
Reached the round / Meet in the Xth round / Number of seeds in the semi-finals / Number of seeds in the final / Number of nationalities in a round
In the event of disqualification or retirement, all bets will be void, unless settlement of the bet has already been determined. When a bet type is changed during the tournament and one or more players withdraw before their next scheduled round/match, all bets placed after the previous round/match will be void.

Bet "All winners" on one round of the tournament
Matches of the nominated players in the specified round must be completed in full for bets to stand.

Tournament - Total number of games/Sets in a round bets/Seeds eliminated in a round
The statutory number of matches must be met for bets to stand, unless settlement has already been determined.

Betting on Tournament Matches
Both players in a specified head-to-head match must play 1 point in the tournament for bets to stand. If players progress to the same round of the tournament, bets will be void.

Who will go the furthest?
If two players are eliminated at the same stage of the tournament, bets will be void.
Both players in a specified match must play 1 point in the tournament for bets to stand.

Winner of his quarter of the table/Winner of his half of the table
Predict which quarter of the tournament table the winner will come from (1st/2nd/3rd/4th). Predict which half of the tournament draw the winner will come from (High/Low).

The specified tournament must be fully completed for bets to stand.

Betting on the season's events
For all bets specific to an event within a season, they will be void if some of the scheduled events do not take place, unless the outcome is already determined. Future appeals and/or disqualifications will not affect betting.

If, for any reason, a specific series of events or a competition as a whole is interrupted, bets will be void if they have been placed on a bet type which is only relevant after the completion of the last relevant event.

Markets:
Betting Without:

- **Explanation :** Bet on a specific player to win the match, excluding another named player from the market.
- **Example:** Player A to win, 'without' Player B. If Player A wins the match and Player B does not win, your bet wins.

Super tiebreak Score:

- **Explanation:** Bet on the exact score of a super tiebreak (often to 10 points).
- **Example:** The super tiebreak score to be 10-7. If the score is 10-7, your bet wins.

Super tiebreak Winner:

- **Explanation:** Bet on which player will win the super tiebreak.
- **Example:** Player C to win the super tiebreak. If Player C wins the super tiebreak, your bet wins.

Correct Score:

- **Explanation:** Bet on the exact final score of the match in sets.
- **Example:** Player D to win 2-1 in sets. If Player D wins the match 2 sets to 1, your bet wins.

Current Game Score:

- **Explanation:** Bet on the score of the current game within a set (e.g., 30-15).
- **Example:** The current game score to be 40-0. If the score reaches 40-0, your bet wins.

Current Game Winner:

- **Explanation:** Bet on which player will win the current game within a set.

- **Example:** Player E to win the current game. If Player E wins the current game, your bet wins.

Current Set Correct Score Group:

- **Explanation:** Bet on the correct score of the current set falling into a specific group (e.g., 6-0, 6-1, 6-2).
- **Example:** The current set score to be 6-1. If the set score is 6-1, your bet wins.

Current Set Score:

- **Explanation:** Bet on the exact score of the current set
- **Example:** The current set score to be 6-3. If the set score is 6-3, your bet wins.

Current Set Score Any Player:

- **Explanation:** Bet on what specific score will win the current set, regardless of player
- **Example:** Win the current set 6-0. If the set ends 6-0, your bet wins.

Current Set Winner:

- **Explanation:** Bet on which player will win the current set.
- **Example:** Player H to win the current set. If Player H wins the current set, your bet wins.

Double Result:

- **Explanation:** Bet on a player to be leading after the first set AND to win the match.
- **Example:** Player I leads after set 1 and wins the match; your bet wins.

First Player X Service Game - First Point:

- **Explanation:** Bet on who will win the first point of Player X's service game.
- **Example:** Player J to win the first point of their service game. If Player J wins the first point, your bet wins.

First Player X Service Game - First X Points:

- **Explanation:** Bet on who will win the first X points of Player X's service game.
- **Example :** Player K to win the first 3 points of their service game. If Player K wins the first 3 points, your bet wins.

First Player X Service Game - Total Points:

- **Explanation:** Bet on the total number of points played in Player X's service game (over/ under).
- **Example:** Player L's service game to have over 4.5 points. If the game goes to 5 points or more, your bet wins.

First Player X Service Game Score:

- **Explanation:** Bet on the exact score of Player X's service game.
- **Example:** Player M's service game to finish 40-15. If the game score is 40-15, your bet wins.

First Player X Service Game To Deuce:

- **Explanation:** Bet on whether Player X's service game will reach deuce (40-40).
- **Example:** Player N's service game to go to deuce. If the game reaches 40-40, your bet wins.

First Player X Service Game to Win to 0/15:

- **Explanation:** Bet on Player X winning their service game without the opponent scoring more than 15 points.
- **Example:** Player O to win their service game to 0 or 15. If Player O wins the game with scores like 40-0 or 40-15, your bet wins.

First Player X Service Game to Win to 0/15/30:

- **Explanation:** Bet on Player X winning their service game without the opponent scoring more than 30 points.

- **Example:** Player P to win their service game to 0, 15, or If Player P wins the game with scores like 40-0, 40-15, or 40-30, your bet wins.

First Player X Service Game Winner:

- **Explanation:** Bet on which player will win Player X's service game (either Player X or their opponent).
- **Example:** Player Q to win Player X's service game. If Player Q wins that specific service game, your bet wins.

First Set Correct Score Group:

- **Explanation:** Bet on the correct score of the first set falling into a specific group (e.g., 6-0, 6-1, 6-2).
- **Example:** The first set score to be 6-3. If the first set score is 6-3, your bet wins.

First Set Winner:

- Explanation: Bet on which player will win the first set.
- Example: Player U to win the first set. If Player U wins the first set, your bet wins.

Five Setter?

- **Explanation:** This market predicts whether a match will go to a fifth set.
- **Example:** In a best-of-five match, if the score reaches 2-2 in sets, the "Yes" selection wins.

Game X Handicap

- **Explanation:** This market applies a points handicap to a specific game. The handicap is applied to the points won by each player in that game to determine the winner for settlement purposes.
- **Example:** Player A (-1.5 points) in Game 1. If Player A wins the game 4-2 (points), their adjusted score is 2.5, and Player B is 2. Player A wins the bet.

Game X Lead After X Points

- **Explanation:** This market predicts which player will be leading after a specific number of points have been played in a specific game.

- **Example:** Game 1, Lead after 3 points. If the score is 30-15 (2-1), Player A is the winning selection.

Game X Score After X Points

- **Explanation:** This market predicts the exact point score after a specific number of points have been played in a specific game.
- **Example:** Game 1, Score after 4 points. If the score is 40-15, that is the winning selection.

Games In Current Set:

- **Explanation:** Bet on the total number of games played in the current set (over/under).
- **Example:** The current set to have over 7.5 games. If 8 or more games are played, your bet wins.

Go the Distance?

- **Explanation:** This market predicts whether the match will go to the maximum number of sets possible.
- **Example:** In a best-of-three match, if the score reaches 1-1 in sets, the "Yes" selection wins.

Group Betting:

- **Explanation:** Bet on a player winning a specific group, or group of players in a tournament (e.g., highest finishing player from a specific country).
- **Example:** Player V to win the group. If Player V finishes higher than any other player in the specified group, your bet wins.

Handicap Games Won

- **Explanation:** This market applies a handicap to the total number of games won by each player in the match.
- **Example:** Player A (-2.5) vs Player B (+2.5). If Player A wins 12 games and Player B wins 10, Player A's adjusted total is 9.5, Player B's is 12.5. Player B wins the bet.

Match Handicap

- **Explanation:** This market applies a set handicap to the final match result.
- **Example:** Player A (-1.5 sets). If Player A wins 3-1, they cover the handicap (3 - 1.5 = 1.5, which is greater than 1).

Match Result and Both Players To Win a Set

- **Explanation:** A combination bet requiring you to correctly predict the match winner and that both players win at least one set.
- **Example:** You back Player A. If Player A wins 2-1 (in a 3-set match), the bet wins. If Player A wins 2-0, the bet loses.

Match Ace Milestones:

- **Explanation:** Bet on a player reaching a specific milestone for the number of aces served in the match.
- **Example:** Player W to serve 10+ aces in the match. If Player W serves 10 or more aces, your bet wins.

Match Result and Total Games:

- **Explanation:** Bet on the winner of the match AND the total number of games played in the match (over/under).
- **Example:** Player X to win the match and the total games to be over 20.5. If Player X wins and there are 21 or more games, your bet wins.

Match Tie-Break Total Points:

- **Explanation:** Bet on the total number of points played in any tie-break that occurs in the match (over /under).
- **Example:** The match tie-break to have over 15.5 points. If 16 or more points are played in the tie-break, your bet wins.

Match Winner:

- **Explanation:** Bet on which player will win the entire match.
- **Example:** Player Y to win the match. If Player Y wins the match, your bet wins.

Most Aces:

- **Explanation:** Bet on which player will serve more aces in the match.
- **Example:** Player A to serve most aces. If Player A serves 10 aces and Player B serves 5, the bet wins.

Name the Finalists

- **Explanation:** This market bets on correctly predicting the two teams that will reach the final of a specific competition.
- **Example:** If you bet on "Team A vs. Team B" to be the finals matchup, and those two teams are indeed the finalists, your bet wins.

Next Game:

- **Explanation:** Bet on the outcome of the next game in the current set.
- **Example:** Player Z to win the next game. If Player Z wins the next game, your bet wins.

Next Game - First 2 Points Correct Score:

- **Explanation:** Bet on the score after the first 2 points of the next game.
- **Example:** The score to be 30-0. If the score is 30-0, your bet wins.

Next Game - First 3 Points Correct Score:

- **Explanation:** Bet on the score after the first 3 points of the next game.
- **Example:** The score to be 40-0. If the score is 40-0, your bet wins.

Next Game - First 4 Points Correct Score:

- **Explanation:** Bet on the score after the first 4 points of the next game.
- **Example:** The score to be 40-15. If the score is 40-15, your bet wins.

Next Game Server To Win To 0/15:

- **Explanation:** Bet on the server winning the next game without the receiver scoring more than 15 points.
- **Example:** The server to win the next game to 0 or 15. If the server wins with scores like 40- 0 or 40-15, your bet wins.

Next Game - Server To Win To 0/15/30:

- **Explanation:** Bet on the server winning the next game without the receiver scoring more than 30 points.
- **Example:** The server to win the next game to 0, 15, or 30. If the server wins with scores like 40-0, 40-15, or 40-30, your bet wins.

Next Game - Total Points:

- **Explanation:** Bet on the total number of points played in the next game (over/under).
- **Example:** The next game to have over 4.5 points. If the game goes to 5 points or more, your bet wins.

Next Game 1st Point Winner:

- **Explanation:** Bet on which player will win the first point of the next game.
- **Example:** Player A to win the first point of the next game. If Player A wins the first point, your bet wins.

Next Game Score:

- **Explanation:** Bet on the exact score of the next game.
- **Example:** The next game score to be 40-30. If the score is 40-30, your bet wins.

Next Game to Deuce:

- **Explanation:** Bet on whether the next game will reach deuce (40-40).
- **Example:** The next game to go to deuce. If the game reaches 40-40, your bet wins.

Next Game Total Points:

- **Explanation:** Bet on the total number of points played in the next game (over/under).
- **Example:** The next game to have under 5.5 points. If the game finishes in 5 points or fewer, your bet wins.

Next Game Winner:

- **Explanation:** Bet on which player will win the next game.
- **Example:** Player B to win the next game. If Player B wins the next game , your bet wins.

Next Set Correct Score Group:

- **Explanation:** Bet on the correct score of the next set falling into a specific group (e.g., 6-0, 6-1, 6-2).
- **Example:** The next set score to be 6-4. If the next set score is 6-4, your bet wins.

Next Set Score:

- **Explanation:** Bet on the exact score of the next set (e.g., 7-5).
- **Example:** The next set score to be 6 -2. If the next set score is 6-2, your bet wins.

Next Set Score Any Player:

- **Explanation:** Bet on whether a specific player will win the next set with a specific score (e.g., Player C to win the next set 6-3).
- **Example:** Player D to win the next set 6-1. If Player D wins the next set 6-1, your bet wins.

Next Set Winner:

- **Explanation:** Bet on which player will win the next set.
- **Example:** Player E to win the next set. If Player E wins the next set, your bet wins.

Next Two Games - Either Game To Deuce:

- **Explanation:** Bet on whether either of the next two games will reach deuce.

- **Example:** Either of the next two games to go to deuce. If either game reaches 40-40, your bet wins.

Next Two Games - Winner:

- **Explanation:** Bet on the winner of each of the next two games.
- **Example:** Player F to win the next game, and Player G to win the game after that. If both predictions are correct , your bet wins.

Number of Grand Slam Wins:

- **Explanation:** Bet on a player achieving a certain number of Grand Slam singles titles in their career.
- **Example:** Player H to win 5+ Grand Slams. If Player H wins 5 or more Grand Slams, your bet wins.

Number of Sets - 2-way:

- **Explanation:** Bet on whether the total number of sets played in the match will be over or under a specific number (e.g., 2.5 sets).
- **Example:** The match to have over 2.5 sets. If the match goes to 3 sets, your bet wins.

Point Betting:

- **Explanation:** Bet on the outcome of a specific point within a game.
- **Example:** Player I to win the next point. If Player I wins the next point, your bet wins.

Player X - Player Aces:

- **Explanation:** Bet on the number of aces a specific player (Player X) will serve in the match (over/under).
- **Example:** Player B Over 5.5 aces. If Player B serves 6 or more aces, the bet wins.

Player X Ace Milestones

- **Explanation:** This market predicts whether a specific player will reach a certain number of aces during the match.

- **Example:** Player A to hit 10+ Aces. If Player A hits their 10th ace, the bet wins.

Player X in straight Sets

- **Explanation:** This market predicts that a specific player will win the match without losing a single set.
- **Example:** Player A to win in straight sets. If Player A wins 2-0 (best of 3) or 3-0 (best of 5), the bet wins.

Player X To Win 2 Sets:

- **Explanation:** Bet on a specific player (Player X) winning two sets.
- **Example:** Player C to win 2 sets. If Player C wins the match 2-0 or 2-1, the bet wins.

Player X To Win A Set:

- **Explanation:** Bet on a specific player (Player X) winning at least one set in the match.
- **Example:** Player D to win a set. If Player D wins the first set, or the second set (in a 3-set match), the bet wins.

Player X To Win From Behind in Sets

- **Explanation:** This market predicts that a specific player will lose the first set but go on to win the match.
- **Example:** Player A loses the first set 4-6 but wins the next two sets 6-4, 6-4. The bet wins.

Player X - Total Breaks of Serve:

- **Explanation:** Bet on the total number of breaks of serve a specific player (Player X) will win in the match (over/under).
- **Example:** Player E Over 2.5 breaks of serve. If Player E breaks the serve in 3 or more games in the match, the bet wins.

Player X Total Games:

- **Explanation:** Bet on the total number of games a specific player (Player X) will win in the match (over/under).
- **Example:** Player E Over 12.5 total games. If Player E wins 13 or more games in the match, the bet wins.

Player To Win Tournament Without Dropping A Set:

- **Explanation:** Bet on a specific player winning the whole tournament without losing a single set.
- **Example:** Player D to Win Tournament Without Dropping A Set. If Player D wins the whole tournament without losing a single set, the bet wins.

Set Betting:

- **Explanation:** Bet on the exact score of the match in sets (e.g., 2-0, 2-1).
- **Example:** Player J to win 2-0 in sets. If Player J wins the match 2 sets to 0, your bet wins.

Set X Game Score:

- **Explanation:** Bet on the exact score of a specific game within a specific set (e.g., Set 2, Game 5 score).
- **Example:** Set 1, Game 3 score to be 40-0. If the score of that specific game is 40-0, your bet wins.

Set X Handicap

- **Explanation:** This market applies a game handicap to the final game count of a specific set.
- **Example:** Set 1, Player A (-1.5 games). If Player A wins the set 6-4, they cover the handicap (6 - 1.5 = 4.5, which is greater than 4).

Set X Lead after X Games

- **Explanation:** This market predicts which player will be leading after a specific number of games in a specific set.
- **Example:** Set 1, Lead after 4 games. If the score is 3-1, Player A is the winning selection.

Set X Race to X Games

- **Explanation:** This market predicts which player will reach a specific number of games first in a specific set.
- **Example:** Set 1, Race to 3 games. If Player A reaches 3 games before Player B, Player A wins.

Set X Score after X Games

- **Explanation:** This market predicts the exact game score after a specific number of games in a specific set.
- **Example:** Set 1, Score after 4 games. If the score is 3-1, that is the winning selection.

Set X Total Games:

- **Explanation:** Bet on the total number of games played in a specific set (over/under).
- **Example:** Set 2 to have over 9.5 games. If 10 or more games are played in Set 2, your bet wins.

Set X Winner:

- **Explanation:** Bet on which player will win a specific set.
- **Example:** Player K to win Set 3. If Player K wins Set 3, your bet wins.

Stage Of Elimination:

- **Explanation:** Bet on the exact round a specific player will be knocked out of a tournament.
- **Example:** Player K – Semi Finals. If Player K loses their match when playing in the semi-final, the bet wins.

Straight Sets Winner?

- **Explanation:** This market predicts whether a player will win the match without dropping a set.
- **Example:** You bet Yes, if either player wins to 0, the bet wins.

This Game to Deuce:

- **Explanation:** Bet on whether the current game will reach deuce (40-40).
- **Example:** The current game to go to deuce. If the game reaches 40-40, your bet wins.

Tie Break In Match?:

- **Explanation:** Bet on whether a tie-break will occur in the match.
- **Example:** A tie-break to occur in the match. If any set goes to a tie-break, your bet wins.

Tie Break Handicap

- **Explanation:** This market applies a points handicap to the final score of a tie-break.
- **Example:** Player A (-1.5 points). If the tie-break ends 7-5, Player A's adjusted score is 5.5, Player B's is 5. Player A wins.

Tie Break Score:

- **Explanation:** Bet on the exact score of a tie-break.
- **Example:** The tie-break score to be 7-5. If the tie-break score is 7-5 , your bet wins.

Tie Break Winner:

- **Explanation:** Bet on which player will win a tie-break.
- **Example:** Player N to win the tie-break. If Player N wins the tie-break, your bet wins.

Tie-Break Total Points:

- **Explanation:** Bet on the total number of points played in a tie-break (over/under).
- **Example:** The tie-break to have over 12.5 points. If 13 or more points are played, your bet wins.

To Reach a Grand Slam Final:

- **Explanation:** Bet on a player reaching the final of a Grand Slam tournament.
- **Example:** Player O to reach the Australian Open final. If Player O reaches the final, your bet wins.

To Reach Round:

- **Explanation:** Bet on a player reaching a specific round in the tournament.
- **Example:** Player P to reach the final. If Player P reaches the final, your bet wins.

To Reach the Final:

- **Explanation:** Bet on a player reaching the final of a tournament.
- **Example:** Player P to reach the final. If Player P reaches the final, your bet wins.

To Win X+ Grand Slam

- **Explanation:** Bet on a player winning X amount of Grand Slams in a season.
- **Example:** Player Q to win 1+ Grand Slams. If Player Q wins any Grand Slam in the season, your bet wins.

To Win Outright:

- **Explanation:** Bet on a player winning the entire tournament.
- **Example:** Player U to win the tournament. If Player U wins the tournament, your bet wins.

To Win Quarter:

- **Explanation:** Bet on a player winning a specific quarter of the draw in a tournament.
- **Example:** Player V to win their quarter of the draw. If Player V reaches the semi-final from their quarter, your bet wins.

Total Aces 2-Way:

- **Explanation:** Bet on the total number of aces served in the match being over or under a set number.
- **Example:** The match to have over 15.5 aces. If 16 or more aces are served, your bet wins.

Total Aces Handicap

- **Explanation:** This market applies an ace handicap to the total number of aces hit by each player in the match.
- **Example:** Player A (-2.5) vs Player B (+2.5). If Player A hits 10 aces and Player B hits 8, Player A's adjusted total is 7.5, Player B's is 10.5. Player B wins the bet.

Total Breaks of Serve in the Set/Match

- **Explanation:** Bet on the total number of breaks of serve in a specific set or the match).
- **Example:** Over 2.5 breaks of serve in the match. If Player E breaks the serve in 3 or more games in the match, the bet wins.

Total Games:

- **Explanation:** Bet on the total number of games played in the match (over/under).
- **Example:** The match to have over 20.5 games. If 21 or more games are played, your bet wins.

Total Games In Next Set:

- **Explanation:** Bet on the total number of games played in the next set (over/under).
- **Example:** The next set to have under 9.5 games. If 9 or fewer games are played, your bet wins.

Total Sets:

- **Explanation:** Bet on the total number of sets played in the match (over/under).
- **Example :** The match to have over 2.5 sets. If the match goes to 3 sets, your bet wins.

Total Tie Breaks in Match:

- **Explanation:** Bet on the total number of tie-breaks that occur in the match (over/under).
- **Example:** The match to have over 0.5 tie-breaks. If at least one tie-break occurs, your bet wins.

Winning Half/Quarter:

- **Explanation:** Bet on which specific half or quarter of the draw the overall winner of tournament will come from.
- **Example:** Bet on Top Half. If the winner of the whole competition comes from the Top Half of the Draw, your bet wins.

24. Table tennis

General

Subsequent appeals and/or disqualifications will not affect bets.

If any player in a match changes before it starts, all bets are void. If a match starts but does not go to completion, all bets will be void unless the outcome of the relevant bet is already determined or there is no reasonable way in which the game and/or match could have gone to its natural conclusion without unconditionally determining the outcome of a given bet type.

For example, a game is abandoned at 9-7: bets on Total Points Over/Under 16.5 in the game are settled as win/lose respectively, since any natural conclusion would have generated at least 18 points.

Live Game Betting (Current and Next): The game in question must be completed for these bets to stand, unless the outcome of the relevant bet type is already determined.

First Game Bets: The game must be completed for these bets to stand, unless the outcome of the relevant bet type is already determined.

Total Points Betting (Match and Player, including other options): Bets are based on the

statutory number of games played. If the statutory number of games is changed or differs from what is offered for betting, all bets are void.

Game Betting: Bets are void if the required number of games is not played or is changed.

Markets:

Correct Score after X Sets

- **Explanation:** This market asks you to predict the exact match score after a specified number of sets have been completed.
- **Example:** After 3 sets, the score is 2-1. A bet on **2-1** wins.

Current Set Winner:

- **Explanation**: Bet on which player will win the current set.
- **Example**: Player A to win the current set. If Player A wins the current set, your bet wins.

Double Result:

- **Explanation**: Bet on a player to be leading after the first set AND to win the match.
- **Example**: Player B leads after set 1 and wins the match; your bet wins.

First Set Winner:

- **Explanation**: Bet on which player will win the first set of the match.
- **Example**: Player C to win the first set. If Player C wins the first set, your bet wins.

Handicap Betting - Points

- **Explanation:** This market applies a virtual points handicap to a player's total points. The handicap is added to or subtracted from the final points total to determine the winner for settlement purposes.
- **Example:** Player A (-5.5) vs Player B (+5.5). If Player A scores 30 points and Player B scores 26, Player A's adjusted score is 24.5 and Player B's adjusted score is 31.5. Player B wins the bet.

Handicap Betting - Sets

- **Explanation:** This market applies a virtual sets handicap to a player's match score. The handicap is added to or subtracted from the final sets won to determine the winner for settlement purposes.
- **Example:** Player A (-1.5) vs Player B (+1.5). If Player A wins 3-1, Player A's adjusted score is 1.5 and Player B's adjusted score is 2.5. Player B wins the bet.

Match Total:

- **Explanation**: Bet on the total number of sets played in the match (over/under).
- **Example**: The match to have over 3.5 sets. If 4 or more sets are played, your bet wins.

Match Winner:

- **Explanation**: Bet on which player will win the entire match.
- **Example**: Player G to win the match. If Player G wins the match, your bet wins.

Next Set Winner:

- **Explanation**: Bet on which player will win the next set.
- **Example**: Player H to win the next set. If Player H wins the next set, your bet wins.

Player X Total

- **Explanation:** This market asks you to predict whether a named player will finish over or under a specified total of points or sets in the relevant market.
- **Example:** Player A Total Over 18.5. If Player A scores 20 points, the bet wins.

Point Betting

- **Explanation:** This market asks you to predict which player will win the next point.
- **Example:** If you back Player A and Player A wins the next point, the bet wins.

Result and Points Total Double:

- **Explanation**: Bet on the winner of the match AND the total number of points scored in the match (over/under).
- **Example**: Player I to win the match and the total points to be over 50.5. If Player I wins and there are 51 or more points, your bet wins.

Result and Total Double:

- **Explanation**: Bet on the winner of the match AND the total number of sets played in the match (over/under).

- **Example**: Player J to win the match and the total sets to be over 3.5. If Player J wins and there are 4 or more sets, your bet wins.

Team X Total

- **Explanation:** This market asks you to predict whether a team will finish over or under a specified total of points or sets in the relevant market.
- **Example:** Team A Total Over 3.5 sets. If Team A wins 4 sets, the bet wins.

To Win Outright:

- **Explanation**: Bet on a player winning the entire tournament.
- **Example**: Player L to win the tournament. If Player L wins the tournament, your bet wins.

To Win Outright Without:

- **Explanation**: Bet on a player to win the tournament, excluding another named player from the market.
- **Example**: Player M to win, 'without' Player N. If Player M wins the tournament, or comes 2nd only to Player N, your bet wins.

Total Match Points:

- **Explanation**: Bet on the total number of points scored in the match (over/under).
- **Example**: The match to have over 40.5 points. If 41 or more points are scored, your bet wins.

X Set Correct Score

- **Explanation:** This market asks you to predict the exact score of a specific set.
- **Example:** Set 2 Correct Score 11-7. If Set 2 finishes 11-7, the bet wins.

X Set to go to Extra Points

- **Explanation:** This market predicts whether a specific set will go beyond the normal winning score and require extra points/deuce.
- **Example:** In Set 1, the score reaches 10-10 and the set ends 12-10, so the bet on Yes wins.

X Set Handicap

- **Explanation:** This market applies a virtual points handicap to a specific set. The handicap is added to or subtracted from the set score to determine the winner for settlement purposes.

- **Example:** Player A (-2.5) vs Player B (+2.5) in Set 1. If Player A wins the set 11-8, Player A's adjusted score is 8.5 and Player B's adjusted score is 10.5, so Player B wins the bet.

X Set Player X Total

- **Explanation:** This market asks you to predict whether a named player will score over or under a specified total of points in a particular set.
- **Example:** Player A Set 3 Total Over 10.5. If Player A scores 11 points in Set 3, the bet wins.

X Set Race to X

- **Explanation:** This market asks you to predict which player will be first to reach a specified number of points in a particular set.
- **Example:** Race to 5 points in Set 1. Player A reaches 5 points before Player B, so a bet on Player A wins.

X Set Total Points

- **Explanation:** This market asks you to predict the total number of points played in a specific set.
- **Example:** Over 18.5 points in Set 1. If the set finishes 11-8, there are 19 points in total, so the bet wins.

X Set Winner and Total Points Double

- **Explanation:** This market combines two outcomes in the same set/point: the winner and the total points scored. Both selections must win for the bet to settle as a winner.
- **Example:** Player A to win Set 5 and Over 18.5 points. Player A wins the Set 11-8, so both parts win.

X Set Winning Margin

- **Explanation:** This market asks you to predict the exact margin by which a player will win a specific set.
- **Example:** Player A winning margin by 3 points in Set 2. If Player A wins the set 11-8, the bet wins.

25. Volleyball

Pre-match

The following types of bets will be void if the match is not completed, unless their specific outcome is already defined:
Match Winner Correct Score of Match (Sets), Combination Bet (Result of 1st Set and Match), Handicap Bet – Sets, Handicap Bet – Points, Bet on Total Points, Bet on Total Points of a Team.

In the case of individual bet types on sets, they will be void if the set is not completed, unless the outcome of the relevant bet is already determined: 1st Set Winner Handicap Betting – 1st Set Only Total Points Betting – 1st Set Only Winner Margin – 1st Set Only Correct Score – 1st Set Only Additional Points – 1st Set Only Match Score (Sets) after 2nd/3rd Set In case of point deductions announced by the referee, the official results will be used for settlement purposes for all types of bets.

In the event of a change of venue, bets already placed will remain valid, provided that the home team remains designated as such. If a scheduled match takes place at the away team's home ground, bets will stand provided the home team is officially designated as such. Otherwise, bets will be void.

Golden Set

For competitions where two legged ties have a Golden Set to decide which team progresses (in the event of the tie being tied in matches won), then for settlement purposes the Golden Set does not count.

The 'Qualifiy' bets will be settled on the team progressing to the next round of the relevant competition and includes the result of the deciding set if one occurs.

An unplayed or postponed match will be considered a non-starter for settlement purposes and made void, unless it is played within 5 days of the originally scheduled start time.

If a match is interrupted, but subsequently resumes (from the point at which it was stopped) and finishes within 48 hours of its original schedule, all bets remain valid.

Otherwise, if the match resumes but does not reach its conclusion within 48 hours following its original scheduled date, this will be considered a stoppage and bets on the

original match will be void, with the exception of bets whose result has already been determined before the first interruption.

If a match is interrupted for any reason and is completely replayed, this will be deemed an abandonment and bets on the original fixture will be void, except for bets where the outcome has already been determined before the first interruption.

Live Bets

The following bets will be void if the match is not completed, unless their specific outcome is already defined:

Match Winner / Correct Match Score (Sets) / Total Points Bet / Team Total Points Bet / Handicap Bet – Sets In the case of individual set bets, they will be void if the set is not completed, unless the outcome of the relevant bet is already defined.

Regarding live point bets, they are offered for a player winning the point in question. If the point is not played due to the end of the set or match, all bets on that point will be void.

Leading after current/next set: If the indicated number of points is not reached during the set in question, the team that wins the set will be declared the winner.

In the event of a point deduction being awarded by the referee, the official results will be used for settlement purposes, with the exception of “Who will be the first to...?” bets. » and on the points that have already been defined.

Golden Set

For competitions where two legged ties have a Golden Set to decide which team progresses (in the event of the tie being tied in matches won), then for settlement purposes the Golden Set does not count, with the exception of the following markets:-

Tie Winner (Golden Set only counts if played)

Golden Set Total

Golden Set Handicap

Golden Set Extra Points

Golden Set Race To 5-10

Golden Set Lead After 10-20

Golden Set Winning Margin

Golden Set Correct Score

Tournament Bets

For all single event and tournament bets, including bets such as Win Group / Reach Final / Name Finalists, bets will be void if all scheduled matches are not played, unless the outcome is already decided. Future appeals and/or disqualifications will not affect betting.

If a series of rounds or matches (e.g. group stages) or a competition is not completed for any reason, bets placed after the last completed match will be void.

Markets:

Double Result:

- **Explanation :** Bet on a team to be leading after the first set AND to win the match.
- **Example:** Team A leads after set 1 and wins the match; your bet wins.

Golden Set Correct Score:

- **Explanation:** Bet on the exact score of a "Golden Set" (a tie-break set played in some competitions to decide a winner if needed).
- **Example:** The Golden Set score to be 15-13. If the Golden Set score is 15-13, your bet wins.

Golden Set Race To X:

- **Explanation:** Bet on which team will be the first to reach a specific number of points (X) in a Golden Set.
- **Example:** Team C to win the Golden Set, Race to 10 points. If Team C reaches 10 points first in the Golden Set, your bet wins.

Match Handicap (Points):

- **Explanation:** Bet on a team to win the match with a point handicap.
- **Example:** Team E -5.5 points handicap. If Team E wins the match by 6 or more points, your bet wins.

Match Handicap (Sets):

- **Explanation:** Bet on a team to win the match with a set handicap (e.g., Team F -1.5 sets).
- **Example:** Team F -1.5 sets. If Team F wins the match 3-0, your bet wins.

Match Total:

- **Explanation:** Bet on the total number of sets played in the match (over/under).
- **Example:** The match to have over 2.5 sets. If the match goes to 4 or 5 sets, your bet wins.

Match Winner:

- **Explanation:** Bet on which team or player will win the entire match.
- **Example:** Team G to win the match. If Team G wins the match, your bet wins.

Point Betting:

- **Explanation:** Bet on the outcome of a specific point within a game.
- **Example:** Team H to win the next point. If Team H wins the next point, your bet wins.

Score After X Sets

- **Explanation:** This market asks you to predict the match score after a specified number of sets have been completed.
- **Example:** After 3 sets, the score is 2-1, so a bet on **2-1** wins.

Set Betting:

- **Explanation:** Bet on the exact score of the match in sets (e.g., 3-0, 3-1, 3-2).
- **Example:** Player I to win 3-1 in sets. If Player I wins the match 3 sets to 1, your bet wins.

Set X Correct Score:

- **Explanation:** Bet on the exact score of a specific set (e.g., Set 1 score to be 25-23).
- **Example:** Set 2 correct score to be 25-20. If Set 2 finishes with a score of 25-20, your bet wins.

Set X Extra Points:

- **Explanation:** Bet on whether a specific set will go beyond the standard winning score (e.g., to 25 points) and require extra points.

- **Example:** Set 3 to have extra points. If Set 3 goes beyond the standard winning score (e.g., 25-25), your bet wins.

Set X Handicap:

- **Explanation:** Bet on a team to win a specific set with a point handicap.
- **Example:** Team J -4.5 handicap in Set 1. If Team J wins Set 1 by 5 or more points, your bet wins.

Set X Lead After X

- **Explanation:** This market asks you to predict which team will be leading after a specified number of points in a set.
- **Example:** In Set 1, Team A is leading 8-5 after 13 points, so a bet on Team A wins.

Set X Race To X Points:

- **Explanation:** Bet on which team will be the first to reach a specific number of points (X) in a specific set (Set X).
- **Example:** Team K to win Set 2, Race to 20 points. If Team K reaches 20 points first in Set 2, your bet wins.

Set X Total:

- **Explanation:** Bet on the total number of points played in a specific set (over/under).
- **Example:** Set 1 to have over 45.5 points. If 46 or more points are played in Set 1, your bet wins.

Set X Winner:

- **Explanation:** Bet on which team will win a specific set.
- **Example:** Team L to win Set 3. If Team L wins Set 3, your bet wins.

Set X Winning Margin:

- **Explanation:** Bet on the margin of victory for the winning team in a specific set.
- **Example:** Team M to win Set 1 by 5 or more points. If Team M wins Set 1 by 5 or more points, your bet wins.

Team X Total

- **Explanation:** This market refers to the total number of points scored by a specific team (Team X) in the entire match.
- **Example:** If you bet on "Team A Over 50.5 points", and Team A scores 55 points, your bet wins. If they score 50 or fewer, it loses.

Tie Winner

- **Explanation:** This market asks you to predict which team will win the tie-break set.
- **Example:** In the deciding set, Team B wins 15-13, so a bet on Team B wins.

To Finish in Top 3:

- **Explanation:** Bet on a team or player finishing in one of the top three positions in a tournament or competition.
- **Example:** Team N to finish in the Top 3. If Team N finishes 1st, 2nd, or 3rd overall, the bet wins.

To Reach Quarter-Final:

- **Explanation:** Bet on a team or player reaching the quarter-final stage of a tournament.
- **Example:** Team O to reach the Quarter-Final. If Team O progresses to the quarterfinals, your bet wins.

To Win Outright:

- **Explanation:** Bet on a player or team winning the entire tournament.
- **Example:** Team Q to win the tournament. If Team Q wins the tournament, your bet wins.

Total Points:

- **Explanation:** Bet on the total number of points scored in the match (over/under).
- **Example:** The match to have over 50.5 points. If 51 or more points are scored, your bet wins.

Tournament Top Points Scorer:

- **Explanation:** Bet on which player or team will score the most points throughout the entire tournament.

Example: Player R to be the Tournament Top Points Scorer. If Player R scores more points than any other player, your bet wins.

26. Water polo

General

For all outright and Tournament betting types, including bet types such as Group Winner / Reach Final / Name Finalists, bets will be void if the scheduled number of matches are not completed, unless the outcome is already determined. Subsequent appeals and/or disqualifications will not affect bets.

If a specific series of matches, phases or rounds (e.g. Group Stage), or a competition is not completed for any reason, bets placed on any type of bet after the last completed match will be void.

Match Market Settlements

Unless otherwise stated, all match markets will be settled on regulation time. Regular time must be completed for these bets to stand, unless otherwise stated. If a match starts but is not completed, bets will be void unless the outcome of the specific bet type is already determined.

All matches must start on the scheduled date (local stadium time) for bets to stand.

The following market includes overtime/shootout for settlement purposes:

- Match Winner 2-way

In-Play Markets

Bets are settled on regulation time, unless stated otherwise. Regulation time must be completed for these bets to stand, unless the specific market outcome is already determined:

- Full-Time Result
- Total Goals
- Double Chance
- Double Result

The following In-Play markets will be settled at the end of overtime/shootout:

- Match Winner 2-Way
- To Win Shootout

Markets:

Double Chance:

- **Explanation:** Bet on two of the three possible outcomes of a match (e.g., Team A to win or draw, Team B to win or draw, or Team A or Team B to win).
- **Example:** You bet on "Team A or Draw". If Team A wins or the match is a draw, your bet wins.

Double Result:

- **Explanation:** Bet on a team to be leading at half-time AND to win the match.
- **Example:** Team B leads at half-time and wins the match; your bet wins.

Draw No Bet

- **Explanation: Bet on which team will win the match**
- **Example: If Team A wins the match; your bet on "Team A" wins. If there is a tie, the bet is refunded**

Full Time Result:

- **Explanation:** Bet on the outcome of the match at the end of regulation time (Win, Lose, or Draw).
- **Example:** Team C to win at full time. If Team C wins the match in regulation, your bet wins.

Match Winner 2-Way:

- **Explanation:** Bet on which team will win the match (draws are not included).
- **Example:** Team D wins the match; your bet on "Team D" wins.

To Reach the Final:

- **Explanation:** Bet on a team reaching the final stage of a tournament.

- **Example:** Team E to reach the final. If Team E progresses to the final, your bet wins.

To Win Group:

- **Explanation:** Bet on which team will win their specific group in a tournament.
- **Example:** Team F to win Group A. If Team F finishes first in Group A, your bet wins.

To Win In Shootout:

- **Explanation:** Bet on which team will win the penalty shootout if the match is tied after regulation and extra time.
- **Example:** Team G to win in a shootout. If Team G wins the penalty shootout, your bet wins.

To Win Match:

- **Explanation:** Bet on which team will win the entire match.
- **Example:** Team H to win the match. If Team H wins the match, your bet wins.

To Win Medal:

- **Explanation:** Bet on a team winning any medal (Gold, Silver, or Bronze) in a tournament.
- **Example:** Team I to win a medal. If Team I finishes 1st, 2nd, or 3rd, your bet wins.

To Win Outright:

- **Explanation:** Bet on which team will win the entire tournament or competition.
- **Example:** Team J to win the tournament. If Team J wins the tournament, your bet wins.

Top Team Tournament Scorer:

- **Explanation:** Bet on which player from a specific team will score the most goals in the tournament.
- **Example:** Player A from Team K to be the Top Team Tournament Scorer. If Player A scores more goals than any other player from Team K, your bet wins.

Top Tournament Scorer:

- **Explanation:** Bet on which player will score the most goals in the entire tournament.

- **Example:** Player B to be the Top Tournament Scorer. If Player B scores more goals than any other player in the tournament, your bet wins.

Total Goals:

- **Explanation:** Bet on whether the total goals scored in the match will be over or under a set number.
- **Example:** Total goals in the match to be over 5.5. If 6 or more goals are scored, your bet wins.

27. Other sports

Archery

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

Match up: If a match starts but is not completed, the following types of bets will be void, unless the outcome of the relevant bet is already determined

Markets:

To Win Outright

- **Explanation:** A bet on which competitor or team will win the entire Archery tournament or competition.
- **Example:** You bet on "Player A" to win the Men's Individual Archery World Cup. If Player A wins the final match and is crowned the champion of the tournament, your bet wins.

To Win Match

- **Explanation:** A bet on which competitor or team will win a specific match or head-to-head contest within an Archery tournament.
- **Example:** In a match between "Player A" and "Player B", you bet on "Player A" to win the match. If Player A wins the match, your bet wins.

Mixed Team

- **Explanation:** This refers to a bet on the outcome of a mixed team event in Archery, where teams consist of both male and female athletes competing together
- **Example:** In a Mixed Team Archery event, you bet on the "Team X Mixed Team" to win their match against the "Team Y Mixed Team". If Team X wins the match, your bet wins.

Canoeing and kayaking

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

Markets:

To Win Outright

- **Explanation:** A bet on which competitor or team will win the entire Canoe-Kayak competition or tournament.
- **Example:** You bet on "Player A" to win the Canoe Slalom World Championships. If Player A achieves the best overall score or time across all their runs and is declared the champion, your bet wins.

To Win Race

- **Explanation:** A bet on which competitor will win a specific race within a Canoe-Kayak event (e.g ., a single heat, a semi-final, or the final). This market is settled once the outcome of that individual race is determined.
- **Example:** You bet on "Player B" to win the K1 200m final race. If Player B crosses the finish line first in that specific race, your bet wins.

Combat sports

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

Odds are offered for each fighter to win. In the event of a draw, all bets will be void and stakes refunded. If a boxer is substituted, all bets will be void and stakes refunded.

Markets:

To Win Outright

- **Explanation:** This market refers to betting on which competitor will win the entire tournament or event. You are predicting the ultimate victor, not just a single match.
- **Example:** If you bet on "Competitor A to Win Outright" in a Grand Slam, and Competitor A goes on to win all their matches and claim the gold medal, your bet settles as a win. If Competitor A is eliminated at any stage before the final, your bet settles as a loss.

Curling

Outright Betting is non-runner no-bet.

Match up Settlement will be based on the final score for all matches. For settlement purposes, extra ends will be taken into account.

Single End Betting: In single end betting, if odds for a goalless end are not offered, all bets will be void in the event of a goalless end (0-0).

Postponed matches are cancelled unless they are played within five days of the originally scheduled date.

If a match is interrupted, but subsequently resumes (from the point at which it was stopped) and is completed within 48 hours of its original schedule, all bets remain valid.

Markets:

End Winner 2-Way

- **Explanation:** A bet on which team will score more points in a specific end.
- **Example:** You bet on "Team A" to win End 3. If Team A scores more points in End 3 than Team B, your bet wins.

End Winner 3 -Way

- **Explanation:** A bet on the outcome of a specific end, with three options: Team A to Win the End, Team B to Win the End, or a tie.

- **Example:** You bet on the “tie” for End 5. If no team scores any points in End 5, your bet wins.

Handicap Betting

- **Explanation:** This market gives one team a virtual advantage or disadvantage, in terms of the number of ends won. A team with a negative handicap must win by more ends than stated, while a team with a positive handicap can lose by fewer ends (or win) for the bet to be successful.
- **Example:** If you bet on 'Team A -1.5, Team A must win the match by at least 2 more ends than their opponent (e.g., win 8 ends to 5) for your bet to win. If they win by only 1 end (e.g., 7-6), your bet will lose.

Leader After End

- **Explanation:** A bet on which team will be leading the match after a specific end has been completed.
- **Example:** You bet on "Team A" to be the Leader After End 7. If Team A has more points than Team B after End 7 is finished, your bet wins.

To Win Match

- **Explanation:** A bet on which team will win the entire Curling match.
- **Example:** You bet on "Team A" to win the match. If Team A wins the match, your bet wins.

To Win Outright

- **Explanation:** A bet on which team will win the entire Curling competition or tournament.
- **Example:** You bet on "Team A" to win the World Curling Championship outright. If Team A wins the final match of the tournament, your bet wins.

Total Points 2-Way

- **Explanation:** A bet on whether the total number of points scored by both teams in the entire match will be over or under a specified number.
- **Example:** The specified number of total points is 14.5. You bet on "Over 14.5 Total Points". If the combined score of both teams is 15 or more, your bet wins. If the combined score is 14 or fewer, your bet loses.

Equestrian

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

Markets:

To Win Outright

- **Explanation:** This is a bet on a specific horse/rider to win the entire competition or race.
- **Example:** If you bet on "Rider A" to win outright in a show jumping event, and "Rider A" finishes in first place, your bet wins. If "Rider A" finishes in any other position, your bet loses.

Fencing

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

Match winner: Odds are offered for a win for each participant and in the event of a draw, all bets will be void and stakes refunded. If one of the participants is replaced by another, all bets will be void and stakes refunded.

Markets:

To Win Match

- **Explanation:** This is a bet on which fencer will win a specific individual bout or match.
- **Example:** You bet on "Fencer A" to **Win Match** against "Fencer B" in an Épée individual bout. If Fencer A reaches the target score (e.g., 15 points) first, or if they have a higher score when the time limit expires and the bout is decided, your bet settles as a win. If Fencer B wins the bout, your bet loses.

To Win Outright

- **Explanation:** This is a bet on which competitor will win the entire tournament or competition.
- **Example:** You bet on "Fencer C" to **Win Outright** the Men's Sabre event at the World Championships. If Fencer C progresses through all the rounds and wins the final bout to be crowned the champion of the Men's Sabre event, your bet settles as a win. If any other fencer wins the championship, your bet loses.

Modern Pentathlon

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting

Markets:

To Win Outright

- **Explanation:** This is a bet on which athlete will win the entire competition.
- **Example:** You bet on athlete X to win the competition. If athlete X achieves the highest overall score across all disciplines and is declared the overall winner of the event, your bet settles as a win. If any other athlete wins, your bet settles as a loss.

Futsal

Abandoned, Interrupted and Postponed Matches

Postponed matches are void unless re-arranged and played within 5 days of the original scheduled game time.

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled match time, all bets will stand on the fixture.

Otherwise if the match is resumed but not finished within 48 hours of the original scheduled match time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture

Match and Tournament Betting

Extra Time/Shootouts

The following markets will be settled at the end of Extra Time/Shootouts where applicable:

Match Outcome

When Will Match End

To Qualify

To Lift Trophy

Win Shootout

Half Bets

Half bets will be settled at the end of the specified half (exclude any extra-time played). In the event of a specific half not being completed bets will be void, unless the specific market outcome is already determined.

Outright/Tournament Betting

For all Outright and Tournament specific markets, including markets such as To Win Group / To Reach the Final / Name the Finalists, bets will be void if the scheduled number of games are not completed, unless the outcome is already determined

Markets:

Correct Score:

- **Explanation:** Bet on the exact final score of the match.
- **Example:** Team A to win 3-2. If the final score is 3-2, your bet wins.

Draw No Bet

- **Explanation: Bet on which team will win the match**
- **Example: If Team A wins the match; your bet on "Team A" wins. If there is a tie, the bet is refunded**

Double Chance:

- **Explanation:** Bet on two of the three possible outcomes of a match (e.g., Team A to win or draw, Team B to win or draw, or Team A or Team B to win).

- **Example:** You bet on "Team A or Draw". If Team A wins or the match is a draw, your bet wins.

Double Result:

- **Explanation:** Bet on a team to be leading at half-time AND to win the match.
- **Example:** Team B leads at half-time and wins the match; your bet wins.

Full Time Result:

- **Explanation:** Bet on the outcome of the match at the end of regulation time (Win, Lose, or Draw).
- **Example:** Team C to win at full time. If Team C wins the match in regulation, your bet wins.

Game Totals:

- **Explanation:** Bet on the total number of goals scored in the match (over/under).
- **Example:** Total goals in the match to be over 4.5. If 5 or more goals are scored, your bet wins.

Half Race To X Goals:

- **Explanation:** Bet on which team will be the first to score a specific number of goals (X) in a specific half.
- **Example:** Team D to reach 3 goals first in the first half. If Team D scores 3 goals before the opponent in the first half, your bet wins.

Half X Correct Score:

- **Explanation:** Bet on the exact score of a specific half (e.g., First Half score to be 2-1).
- **Example:** The first half score to be 2-0. If the first half score is 2-0, your bet wins.

Half X Goals:

- **Explanation:** Bet on the total number of goals scored by a specific team in a specific half (over/under).
- **Example:** Team E to score over 1.5 goals in the second half. If Team E scores 2 or more goals in the second half, your bet wins.

Half/Match Handicap:

- **Explanation:** Bet on a team to win either the half or the match with a given handicap.

- **Example:** Team F to win the match with a -1.5 handicap. If Team F wins the half by 2+ goals, your bet wins.

Half/Match Result

- **Explanation:** Bet on Team 1 to win the specific half or match, Team 2 to win the specific half or match, or a draw in the specific half or match.
- **Example:** Team G to win the match. If Team G wins the match, your bet wins.

Half/Match Totals:

- **Explanation:** Bet on the total number of goals scored in either the half or the match (over/under).
- **Example:** Total goals in the match to be over 5 .5. If 6 or more goals are scored in the match, your bet wins.

Handicap Betting:

- **Explanation:** Bet on a team to win with a handicap, where goals are added or subtracted from their score.
- **Example:** Team I -2.5 handicap. If Team I wins the match by 3 or more goals, your bet wins.

Highest Scoring Half:

- **Explanation:** Bet on which half (first or second) will have more goals scored.
- **Example:** The second half to be the highest scoring half. If more goals are scored in the second half, your bet wins.

Next Goal:

- **Explanation:** Bet on which team will score the next goal in the match.
- **Example:** Team J to score the next goal. If Team J scores the next goal, your bet wins.

Race To X Goals:

- **Explanation:** Bet on which team will be the first to score a specific number of goals (X) in the match.
- **Example:** Team K to reach 5 goals first. If Team K scores 5 goals before the opponent, your bet wins.

Team to Score First:

- **Explanation:** Bet on which team will score the first goal of the match.

- **Example:** Team L to score first. If Team L scores the first goal, your bet wins.

To Lift Trophy:

- **Explanation:** Bet on which team will win the overall tournament or competition.
- **Example:** Team M to lift the trophy. If Team M wins the tournament, your bet wins.

To Qualify:

- **Explanation:** Bet on a team qualifying for the next round of a competition or tournament.
- **Example:** Team N to qualify for the next round. If Team N advances, your bet wins.

To Reach Final:

- **Explanation:** Bet on a team reaching the final stage of a tournament.
- **Example:** Team O to reach the final. If Team O progresses to the final, your bet wins.

To Win Group:

- **Explanation:** Bet on which team will win their specific group in a tournament.
- **Example:** Team P to win Group B. If Team P finishes first in Group B, your bet wins.

To Win Outright:

- **Explanation:** Bet on a team winning the entire tournament or competition.
- **Example:** Team Q to win the tournament. If Team Q wins the tournament, your bet wins.

To Win Shootout

- **Explanation**: Predicts which team will win the penalty shootout.
- **Example**: If Team A wins the penalty shootout, a bet on "To Win Shootout: Team A" wins.

Top 3 Finish:

- **Explanation:** Bet on a team finishing in one of the top three positions in a tournament or competition.
- **Example:** Team R to finish in the Top 3. If Team R finishes 1st, 2nd, or 3rd overall, the bet wins.

Top Goalscorer:

- **Explanation:** Bet on which player will score the most goals in the tournament.
- **Example:** Player A to be the Top Goalscorer. If Player A scores more goals than any other player, your bet wins.

Total Goals:

- **Explanation:** Bet on whether the total goals scored in the match will be over or under a set number.
- **Example:** Total goals in the match to be over 5.5. If 6 or more goals are scored, your bet wins.

Winning Margin:

- **Explanation:** Bet on the margin of victory for the winning team.
- **Example:** Team S to win by 3 or more goals. If Team S wins by 3 or more goals, your bet wins

Padel

The settlement will be made on the basis of all standard rules of Tennis. Refer to the section for further information.

Markets:

Correct Score:

- **Explanation**: Bet on the exact final score of the match in sets.
- **Example:** Player A to win 2-1 in sets. If Player A wins the match 2 sets to 1, your bet wins.

Set Betting:

- **Explanation:** Bet on the exact score of the match in sets (e.g., 2-0, 2-1).
- **Example:** Player D to win 2-0 in sets. If Player D wins the match 2 sets to 0, your bet wins.

To Win Match:

- **Explanation:** Bet on which player or team will win the entire match.
- **Example:** Player E to win the match. If Player E wins the match, your bet wins.

Total Sets:

- **Explanation:** Bet on the total number of sets played in the match (over/under).
- **Example:** The match to have over 2.5 sets. If the match goes to 3 sets, your bet wins.

Rowing

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

If a race starts but is not completed (e.g. no winner is declared), all bets will be void.

Markets:

To Win Outright

- **Explanation:** This is a bet on which crew or individual will win the entire competition or regatta.
- **Example:** You bet on "Team A" to win the Outright title at the World Rowing Championships. If Team A is declared the overall competition winner, your bet settles as a win. If another crew wins the overall championship, your bet loses.

To Win Race

- **Explanation:** This is a bet on which crew or individual will win a specific race within a regatta.
- **Example:** You bet on "Australia Women" to **Win Race** in the final at the Olympic Games. If the Australian Women's Quad Scull crew crosses the finish line in first place in that specific final race, your bet settles as a win. If they finish in any other position, your bet loses.

Winning Margin

- **Explanation:** This market involves predicting the margin of victory for the winning crew or individual in a specific race. The margin is typically measured in seconds. You'll usually see options like "Under X seconds" or "Over X seconds."
- **Example:** You bet on " Team C " to win the race with a **Winning Margin** of "Over 2.9 seconds." If the Team C finishes the race 3 seconds or more ahead of the second-placed crew, your bet settles as a win. If they win by 2.9 seconds or less, or if they don't win at all, your bet loses.

Sailing

Outright Betting is non-runner no-bet. The podium ceremony will determine the settlement of bets. Future appeals and/or disqualifications will not affect betting.

Sailing – America's Cup

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

Match Winner: If a race starts but does not complete, the player/team advancing to the next round or to whom victory is awarded will be considered the winner for settlement purposes, in accordance with the official results published by the organizer of the competition.

Sport shooting

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

Markets:

To Win Outright

- **Explanation:** This market refers to betting on which competitor will win the entire competition or event.
- **Example:** You bet on "Athlete X" to win the Men's 10m Air Rifle. If "Athlete X" finishes in first place, your bet wins. If any other athlete wins, your bet loses.

Sport climbing

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

Markets:

To Win Outright

- **Explanation**: This is a bet on which competitor will win the entire competition or event.
- **Example:** You bet on "Climber A" to **Win Outright** at the World Championships. If Climber A is declared the winner of that event, your bet settles as a win. If any other climber wins the event, your bet loses.

Squash

Match up

In the event of a match starting but not being completed then all bets will be void unless after the start of the match a player is disqualified in which case the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purpose

Player Total Points/Match Total Points

In the event of retirement or disqualification, bets will be void unless the outcome is already determined.

Current and Next Game Winner/Current and Next Game Total Points/Current and Next Game Race(s)

In the event of a game starting but not being completed then all bets will be void unless the outcome is already determined.

Markets:

Game Winning Margin

- **Explanation:** This market requires you to predict the exact point difference between the winner and the loser of a specific game.
- **Example:** Betting on "2 points" for Game 1. If the game finishes 11-9, the margin is 2. The bet wins.

Game X Race to X Points:

- **Explanation:** Bet on which player will be the first to reach a specific number of points (X) in a particular game (Game X).
- **Example**: Player A to win Game 3, Race to 7 points. If Player A reaches 7 points first in Game 3, your bet wins.

Game X Total Points:

- **Explanation:** Bet on the total number of points played in a specific game (Game X) being over or under a set number.
- **Example:** Game 5 to have over 10.5 points. If 11 or more points are played in Game 5, your bet wins.

Current Game Winner:

- **Explanation:** Bet on which player will win the current game within a **game**.
- **Example:** Player B to win the current game. If Player B wins the current game, your bet wins.

Game Betting:

- **Explanation:** Bet on the winner of a specific game within a **game**.
- **Example:** Player C to win Game 2. If Player C wins Game 2, your bet wins.

Handicap Betting

- **Explanation:** This market applies a virtual points handicap to the total points scored by each player in the match. The handicap is added to or subtracted from the player's final points total to determine the winner for settlement purposes.
- **Example:** Player A (-5.5) vs Player B (+5.5). If Player A scores 30 points and Player B scores 26, Player A's adjusted score is 24.5 (30 - 5.5). Player B's adjusted score is 31.5 (26 + 5.5). Player B wins the bet.

Handicap Betting - Games

- **Explanation:** This market applies a virtual handicap to the final game (set) score of the match. You are betting on the outcome of the match score after the handicap has been applied.
- **Example:** Player A (-1.5) vs Player B (+1.5). If Player A wins the match 3-1, the adjusted score is 1.5-1. Player A wins the bet.

Match Winner:

- **Explanation:** Bet on which player will win the entire match.
- **Example:** Player D to win the match. If Player D wins the match, your bet wins.

Next Game Winner:

- **Explanation:** Bet on which player will win the next game in the current **game**.

- **Example:** Player E to win the next game. If Player E wins the next game, your bet wins.

Player X Total Points

- **Explanation:** This is an Over/Under market on the total number of points a specific player will score during the entire match.
- **Example:** Player A "Over 32.5". If Player A scores 34 points in the match, the bet wins.

Point Betting:

- **Explanation:** Bet on the outcome of a specific point within a game.
- **Example:** Player F to win the next point. If Player F wins the next point, your bet wins.

Total Match Points:

- **Explanation:** Bet on the total number of points scored in the match (over/under).
- **Example:** The match to have over 40.5 points. If 41 or more points are scored, your bet wins.

Swimming

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

Markets:

100m Breaststroke - Podium Finish Yes/No

- **Explanation:** This market is about whether a specific swimmer will finish in one of the top three positions (1st, 2nd, or 3rd) in the 100m Breaststroke final.
- **Example:** You bet " Yes" on "Swimmer A" to achieve a **Podium Finish** in the 100m Breaststroke. If Swimmer A finishes 1st, 2nd, or 3rd in the final, your bet wins. If they finish 4th or lower, your bet loses.

200m Butterfly - Podium Finish Yes/No

- **Explanation:** Similar to the above, but for the 200m Butterfly event. It’s whether a specific swimmer will finish in the top three.
- **Example:** You bet "No" on "Swimmer B" to achieve a **Podium Finish** in the 200m Butterfly. If Swimmer B finishes 4th or lower in the final, your bet wins. If they finish 1st, 2nd, or 3rd, your bet loses.

200m Freestyle - Podium Finish Yes/No

- **Explanation:** Again, this applies to the 200m Freestyle final. It's about whether a specific swimmer will secure a top three finish.
- **Example:** You bet "Yes" on "Swimmer C" to achieve a **Podium Finish** in the 200m Freestyle. If Swimmer C finishes in any of the medal positions (1st, 2nd, or 3rd), your bet wins. If they finish outside the top three, your bet loses.

4x100m Freestyle Relay - Podium Finish Yes/No

- **Explanation:** This market concerns whether a specific relay team will finish in one of the top three positions in the 4x100m Freestyle Relay final.
- **Example:** You bet "Yes" on "Team A (4x100m Freestyle Relay)" to achieve a **Podium Finish**. If Team A finishes 1st, 2nd, or 3rd in the relay final, your bet wins. If they finish 4th or lower, your bet loses.

4x100m Medley Relay - Podium Finish Yes/No

- **Explanation:** This is for the 4x100m Medley Relay. It's about whether the specified relay team will secure a top three finish.
- **Example:** You bet "No" on "Team B (4x100m Medley Relay)" to achieve a **Podium Finish**. If Team B finishes 4th or lower in the relay final, your bet wins. If they finish in a medal position (1st, 2nd, or 3rd), your bet loses.

4x200m Freestyle Relay - Podium Finish Yes/No

- **Explanation:** This applies to the 4x200m Freestyle Relay. It's whether the chosen relay team will finish within the top three.
- **Example:** You bet "Yes" on "Team C (4x200m Freestyle Relay)" to achieve a **Podium Finish**. If Team C finishes in any of the top three positions in the relay final, your bet wins. If they finish outside the top three, your bet loses.

Podium Finish

- **Explanation:** This is a general market for a specific swimmer or relay team to finish in one of the top three positions (1st, 2nd, or 3rd) in a given event. This is essentially the "Yes" option from the markets above, but without specifying the event in the market name itself.
- **Example:** You bet on "Swimmer D" to achieve a **Podium Finish** in the 100m Backstroke. If Swimmer D finishes 1st, 2nd, or 3rd in the 100m Backstroke final, your bet wins.

To Win Outright

- **Explanation:** This is a bet on which competitor or relay team will win the entire competition or championship.
- **Example:** You bet on "Swimmer E" to **Win Outright** the Men's 200m Freestyle World Cup series. If Swimmer E is crowned the overall winner, your bet wins. If its another swimmer, your bet loses.

To Win Race

- **Explanation:** This is a bet on which competitor or relay team will win a specific race.
- **Example:** You bet on "Swimmer F" to **Win Race** in the 50m Freestyle final. If Swimmer F touches the wall first in that specific final race, your bet wins. If they finish in any other position, your bet loses.

Triathlon

Participants must cross the starting line for bets to stand. Otherwise, bets will be void and stakes refunded. Future appeals and/or disqualifications will not affect betting.

Markets:

To Win Outright

- **Explanation:** This is a bet on which competitor will win the entire triathlon event. Triathlons consist of three disciplines: swimming, cycling, and running.
- **Example :** You bet on "Athlete A" to **Win Outright** the Ironman World Championship. If Athlete A completes the entire race (swimming, cycling, and running) and is declared the winner of the event, your bet settles as a win. If any other athlete finishes with a faster cumulative time, your bet loses.

Weightlifting

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

To Win Outright

- **Explanation:** This is a bet on which competitor will win the entire weightlifting competition. In weightlifting, competitions are typically divided by weight classes and disciplines (Snatch and Clean & Jerk).This market refers to winning a specific weight class at a particular event or championship.

- **Example:** You bet on "Lifter A" to Win Outright the Men's 81kg category at the World Championships. If Lifter A is declared the winner of that category, your bet settles as a win. If any other lifter in that same weight category is declared the winner, your bet loses.

Wrestling

Outright Betting is non-runner no-bet. Future appeals and/or disqualifications will not affect betting.

To Win Match

- **Explanation:** This is a bet on which wrestler will win a specific individual bout or match.
- **Example:** You bet on "Wrestler A" to win against "Wrestler B". If Wrestler A is declared the winner, your bet settles as a win. If Wrestler B wins the bout, your bet loses.

To Win Outright

- **Explanation:** This is a bet on which competitor will win the entire tournament or competition.
- **Example:** You bet on "Wrestler C" to **Win Outright** the Men's Greco-Roman 77kg category at the Olympic Games. If Wrestler C is crowned the champion of the Men's Greco-Roman 77kg category, your bet settles as a win. If any other wrestler in that same category wins the championship, your bet loses.

Betting regulations for other sports

The official website of the relevant competition will be used to execute bets.

Poker - Standard Game Rules

The Poker Rules can be downloaded here.

All Actions Stand

The Player determines the action they want to perform in a game by clicking the appropriate Action button. Once a Player has selected an action it is final. Players must ensure they select the correct action.

All-In

If a Player does not have enough chips to bet during a hand when it is their turn to act, the Player is not forced to place the full bet amount. However, the Player must put all of their chips into the pot - this is called All-In. The game play that continues among other Players is put into a side pot. The All-In-Player has no share in this pot.

Bets and Raises

The following rule applies to Fixed-Limit games:

- The betting is capped at four bets - one bet and three raises, per betting round. When the betting is capped, Players may only call or fold.

The following rule applies to Pot-Limit and No-Limit games:

- There is no limit to the number of raises per betting round.

Blinds and Posts

The following rules apply:

- In Texas Hold'em and Omaha blind bets are used to start the game play. The Player to the immediate left of the Dealer posts the small blind. The next Player to the left posts the big blind. The small blind is half of the minimum bet limit.
- When new Players enter a game they are given a choice to post now or wait for the big blind. Players that decide to wait, receive no cards until it is their turn to post the big blind. Players that decide to post, bet the equivalent of one big blind and receive cards immediately.
- Both the big blind and the post are considered live blinds. This means that Players on the big blind and Players that posted can raise their own blind bets.
- Players that sit out, miss one or more blinds, and then sit in again, must either wait for the big blind to reach them again before receiving cards, or post both a big blind and a small blind to receive cards immediately.

Note: When posting both blinds, only the big blind portion of the post is live. The small blind portion of the post is placed in the pot. The Player is penalized the equivalent of a small blind.

Chip Dumping

We do not allow players to use our poker tables to pass funds to other players by deliberately folding re-raised hands in heads up situations or any other such situation that enables intentional passing of funds from one player to another. For security reasons we investigate all incidents of chip passing and accounts will be suspended while such investigations takes place.

Chip dumping is not allowed, and may result in the following:

- Players being disqualified and removed from the game.
- Players forfeiting all buy-in amounts.
- Players being permanently banned from Poker.
- Money/chips gained as a result of this activity being permanently lost.

Note: These decisions are at the discretion of the House.

Disconnection

Any instances of disconnection will result in the activation of Time Bank.

After the regular amount of decision-making time has expired, you have the option to use your Time Bank for additional thinking time. Players start a session with a 20 second Time Bank, and for every 50 hands played they receive a further 10 second Time Bank, up to a maximum of 90 seconds. Players can adjust their Time Bank by selecting Settings at the top of the Poker Lobby, then clicking Time Bank.

Leaving a Game

If a player wins and has more chips than when they first came to the table they may want to leave the table, bank their winnings and then return to the table with fewer chips. This is known as either 'Rat-Holing', 'Going South' or 'Reducing' and is not permitted.

If a player leaves a table they must wait 120 minutes before returning with fewer chips. If they wish to return within the 120 minutes they must sit down with the same amount of chips they left with.

Playing at More Than One Table

Players may play up to Sixteen tables at one time.

Players may not allege distraction or confusion as an excuse for errors made when playing at more than one table at the same time. Players are urged to consider the risk involved In-Playing at multiple tables at the same time. Errors that occur because of multiple-table play are strictly the Player's responsibility.

Screen Name

When you sign up for a poker account with bet365 you may only have one screen name. Once you have chosen your name we will only change it in the most exceptional of circumstances, so please choose very carefully. Such a restriction is in place to help combat fraud and collusion, and to allow players to become recognisable to the rest of the bet365 poker community.

Showdown

The following rules apply:

- All winning hands are shown automatically at the showdown. All losing hands are shown or mucked, as the Player chooses. If a Player previously selected the Muck Losing Hands option, all the Players losing hands are automatically mucked.
- All called hands at the showdown are available for viewing to any Player in the Hand History readout of a hand.
- Players that win a pot without a showdown are given the option to show or muck their hand. Uncalled winning hands that are mucked are not available for viewing in the Hand History readout.

Sitting Out

When seated at a table a player has the option to 'Sit Out'. To do this simply check the 'Sit Out' box. Once selected you will continue sitting at the table but will not be dealt in. You will remain sat out until you un-check the 'Sit Out' box. Once un-checked you will be dealt back in.

If you sit out of a Cash Game table, you will be sat out of all active Cash Game tables automatically.

Once selected you will continue sitting at all active tables but will not be dealt in. You will remain sat out at all active tables until you un-check the 'Sit Out' box. Once un-checked you will be dealt back in.

If you remain in Sit Out mode for longer than seven minutes you will be removed from the table and returned to the lobby.

We prevent players from entering and leaving (sitting out) games where the position relative to the dealer can bring advantage by requesting they post the equivalent of the blind (known as a dead blind).

No financial advantage will be gained by missing the rotation of the blind.

In a tournament, a player sitting out will automatically post blinds on their turn and will automatically be folded when they are not in the big blind position.

Sitting out of one tournament will not force you to sit out of other tournaments or Cash tables as blinds are being posted automatically.

Checking and Raising

Check-raising is permitted in all games.

Coffeehousing

Coffeehousing is not permitted. Coffeehousing means making deceptive or misleading statements using the poker table chat function (where available), to give opponents false impressions about your hand or intentions in order to influence their gameplay.

Collusion

Poker is a game where Players play for their own interest. Partnerships or any kind of cooperation among Players is not permitted.

Collusion is not allowed, and may result in the following:

- Players being disqualified and removed from the game.
- Players forfeiting all buy-in amounts.
- Players being permanently banned from Poker.
- Money / Chips gained in relation to such activity being permanently locked.

Note: These decisions are at the discretion of the House.

We will endeavour to return Player funds where it has been established that a Player has been unfairly disadvantaged whenever possible.

Game Rules

All the basic rules of Poker and the specific game rules apply.

House Rules

The House reserves the right to do the following:

- Disqualify any Players who do not follow Game rules, or that act inappropriately during a game.

- Alter the rules and make final decisions on all game related issues as they occur.
- All decisions are at the discretion of the House, and are final.

Pot

The following rules apply:

- The pot accumulates as each Player antes, bets, calls and raises.
- The pot goes to the winner of the hand.
- If two or more Players have the same winning hand, they split the pot equally.
- The House takes a small percentage of the pot. This is known as the rake.

Playing Slowly

The following rules apply to slow play:

- If the Player has not placed a bet in the hand, they have twenty seconds to respond. Failing this, the Player's hand automatically folds.
- If the Player has placed a bet in the hand, they have twenty seconds to respond. Failing this, the Player's hand automatically folds or is considered All-In.
- Note: Repeated instances of slow play may be grounds for a Player to be removed from the table. This decision is at the discretion of the House. There is a sit out option for Players that want to exit the table. Players must use this option to avoid the consequences.

Soft Play

Soft play (meaning deliberately playing weaker than optimal against another player to avoid taking their chips) is not allowed, and may result in the following:

- Players being disqualified and removed from the game.
- Players forfeiting all buy-in amounts.
- Players being permanently banned from Poker.

Note: These decisions are at the discretion of the House.

Starting a Game

A minimum of two Players are required to start a game.

Ties

If Players tie at the showdown, they split the pot.

Understanding and Abiding by the Rules

By entering a game, Players acknowledge that they have read, understood and agree to abide by the Standard Game Rules, and the individual Game Rules of Poker.

Software

Any software that automates play or provides the Player with information / facilities in real time that can assist with ongoing games is prohibited and could disadvantage other Players.

Any Player found to be using prohibited software will have their account suspended or closed and is liable to have funds seized to compensate any disadvantaged Players.

Malfunctions

Unless otherwise stated in the Poker Rules, malfunctions (as defined in the General Terms and Conditions) will void all pays and play.

Shared Network

bet365 offers its French customers to play on a network shared with other French and Spanish operators. Only customers whose player accounts have been fully verified in accordance with the provisions of the General Terms and Conditions may access international tables and French tables. Players whose accounts have not been fully verified may only access French tables.

Poker Multi-Table Tournament Rules

The Poker Rules can be downloaded here.

Add-On

The following rules apply:

- The Add-On option is offered automatically to Players at the end of the Re-Buy Period.
- Players have one Add-On option per tournament.
- The Add-On cost is determined by the House per tournament.
- The Add-On feature is available in Multi-Table Tournaments only.

Note: The Add-On Feature may be available or not and is determined by the House per tournament.

All-In

If a Player does not have enough chips to bet during a hand when it is their turn to act, the Player is not forced to place the full bet amount. However, the Player must put all of

their chips into the pot - this is called All-In. The game play that continues among other Players is put into a side pot. The All-In-Player has no share in this pot.

All Actions Stand

The Player determines the action they want to perform in a game by clicking the appropriate Action button. Once a Player has selected an action it is final. Players must ensure they select the correct action.

Antes, Bring-Ins and Corresponding Limits

For stud games, the antes, bring-in bets and corresponding bet limits are usually increased every few minutes.

Bets and Raises

The following rule applies to Fixed-Limit games:

- The betting is capped at four bets - one bet and three raises, per betting round. When the betting is capped, Players may only call or fold. The following rule applies to Pot-Limit and No-Limit games: There is no limit to the number of raises per betting round.

Blinds and Posts

The following rules apply:

- In Texas Hold'em and Omaha blind bets are used to start the game play.
- The Player to the immediate left of the Dealer posts the small blind.
- The next Player to the left posts the big blind. The small blind is half of the minimum bet limit. When new Players enter a game they are given a choice to post now or wait for the big blind.
- Players that decide to wait, receive no cards until it is their turn to post the big blind.
- Players that decide to post, bet the equivalent of one big blind and receive cards immediately.
- Both the big blind and the post are considered live blinds.
- This means that Players on the big blind and Players that posted can raise their own blind bets. Players that sit out, miss one or more blinds, and then sit in again, must either wait for the big blind to reach them again before receiving cards, or post both a big blind and a small blind to receive cards immediately.
- Note: When posting both blinds, only the big blind portion of the post is live.

- The small blind portion of the post is placed in the pot. The Player is penalized the equivalent of a small blind. Blinds and Bet Limits are increased every few hands, up to the maximum set for the game. If the Player on the small blind or big blind is eliminated, the dealer-button moves and the blinds skip a Player for that round.

Buy-In and Entrance Fee

The following rules apply:

- There is a fixed buy-in amount and entrance fee for each tournament.
- The entrance fee is 10% of the buy-in amount. For example, in a €10+€1 tournament, the buy-in amount is €10, and the entrance fee is €1. Therefore, the Player pays €11 to play.
- A percentage of the cumulative buy-in amount from all Players in the tournament may be pooled as the prize money.

  Note: There is no buy-in amount and entrance fee in Freeroll Tournaments.

The prizes offered in tournaments are determined by the House.

Chip Dumping

Chip dumping is not allowed, and may result in the following:

1. Players being disqualified and removed from the tournament.
2. Players forfeiting all buy-in amounts and entrance fees.
3. Players being permanently banned from the Multi-Player Poker.

Note: These decisions are at the discretion of the House.

Coffeehousing

Coffeehousing is not permitted.

Collusion

Poker is a game where Players play for their own interest. Partnerships or any kind of cooperation among Players is not permitted.

Collusion is not allowed, and may result in the following:

1. Players being disqualified and removed from the tournament.
2. Players forfeiting all buy-in amounts and entrance fees.
3. Players being permanently banned from the Multi-Player Poker.

Note: These decisions are at the discretion of the House.

Dealer

To determine the Dealer in the first round, one card is dealt face up to all Players. The Player with the highest card by suit starts the game as the Dealer.

Suits are ranked from low to high - Clubs, Diamonds, Hearts and Spades.

Disconnection

If a Player is disconnected from the system during tournament play, the following rules apply:

If a Player is disconnected during the play of a hand and have placed a bet, they have thirty seconds to reconnect. If they do not reconnect within thirty seconds, the following happens:

1. If the Player can check, their hand is automatically checked.
2. If a player was already All-In before being disconnected, that status will not change and they will still collect their chips if they win the hand, or any portion of the pot.
3. If the Player does not qualify to check their hand, or be considered All-In, their hand automatically folds.
4. If the hand is raised then the player's hand is automatically folded.

Players that are disconnected and fail to return to the tournament are blinded-off.

End of Tournament

Tournaments are over when one Player has won all the chips.

Freeroll Tournament Rules

The following rules apply:

- Freeroll Tournaments are Scheduled Multi-Table Tournaments only.
- The standard Scheduled Multi-Table Tournament rules apply.

Game Rules

All the basic rules of Poker and the specific game rules apply.

House Rules

The House reserves the right to do the following:

1. Disqualify any Players who do not follow tournament rules, or that act inappropriately during a tournament.
2. Change any tournament time, guaranteed prize, or tournament, without prior notice.
3. Alter the rules and make final decisions on all tournament related issues as they occur.
4. All decisions are at the discretion of the House, and are final.

- Tournaments are played to the end.
- If a Player withdraws from a tournament before it is over, they are blinded-off.
- If a Player does not return to a tournament, they forfeit all buy-in amounts and entrance fees.

Important:

- Tournament chips have no value other than as counters in the tournament.
- Tournament chips have no cash-out value.

Player Elimination

Players are eliminated from the tournament when they lose all their chips. As Players are eliminated from the tournament, remaining Players are moved and tables are consolidated, until only one table remains in the tournament.

Prize Pool

The prizes offered in tournaments are determined by the House.

Rakes

There is no rake in tournaments. The tournament entrance fee covers the House charges.

Re-Buy

The following rules apply:

- Players can Re-Buy at any time during the Re-Buy Period by clicking the Chips button if:
- They have less chips than what they started the tournament with.
- They still have Re-Buy options available.

Note: The Re-Buy Period is determined by the House per tournament.

The Re-Buy option is offered automatically to Players that are eliminated during the Re-Buy Period.

Players that are eliminated after the Re-Buy Period cannot buy back in to the tournament.

The Re-Buy option cost is determined by the House per tournament.

Players have a limited number of Re-Buy options per tournament.

Note: The number of Re-Buy options available to each Player is determined by the House per tournament.

The Re-Buy option is available in Multi-Table Tournaments only.

Registration

The following rules apply:

- Player registration is open until the tournament's listed registration end time.
- There is a fixed buy-in amount for each tournament, except in Freeroll Tournaments, that do not require a buy-in.
- Once the de-registration end time for a tournament has passed, or the tournament has started, Players may not de-register. The buy-in amount and entrance fee are non-refundable.
- There is an entrance fee for each tournament, except in Freeroll Tournaments.
- Each tournament has a minimum registration requirement. If registration does not meet the minimum requirements, the tournament is cancelled. If the tournament is cancelled, Players are refunded their buy-in amount and entrance fee.
- If you register for a tournament and are not logged on to the Multi-Player Poker system at the time the tournament starts, you are automatically seated at a table. You are then blinded-off until there are no chips left, or until you log in to play.

Rest Breaks

Large Tournaments may have scheduled rest breaks. The frequency and duration of these breaks is determined during setup of the tournament.

Scheduled Tournament Rules

The following rules apply:

- Scheduled Tournaments are Multi-Table Tournaments only.

- The standard Multi-Table Tournament rules apply.
- The maximum number of Players may be limited or not, depending on the tournament.
- At the specified tournament start time, Players are seated randomly, and the tournament begins.
- The tournament does not begin until the specified tournament start time.
- When a Player registers for a tournament, the tournament buy-in amount and entrance fee are immediately deducted from their account.
- Players must log on to bet365 Poker prior to the tournament's start time on the appropriate day. Once the tournament is open, the Poker software automatically takes the Player to the table.
- If a Player de-registers from the tournament before the tournament de-registration end time has passed, and before play begins at the table, all buy-in amounts and entrance fees are refunded to the Player's account.
- If a Player leaves the tournament after play begins at the table, they forfeit their buy-in amount and entrance fee. The Player is then blinded-off, unless they return to the tournament to continue play.
- All winnings are deposited into the Player's account at the end of the tournament.
- A selection of tournaments are available with a Late Registration functionality, these tournaments will be indicated within the lobby and will operate with a status of “Late Reg” displaying. All Late Registration tournaments’ prizes vary dependent upon the final amount of buyins.

Showdown

The following rules apply:

- All winning hands are shown automatically at the showdown. All losing hands are shown or mucked, as the Player chooses. If a Player previously selected the Muck Losing Hands option, all the Players losing hands are automatically mucked.
- All called hands at the showdown are available for viewing to any Player in the PlayCheck readout of a hand.
- Players that win a pot without a showdown are given the option to show or muck their hand. Uncalled winning hands that are mucked are not available for viewing in the PlayCheck readout.

Slow Play

The following rules apply to slow play:

- If the Player has not placed a bet in the hand, they have twenty seconds to respond. Failing this, the Player's hand automatically folds.
- If the Player has placed a bet in the hand, they have twenty seconds to respond. Failing this, the Player's hand automatically folds or is considered All-In.
- Note: Repeated instances of slow play may be grounds for a Player to be removed from the table. This decision is at the discretion of the House. There is a sit out option for Players that want to exit the table. Players must use this option to avoid the consequences.

Soft Play

Soft play is not allowed, and may result in the following:

1. Players being disqualified and removed from the game.
2. Players forfeiting all buy-in amounts.
3. Players being permanently banned from Poker.

Note: These decisions are at the discretion of the House.

Starting a Tournament

The following rules apply:

- Players are randomly seated at the tournament tables. Players cannot change their seats.
- The maximum number of Players that can enter the tournament may be limited or not, depending on the tournament.
- When the tournament begins, Players are automatically assigned to a table to play.
- If you register for a tournament and are not logged on to the Multi-Player Poker system at the time the tournament starts, you are automatically seated at a table. You are then blinded-off until there are no chips left, or until you log in to play.

Table Balancing

The following rules apply:

- Table balancing occurs as Players are eliminated from the tournament.

- Remaining Players are moved and tables are consolidated, until only one table remains in the tournament.
- A message is displayed to Players notifying them that tables are being consolidated.
- The Multi-Player Poker system randomly selects the Player to move from one of the tables with the most remaining Players.
- The Player is moved to one of the tables with the least remaining number of Players.
- The Player that is moved is seated at the new table as far away from the big blind as possible, according to the available seats.

Table Stakes

All games are played Table Stakes. This means that if a Player does not have enough chips on the table to complete or call a bet or a raise, the Player may bet or call All-In for the number of chips they have left.

Ties

The following rules apply:

- If Players tie on a hand when eliminated, the Player with the most chips at the start of the hand is granted the higher ranking position in the tournament, and the corresponding prize.
- In the event that the eliminated Players had the same number of chips at the start of the hand, the Player closest to the Dealer's left is awarded the higher ranking position.

Tournament Chips

The following rules apply:

- All Players start with the same number of tournament chips at the beginning of the tournament.
- Tournament chips have no cash out value, and represent no monetary value. They are simply counters for the tournaments.

Understanding and Abiding by the Rules

By entering a tournament, Players acknowledge that they have read, understood and agree to abide by the tournament Rules, General Game Rules, System Rules and the individual Game Rules.

Winnings

All winnings are deposited into the Player's account at the end of the tournament.

Single-Table Tournament Rules

The Poker Rules can be downloaded here.

All Actions Stand

The Player determines the action they want to perform in a game by clicking the appropriate Action button. Once a Player has selected an action it is final. Players must ensure they select the correct action.

All-In

If a Player does not have enough chips to bet during a hand when it is their turn to act, the Player is not forced to place the full bet amount. However, the Player must put all of their chips into the pot - this is called All-In. The game play that continues among other Players is put into a side pot. The All-In-Player has no share in this pot.

Bets And Raises

The following rule applies to Fixed-Limit games:

- The betting is capped at four bets - one bet and three raises, per betting round. When the betting is capped, Players may only call or fold.
- The following rule applies to Pot-Limit and No-Limit games:
- There is no limit to the number of raises per betting round.

Blinds And Posts

The following rules apply:

- In Texas Hold'em and Omaha blind bets are used to start the game play. The Player to the immediate left of the Dealer posts the small blind. The next Player to the left posts the big blind. The small blind is half of the minimum bet limit.
- Blinds and Bet Limits are increased at regular time intervals throughout the tournament, up to the maximum set for the game.
- If the Player on the small blind or big blind is eliminated, the dealer-button moves and the blinds skip a Player for that round.

Disconnection

If a Player is disconnected from the system during tournament play, the following rules apply:

- If a Player is disconnected during the play of a hand and have placed a bet, they have thirty seconds to reconnect. If they do not reconnect within thirty seconds, the following happens:
- If the Player can check, their hand is automatically checked.
- If a player was already All-In before being disconnected, that status will not change and they will still collect their chips if they win the hand, or any portion of the pot.
- If the Player does not qualify to check their hand, or be considered All-In, their hand automatically folds.
- If the hand is raised then the player's hand is automatically folded.

Players that are disconnected and fail to return to the tournament are blinded-off.

Showdown

The following rules apply:

- All winning hands are shown automatically at the showdown. All losing hands are shown or mucked, as the Player chooses. If a Player previously selected the Muck Losing Hands option, all the Players losing hands are automatically mucked.
- All called hands at the showdown are available for viewing to any Player in the Hand History readout of a hand.
- Players that win a pot without a showdown are given the option to show or muck their hand. Uncalled winning hands that are mucked are not available for viewing in the Hand History readout.

Buy-In And Entrance Fee

The following rules apply:

- There is a fixed buy-in amount and entrance fee for each tournament.
- The entrance fee is usually 10% of the buy-in amount. For example, in a €10+€1 tournament, the buy-in amount is €10, and the entrance fee is €1. Therefore, the Player pays €11 to play.
- When a Player sits down at the table, or registers for the tournament, the tournament buy-in amount and entrance fee are immediately deducted from their account.
- The buy-in amount from all Players in the tournament is pooled as the prize money.

- If a Player leaves the tournament before play begins at the table, all buy-in amounts and entrance fees are refunded to the Player's account.

Checking and Raising

Check-raising is permitted in all tournaments.

Chip Dumping

Chip dumping is not allowed, and may result in the following:

- Players being disqualified and removed from the tournament.
- Players forfeiting all buy-in amounts and entrance fees.
- Players being permanently banned from Poker.

Note: These decisions are at the discretion of the House.

Coffeehousing

Coffeehousing is not permitted.

Collusion

Poker is a game where Players play for their own interest. Partnerships or any kind of cooperation among Players is not permitted.

Collusion is not allowed, and may result in the following:

- Players being disqualified and removed from the tournament.
- Players forfeiting all buy-in amounts and entrance fees.
- Players being permanently banned from Poker.

Note: These decisions are at the discretion of the House.

End of Tournament

Tournaments are over when one Player has won all the chips.

Game Rules

All the basic rules of Poker and the specific game rules apply.

Heads Up

1-on-1 game rules apply to 1-on-1 Tournaments only.

House Rules

The House reserves the right to do the following:

- Disqualify any Players who do not follow tournament rules, or that act inappropriately during a tournament.
- Change any tournament time, guaranteed prize, or tournament, without prior notice.
- Alter the rules and make final decisions on all tournament related issues as they occur.
- All decisions are at the discretion of the House, and are final.

Leaving A Tournament

The following rules apply:

- Tournaments are played to the end.
- If a Player withdraws from a tournament before it is over, they are blinded-off.
- If a Player does not return to a tournament, they forfeit all buy-in amounts and entrance fees.
- If a seated Player leaves a tournament before the tournament begins, their buy-in amount is returned to them. The tournament does not begin until the required number of entrants is reached.
- Important:

  - Tournament chips have no value other than as counters in the tournament.

  - Tournament chips have no cash-out value.

Player Elimination

Players are eliminated from the tournament when they lose all their chips.

Prize Pool

The prizes offered in tournaments are determined by the House.

Rest Breaks

Large Tournaments may have scheduled rest breaks. The frequency and duration of these breaks is determined during setup of the tournament.

Sitting Out

The following rules apply:

- If a Player sits out from a tournament, they are blinded-off.

- If a Player does not return to a tournament, they forfeit all buy-in amounts and entrance fees.

Playing Slowly

The following rules apply to slow play:

- If the Player has not placed a bet in the hand, they have twenty seconds to respond. Failing this, the Player's hand automatically folds.
- If the Player has placed a bet in the hand, they have twenty seconds to respond. Failing this, the Player's hand automatically folds or is considered All-In.
- Note: Repeated instances of slow play may be grounds for a Player to be removed from the table. This decision is at the discretion of the House. There is a sit out option for Players that want to exit the table. Players must use this option to avoid the consequences.

Soft Play

Soft play is not allowed, and may result in the following:

- Players being disqualified and removed from the game.
- Players forfeiting all buy-in amounts.
- Players being permanently banned from Poker.

Note: These decisions are at the discretion of the House.

Starting A Tournament

A fixed number of Players are required to enter a tournament, before the tournament begins.

Table Stakes

All games are played Table Stakes. This means that if a Player does not have enough chips on the table to complete or call a bet or a raise, the Player may bet or call All-In for the number of chips they have left.

Ties

The following rules apply:

- If two players are eliminated in one hand, the Player with the most chips at the start of the hand is granted the higher ranking position in the tournament, and the corresponding prize.

- In the event that the eliminated Players had the same number of chips at the start of the hand, the Player closest to the Dealer's left is awarded the higher ranking position.

Tournament Chips

The following rules apply:

- All Players start with the same number of tournament chips at the beginning of the tournament.
- Tournament chips have no cash out value, and represent no monetary value. They are simply counters for the tournaments.

Understanding And Abiding By The Rules

By entering a tournament, Players acknowledge that they have read, understood and agree to abide by the tournament Rules, General Game Rules, System Rules and the individual Game Rules of Poker.

Winnings

All winnings are deposited into the Player's account at the point of their elimination from the tournament or once they have won the tournament.

Tournament Rules

The Poker Rules can be downloaded here.

Interrupted Tournaments Payout Policy

Heads-Up Tournaments

Both players receive a refund of buy-in + fee.

All SNG Tournaments

1. Eliminated players do not receive a refund.
2. Remaining players receive refund made up as follows:

   i) Buy-in and Fee is returned.

   ii) Each player receives an equal share of the buy-ins from the eliminated players.

MTT Guaranteed Prize

The settlement is dependant upon what stage the tournament is at when it is interrupted.

Prize money stage not reached:

1. Eliminated players do not receive a refund.
2. Remaining players receive a refund made up as follows:

   i) Buy-in(s) and fee returned
   ii) The balance of the prize fund is paid out as follows:

   a) 50% of the fund shared equally among the remaining players.
   b) 50% distributed proportionally in line with the players chip counts.

If the tournament is still in the re-buy stage then the prize pool will be the total of the buy-ins + add-ons. Once the re-buy period has closed then the prize pool will be the advertised guaranteed prize.

Prize money stage has been reached:

1. Eliminated players do not receive a refund.
2. Remaining players receive a refund made up as follows:

   i) Buy-in(s) and fee returned.

   ii) Each player is awarded an amount equal to the prize that the next eliminated player would have received if the tournament was not interrupted.

   iii) Of the remaining prize pool 50% is distributed equally among the players and 50% is distributed in proportion to their chip counts.

MTT No Guaranteed Prize:

Prize money stage not reached:

1. Eliminated players do not receive a refund
2. Remaining players receive a refund made up as follows:

   i) Buy-in(s) and fee returned
   ii) The balance of the prize fund is paid out as follows:

   a) 50% of the fund shared equally among the remaining players
   b) 50% distributed proportionally in line with the players chip counts.

Prize money stage reached:

1. Eliminated players do not receive a refund
2. Remaining players receive a refund made up as follows:

   i) Buy-in(s) and fee returned

   ii) Each player is awarded an amount equal to the prize that the next eliminated player would have received if the tournament was not interrupted.

   iii) Of the remaining prize pool 50% is distributed equally among the players and 50% is distributed in proportion to their chip counts.

Freerolls

Prize money stage not reached:

1. 50% of the fund shared equally among the remaining players
2. 50% distributed proportionally in line with the players chip counts.

Prize money stage reached:

1. Each player is awarded an amount equal to the prize that the next eliminated player would have received if the tournament was not interrupted.
2. Of the remaining prize pool 50% is distributed equally among the players and 50% is distributed in proportion to their chip counts.

Twister Events

In cases where the prize pool is less than €1,000:

1. Remaining players receive a refund of their buy-in.
2. Any remaining prize pool is then distributed in proportion to chip counts.

If the prize pool is €1,000 or greater:

1. All remaining players receive a refund of their buy-in.
2. All players receive 10% of the remaining prize pool.
3. The remaining prize pool is then distributed in proportion to chip counts.

NOTE: The poker room reserves the right to make manual adjustments to any payments in order to ensure that all players have received a fair settlement.

REGULATIONS FOR THE HORSE RACING BETTING OFFER PROPOSED ON THE INTERNET

Article 1: Legal framework

Article 2: Game Description

Article 3: Taking the game and betting

Article 4: Determination and promulgation of results

Article 5: Degradation and cancellation and refund of bet

Article 6: Minimum, maximum bet and gambling restrictions

Article 7: Recording games on the central computer site

Article 8: Payment of winnings

Article 9: Personal data

Article 10: Conflict of interest

Article 11: Adherence to the regulations

Article 12: Publication, amendments to the regulations

Article 1 - Legal framework

1.1. These rules apply to players who play online at the online horse racing betting offer of Hillside (New Media Malta) plc (hereinafter bet365) authorized by license issued to bet365 by the National Gaming Authority in accordance with the provisions of Law No. 2010-476 of May 12, 2010, as amended, relating to the opening up to competition and regulation of the online gambling sector.

1.2. The "General Terms and Conditions" accepted by the player when opening his account and at each modification apply to players placing their bets online on the website www.bet365.fr and from applications, accessible from different media such as computers, mobile terminals and/or tablets...

1.3. In accordance with Articles L320-7 and L320-8 of the Internal Security Code, minors, even emancipated ones, may not take part in games of chance or gambling. The owner, directors, officers and staff of bet365 may not personally, directly or through an intermediary, place bets on bets offered by bet365.

Article 2 - Game Description

2.1. Definitions

2.1.1. The horse race or the regularly organised French and foreign horse race meeting appearing on a list established under the conditions provided for by decree no. 2010 – 498 of 17 May 2010 and its successive amendments are the events which serve as a basis for one or more horse racing bets.

2.1.2. The horse racing betting offer means all the provisions of these regulations allowing the obtaining of a gain based on the accuracy of one or more horse racing bets relating to the result at the arrival of the event serving as a basis for betting.

2.1.3 Pari-mutuel betting is a method of betting in which all the players' stakes are pooled together before the event takes place and then redistributed to the winners in proportion to their stakes and according to the rules applicable to the type of bet made, after deduction of a levy proportional to the stakes and any refunded bets. The probable relationships are therefore variable. They are expressed in multiples of the stake (eg: 2 means a ratio of 2 times the stake). For certain foreign races, the pooling of these stakes is carried out by the racecourse. In this case, certain types of bets may follow specific rules described in sub-article 2.5 of these regulations.

2.1.4 A “Rapport” is the gross amount, including the initial stake, paid to the player once the result of a race is known. The payouts displayed on the site are for a stake of 1 Euro. Reports are always expressed after deduction of the operator's margin charge. The operator can increase the calculated ratios in particular if they are less than 1. Ratios are rounded down to the first decimal place.

2.1.5 The winnings paid to the player correspond to the ratio minus the stake.

2.1.6 A non-starting horse is a horse that is entered in the program as being due to take part in the event and ultimately does not take part for various reasons.

2.1.7. Computer sealing
Computer sealing is the method by which the integrity of computer data can be proven through a "seal" (sometimes called a "digital fingerprint") that allows any modification to be detected.

2.2. The different horse racing betting options offered by bet365

2.2.1. The “Win” or Place bet
The “Win” bet is payable when the selected horse is declared the winner of the race. bet365 may offer the "Win" bet for all races, provided that at least two horses take part in the race.
The "Place" bet is payable when the selected horse is declared first or second (when the race had at least four, but not more than seven runners at the opening of betting) or is declared first, second or third (when the race had at least eight runners at the opening of betting).

2.2.2 The “2nd” bet
The “2nd (S2)” bet is payable when the selected horse is declared second in the race. bet365 may offer the 2nd bet if at least 3 horses are declared runners at the time betting opens.

2.2.3 The “4th” bet
The “4th (S4)” bet is payable when the selected horse is declared fourth in the race. bet365 may offer the 4th bet if at least 8 horses are declared runners at the time betting opens.

2.2.4 The “Exacta” bet
The “Exacta (C2o)” bet is payable when the two selected horses are respectively declared first and second in the race.
bet365 may offer the “Exacta” bet for races with at least three runners.

2.2.5 The “Quinella” bet
The “Quinella (C2)” bet is payable when the two selected horses are declared first and second in the race, the exact order of finish being irrelevant.
bet365 offers the “Quinella” bet for races with at least eight runners.

2.2.6 The “Swinger” bet
bet365 offers the “Swinger (C2/3)” bet for races with at least eight starters.
If only two horses reach the finish line in a race, only one prize is paid under the “Swinger”.

2.2.7 The “2 of 4” bet
The bet "2 of 4 (C2/4)" is payable when the two selected horses are declared first, second, third or fourth, the exact order of arrival being irrelevant.
bet365 offers the “2 of 4” bet in all races with at least 10 starters.

2.2.8 The “Trio” bet
The bet “Trio (T3)» is payable when the three selected horses are declared first, second and third in the race, the exact order of finish not being important.
bet365 offers the “Trio” bet in all races with at least 8 starters.

2.2.9 The “Trifecta” bet
The “Trifecta (T3o)” bet is payable when the three selected horses are declared first, second and third in the race, in the exact order of arrival.
bet365 offers the “Trifecta” bet in selected races with at least four starters.

2.2.10 The “Superfecta” bet
The "Superfecta (Q4)" bet is payable when the four selected horses are declared first, second, third and fourth in the race, the exact order of finish being irrelevant.
bet365 may offer the 'Superfecta' bet for races with at least ten starters.

2.2.11 The “Superfecta Order” bet
The “Superfecta Order (Q4o)” bet is payable when the four selected horses are declared first, second, third and fourth in the race, in the exact order of arrival.
The “Superfecta Order” can be proposed in all races with five to eleven starters.
Only combinations comprising the first four in the race in the exact order of arrival are eligible for payment of a report.
The “Superfecta Order” bet can be offered every day on one or more races selected by bet365.

2.2.12 The “Pentafecta” bet
The “Pentafecta (P5)” bet is payable when the five selected horses are declared first, second, third, fourth and fifth in the race, the exact order of finish being irrelevant.
The “Pentafecta” can be offered in all races with at least 10 starters.

2.3 Method of calculating ratios in the event of a Dead Heat finish (Ex aequo):

In the case of several horses classified first, the amount of all the stakes on the various payable horses is first withdrawn from the pool to be shared.

The remainder thus obtained, which is called the profit to be distributed, is divided into as many equal parts as there are horses classified first.

Each of these shares is in turn shared in proportion to the number of bets on each of these horses.

The quotients thus obtained, increased by the betting unit, constitute the gross dividends for each of the horses classified first.

<u>In case of “dead heat” arrival:</u>

“Win” bets placed on all horses classified in first place are entitled to payment of a “Win” dividend.

“2nd” bets placed on all horses classified in second place are entitled to payment of a “2nd” dividend.

“4th” bets placed on all horses classified in fourth place are entitled to payment of a “4th” dividend.

“Place” bets placed on all horses classified in the first two or three places (depending on the number of starters - see above) are entitled to payment of a “Place” dividend.

“Quinella”, “Swinger”, “Exacta”, “Trio”, “Trifecta”, “Superfecta”, “Superfecta Order”, “Pentafecta” and “2 of 4” bets involving horses classified respectively in the first two, three, four and five places (depending on the type of bet and the number of starters - see above) are entitled to the payment of a dividend.

In the event of a tie for last place, combinations including both ties will not be considered winning under any circumstances.

3.1. Game taking

To validate and confirm a bet on the horse racing betting offer, the player must be authenticated on the website or applications.

3.1.1. The player can place a bet no later than the start of the race.
The player acknowledges the horse racing betting offer. bet365 makes every effort to ensure that the information services and data displayed on the bet365 website or betting applications are accurate, but errors may still occur. It is the player's responsibility to consult official sources of information before placing their bet.
He chooses:
• the race(s) or horse racing meeting(s) on which he wishes to bet,
• the betting formula,
• the horse(s) constituting his/her prediction on the chosen betting formula
• its basic bet
The player's different choices are entered into a basket, which summarizes all the elements of his game. The player has the option to modify his selection before confirming his game.

3.1.2 The player must check his or her bet before confirming it by validating it.

The player has the possibility to check the status of his bets by consulting his bet history in his player account.
This screen is presented for information purposes to the player and cannot be used as proof of play. Only computer records sealed by bet365 are authentic.
In the event that the player's bet has not been recorded for any reason, the amount initially debited will be refunded to the player from his available funds.

3.2. Bet

3.2.1. The player selects the amount of his bet

3.2.2. The minimum and maximum stake amounts set by bet365 vary depending on the bet type and are presented to the player when placing their bet.

3.2.3. In accordance with the provisions of the “General Conditions”, the total amount of a game taken is limited to the amount of funds available in the player account.

Article 4 - Determination and promulgation of results

4.1. The announcement of results is the act by which bet365 notes the results of the horse races supporting the bets it organizes and in light of which it determines the winnings of the winners.

4.2. Bets are settled based on the official result of the race as confirmed by the organizing race company at the racecourse after the race. This result indicates the order of the horses at the finish and the numbers of the horses that did not take part in the race as well as any horses that were disqualified.
From this confirmation, the result of the race is final with regard to the execution of bets even if, subsequently, certain horses were to be downgraded in accordance with the provisions applicable to the race concerned.

4.3 If the result of the horse race announced by bet365 is not consistent with the result obtained on the racecourse and confirmed by the organizer of the horse race, this result will be modified. Consequently, bet365 reserves the right to debit players who have been wrongly paid for the amount of their available funds in accordance with the terms and conditions set out in the "General Conditions". Players whose bet was wrongly considered a loser will be credited with their winnings after the result has been corrected.

Article 5 - Degradation and cancellation and refund of bet

5.1 For certain betting formulas, the player's bet will be downgraded or cancelled in the following cases:

• The "Win" bet
o "Win" bets may be cancelled and refunded by bet365 as soon as the race has less than two horses at the start or no finishers.
o In case of non-starter the bet is cancelled and refunded.

• The "Place" bet
o "Place" bets may be cancelled and refunded by bet365 if the race has fewer than four horses at the start or no finishers.
o In case of non-starter the bet is cancelled and refunded.

• The "2nd" bet
o "2nd" bets may be cancelled and refunded by bet365 if the race has fewer than three horses at the start or one finisher.
o In case of non-starter the bet is cancelled and refunded
o In the event of a tie for first place, "2nd" bets are refunded

• The "4th" bet:
o "4th" bets may be cancelled and refunded by bet365 if the race has fewer than five horses at the start or three finishers.
o In the event of a non-starter, the bet is cancelled and refunded.
o In the event of a tie for third place, "4th" bets are refunded.

• The "Exacta" bet:
o bet365 will carry over the stake of the "Exacta" bet to the mass of the "Win" bet (under

the title of the horse remaining starter) if one of the selected horses is a non-starter.
o In the event of a win, the ratio is then that of the “Win” game.
If during a race, fewer than two horses reach the finish, all "Exacta" bets are reimbursed.

• The “Quinella” bet:
o If one of the selected horses is a non-runner, bet365 will carry over the stakes to the betting pool “Win”, for the horse that remained a starter. In case of winning the ratio is that of the game "Win”.
o If during a race, fewer than two horses reach the finish, all bets "Quinella” are refunded.
o bet365 reserves the right to cancel all bets registered on the bet type "Quinella” in the event that the number of starters at the start of the race is less than six.

• The “Swinger” bet:
o If one of the selected horses is a non-runner, bet365 will carry over the stakes to the betting pool. “Place”, for the horse that remained a starter. In case of winning the ratio is that of the game "Place”.
o If during a race, fewer than two horses reach the finish, all “Swinger” bets are reimbursed.
o If only two horses reach the finish line in a race, only one prize is paid as the "Swinger".
o bet365 reserves the right to cancel all bets registered on the bet type "Swinger” in the event that the number of starters at the start of the race is less than six.
o The “Swinger” bet wins when the two selected horses are among the first three horses classified at the official finish of the race, regardless of the order of arrival.

• The “2 of 4” bet:
o If the combination selected by the player includes a non-runner, the bet is canceled and refunded.
o If fewer than two horses make up the finish of the race in question, “2 of 4” bets are reimbursed.
o bet365 reserves the right to void all bets placed on the “2 of 4” bet type in the event that the number of starters at the start of the race is seven or less.

• The “Trio” bet
o If one or more horses selected by a player are declared non-runners, bet365 downgrades the combinations to “Quinella” bet (one non-runner selected) or to “Win” (two non-starters selected). In case of winning, the ratio is that of the bet “Quinella” or “Win”.
o If in a race, fewer than three horses reach the finish, all "Trio" bets are reimbursed.
o bet365 reserves the right to void all bets placed on the “Trio” bet type in the event that the number of starters at the start of the race is less than six.

• The “Trifecta” bet
o If in a race one or more horses selected in the bet by the player are declared non-runners, bet365 cancels and refunds the combinations including non-runners.
o In the event that fewer than four horses actually start, bet365 may cancel and refund all “Trifecta” bets placed on this event.
o If in a race less than three horses reach the finish, all "Trifecta" bets are reimbursed.

• The “Superfecta” bet
o If one of the horses selected by a player is a non-runner, bet365 will transfer the stakes of their “Superfecta” bet to the “Trio” bet pool, for the horses that remain runners. In case of winning, the ratio is that of the “Trio” bet.
o bet365 may cancel and refund “Superfecta” bets if the race starts with fewer than eight horses
o If in a race, fewer than four horses reach the finish, all "Superfecta" bets are reimbursed.

• The “Superfecta Order” bet
o If a horse is a non-runner, the combinations including the non-runner are degraded to “Trifecta”, combinations including two or more non-starting horses are cancelled and refunded.
o All “Superfecta Order” bets are cancelled and refunded if the race has fewer than four horses at the official finish.
o bet365 reserves the right to void all bets placed on the bet type "Superfecta Order” in the event that the number of starters at the start of the race is fewer than five.
o In the event of non-start of two or more horses among the selections of the same bet, the latter will be refunded

• The “Pentafecta” bet
o bet365 may void the 'Pentafecta' bet if the race has fewer than eight horses at the start.
o If one of the selected horses is a non-runner, bet365 will carry over the stakes to the betting pool. ”Superfecta”, as one of the horses that remained in the running. In case of winning, the ratio is that of the “Superfecta” game.
o If two of the selected horses are non-runners, bet365 transfers the stakes to the “Trio” bet pool, for the horses that remain runners. In case of winning, the ratio is that of the “Trio” game.
o If three of the selected horses are non-runners, bet365 transfers the stakes to the “Quinella” bet pool, for the horses that remain runners. In the event of a win, the ratio is that of the “Quinella” game.
o If four of the selected horses are non-runners, bet365 rolls the stakes over to the pool of “Win” bet, for the horses that remained runners. In case of gain the ratio is that of the game “Win”.

o If five of the selected horses are non-runners, the “Pentafecta” bets registered on the race are canceled and refunded.
o If in a race, fewer than five horses reach the finish, all "Pentafecta" bets are reimbursed.
o If no bettor finds the correct combination of "Pentafecta", the bets are carried over as jackpot on the main “Pentafecta” the next day.

• For all bet365 bets, bets will be void and refunded if there is no stake winning, with the exception of the “Pentafecta” formula.

5.2 If a race is definitively cancelled, all bets consisting of the prediction of an event linked to the finish of that single race are cancelled and refunded.

5.3 In the event of a race being postponed for more than one hour and/or a substantial change in race conditions, in accordance with the decisions of the racing companies, bet365 may permanently cancel bets on that race.

5.4 Any bet whose result is already known is void.

5.5 bet365 may cancel any bet that is offered, placed and/or accepted in whole or in part due to an error.

5.6 bet365 cancels in part or in full any bets placed after the start of the relevant event.

5.7 Bets can only be placed during the bet validation period set by bet365. Otherwise, bet365 will cancel the bets in question.

5.8 In the event of fraud or suspected fraud, in accordance with the adage "fraud corrupts everything", bet365 reserves the right to cancel all or part of the bets concerned. If bets are banned by the National Gaming Authority, bet365 will cancel the bets, predictions and/or stakes in question.

5.9 Cancelling a bet involves reimbursing the player for the stake corresponding to the canceled bet.

Article 6 - Minimum, maximum bet and gambling restrictions

6.1 The minimum and maximum stake per type of bet, race, event, is set by bet365 for all players. The player is informed of this when placing his bet.

6.2 In the event of fraud or suspicion of fraud, gambling may be interrupted or refused.

6.3 By virtue of its obligations in the fight against fraud and money laundering, monitoring the conditions of use of its services and guaranteeing the integrity of gaming operations and in order to guarantee fair use of the service in accordance with the provisions of these regulations, each player's gaming possibilities may be restricted for a limited period.

6.4 The player also agrees to respect all bet365 regulations that he accepted when creating his account, as well as any subsequent modifications, and not to behave abusively or make insulting, threatening, abusive or other inappropriate remarks against customer service or bet365, its employees, directors, shareholders and partners. Such behavior or non-compliance with the rules may result in the suspension or partial or total blocking of the player's account or any other measures that bet365 deems appropriate in each situation.

6.5 Financial risk incurred by the player, gambling behavior and gambling restrictions
As part of the fight against excessive and pathological gambling, the player is reminded that he has, in accordance with the provisions of the General Conditions, a tool for evaluating his gambling practices as well as a self-assessment questionnaire of his gambling habits.
In this same context, bet365 may be required to limit the possibilities of gambling if it considers that the financial risk incurred by the player may be linked and/or his gambling behavior may be similar to excessive or pathological gambling behavior. In this case, bet365 will inform the player.

Article 7 - Recording games on the central computer site

The recording and electronic sealing by bet365 of online gambling decisions are substantial conditions for the formation of the contract between the player and bet365. In the event of a dispute between the player and bet365 concerning a discrepancy between the information mentioned on the screen of the player who placed a bet online and that recorded and sealed electronically by bet365, only the latter information shall be deemed authentic, without depriving the player of the right to use any means of proof to demonstrate that said recordings have been subject to a malfunction within the bet365 computer system.
The information mentioned on the player's screen or that appearing on a screenshot taken on paper is purely informative and cannot prevail over the provisions of these regulations.

Article 8 - Payment of winnings

8.1 Terms of payment of winnings or reimbursement of stakes

Winnings are paid in accordance with the provisions of the “General Conditions”.

Winnings are paid out and stakes are refunded by bets as the reports of the corresponding horse racing events are published.

8.2 From the publication of the reports, the winnings are credited to the player's available funds.

Article 9 - Personal data

9.1 All processing and methods of processing the player's personal data are described in the General Conditions and in the bet365 Privacy Policy available on its sites and applications.

9.2. In accordance with the legal and regulatory provisions applicable to personal data, the player has the right to limit the processing of his data, the right to object, access, portability, rectification and deletion of his data. The player can exercise his rights by simple written request by filling out the dedicated form in the Help Center of our sites and applications.

9.3. In accordance with Article 85 of the Data Protection Act, the player has the option of leaving specific instructions on the management of his personal data after his death. This allows him to designate a trusted person of his choice who will have the possibility, for example, to access personal data concerning the player, to close his player account, etc. If the player wishes to exercise this right, he can make the request via the same contact form as the one referred to above.
To obtain more information on personal data and their rights, the player can also consult the website of the National Commission for Information Technology and Civil Liberties.

Article 10 - Conflict of interest

If the existence of a conflict of interest relating to a horse race and the jockeys and trainers of this horse race, as defined in Article 32 of Law No. 2010-476, is brought to the attention of bet365, the latter reserves the right to take any appropriate measures.

Article 11 - Adherence to the regulations

Participation in the game implies acceptance of these rules, as well as the “General Conditions”.

Article 12 - Publication, amendments to the regulations

12.1. These rules will be published on www.bet365.fr.

12.2. These regulations may be subject to modifications by simple publication of the modified regulations on www.bet365.fr.