

CLUTCHBET HOUSE RULES

2 November 2022

1. INTRODUCTION

- 1.1.** ClutchBet", "we", "us" and "our" are references to ClutchBet, the trading name for ClutchBet LLC, a company registered in Nevada, which is approved by the Colorado Division of Gaming to operate an advance deposit sports wagering operation with Wild Card Saloon Casino, a Colorado sports wagering license holder, for the purpose of Internet and mobile sports wagering in Colorado.
- 1.2.** These House Rules shall be read in conjunction with the ClutchBet General Terms and Conditions at www.ClutchBet.com or via our mobile phone or tablet applications (together 'the website'), which apply to all ClutchBet Customers. 'You' and 'your' means a Customer using, browsing or otherwise accessing any content or data on the website to place bets. You acknowledge and agree that, by applying for or using an Account (as defined in the ClutchBet General Terms and Conditions and/or placing bets, you agree to be bound by these House Rules.
- 1.3.** All definitions referred to in the General Terms and Conditions (including terms referred to in capital letters) have the same meaning in these House Rules unless otherwise stated. In the event of any inconsistency between the General Terms and Conditions and these House Rules, the House Rules will prevail to the extent of such inconsistency.
- 1.4.** We reserve the right to change, amend or add to these House Rules at our discretion, and will publish such changes on our website. You agree that any changes, amendments or additions published on our website will be taken to be effective immediately. It is your responsibility to ensure that you are aware of the current House Rules.

2. GENERAL SPORTS RULES

- 2.1.** Where the Specific Sport Rules do not specify how and on what basis a market will be settled, markets will be settled on the official result of the relevant governing body regardless of any subsequent disqualification or amendment to the result.
- 2.2.** If no official result of a relevant governing body is available, the result will be determined by ClutchBet using information from reasonable general independent sources.
- 2.3.** In relation to any match, fixture, game, individual event, race or similar: If the event is not completed within 48 hours after the scheduled completion date, then all bets on markets for this event will be void, except for bets on any markets that have been unconditionally determined. All bets on an event that is officially deemed a forfeit will be void.

- 2.4.** Where a wagering event involves a set length of play or time limit, players must play and the event must run to the conclusion of the designated time in order to be considered official for betting purposes. Rules contained in these House Rules which are contrary to the above will override this section 2.8.
- 2.5.** In the event of the withdrawal of a selection after the commencement of an event due to such selection testing positive for a virus or other disease, all wagers on that selection shall be void.
- 2.6.** Unless otherwise stated in the event description or individual sport Terms, overtime periods or extra time periods will count towards the final result, except in relation to soccer. Other individual markets noted as excluding extra time or overtime, and individual sports Rules stating that extra time or over-time does not count will override this section 2.10.
- 2.7.** Where a Customer has placed a parlay bet and one of the selections of the parlay bet is scratched, the wager on the remaining selection(s) and the initial stake will stand.
- 2.8.** In the event of any uncertainty about any result or potential result, ClutchBet reserves the right to suspend settlement of any market for an unlimited period of time until the uncertainty can be resolved to the reasonable satisfaction of ClutchBet. ClutchBet reserves the right to void any market if the uncertainty regarding settlement cannot be resolved to ClutchBet's reasonable satisfaction.
- 2.9.** All-In Betting - All-In¹ means that regardless of whether or not a particular player/team/outcome starts or completes the event on which a bet is placed, all bets stand, and no refunds will be payable. Clients will be notified if a market is All-In via a display on the website or the Sport specific House Rules and/or in the Selection name.
- 2.10.** In the event a player/team/outcome is deemed the winner of a specified Outright market with one winner (e.g., NCAA Football National Championship) but were not offered for betting due to state regulations prohibiting betting on that player/team/outcome then all bets placed on that market will be void. This does not include Cashed Out bets, which will be settled at the specified cash out offer received by the customer. For markets with multiple winners (e.g., Top 4 Finish), if a non-listed player/team/outcome wins, then all bets are deemed as action.
- 2.11.** Player markets: All listed players must be active for wagers to stand. If one or more player(s) listed do not play, all wagers will be refunded.
- 2.12.** In any sporting event where there is a flat line, and the result falls on that flat number, all wagers are void and refunded. Affected parlays will be recalculated excluding that leg.
- 2.13.** Any winning, unclaimed retail betslip shall be considered **expired** if not claimed within 365 calendar days of the last event or market on the betslip being settled.
- 2.14.** ClutchBet is not responsible for lost or stolen tickets. If the rightful owner of a lost ticket can be confirmed by ClutchBet a payment may be processed.
- 2.15.** Customer disputes and questions regarding sports wagers with ClutchBet shall be submitted to contact@clutchbet.com within two weeks of the wager being placed or settled in order to be considered for investigation.
- 2.16.** In the event a Customer wishes to redeem a winning wager by mail, they will be directed to follow the instructions on the back of their Retail Betslip.
- 2.17.** Cancelling and or voiding wagers in accordance with these House Rules, including due to obvious error: Although ClutchBet works to ensure no errors are made in accepting

sports betting wagers, due to technical or human error a bet may be accepted that is an obvious error. An obvious error could be one of the following:

- The odds or terms offered are materially different from the general betting market when the bet was placed. In these instances, ClutchBet reserves the right to correct the odds and pay the winning bet at correct price as determined by ClutchBet or void any bets placed.
- If an event is offered in error, the scheduled start time is incorrect, or for any other reason ClutchBet may void these erroneous bets at its discretion and will provide explanation of why the decision to void was made after an investigation.
- Any other instances due to system or technical issues will be addressed individually.
- Patrons shall verify that all information on their ticket is accurate before leaving the Sportsbook Counter/Kiosk. Unless agreed upon by both parties, and at the discretion of ClutchBet, no ticket will be altered or voided prior to the start of the event.
- All future wagers are “action” if winner is officially declared, unless otherwise posted or noted on printed media.
 - The field includes any participant who is not listed.

2.17.1. “Obvious error” shall be defined as:

- ClutchBet reserves the right, at its own discretion, to declare a bet void, totally or partially, if it is obvious that any of the following circumstances have occurred:
 - Bets have been offered, placed and/or accepted due to an Error.
 - Bets placed while the website was encountering technical problems, that would otherwise not have been accepted.
 - Influence Betting.
 - Syndicate Betting.
 - A result has been affected by illegal activity- directly or indirectly.
 - Any erroneous pre-game wagers accepted after the scheduled start time.
 - Any erroneous live-game wagers accepted at an incorrect price due to delayed or failing of the ‘Live’ coverage.

2.18. Retail Betslip Disputes: Any patron disputes related to a Customer’s retail betslip must be addressed prior to any event on the betslip having commenced, and with the ClutchBet team member that the Customer placed the wager with.

2.19. Players that fall under the below definitions of a Prohibited Player may not make a wager with ClutchBet:

2.19.1. An individual that is prohibited under the Colorado Division of Gaming CCR-207-2, Procedures 7.5.6 and 7.5.17, from participating in sports wagering.

2.19.2. An individual listed on the Division’s exclusion list kept under 68 COLORADO 6-1 or that has a voluntarily excluded person status as defined under 68 COLORADO 6-3.

2.19.3. An individual that has signed up for statewide Internet self-restriction.

2.19.4. An occupational licensee employed by or associated with a supplier licensee.

2.19.5. An individual whose participation may undermine the integrity of the wearing or the sports event or who is excluded from wagering for other

good cause, including, but not limited to, an attempt to place a wager as an agent or a proxy.

- 2.19.6.** Prior to accepting a new patron registration, ClutchBet requires that all patrons acknowledge and agree to our Terms and Conditions where the definition of prohibited sports wagering participant shall be clearly stated and readily available. Additionally, links to the Terms and Conditions shall be maintained consistently within the footer of the ClutchBet website and mobile apps should a patron need to review their eligibility for a sports wagering account.
- 2.19.7.** In order to ensure that the identities of all excluded persons are recognized at the time of registration, ClutchBet utilizes industry standards related to KYC checks from recognized vendors licensed by the Division to perform such activities.

3. RESULTS

- 3.1.** Where an event or match is postponed and rearranged to take place within 48 hours of the original scheduled starting time, all wagers will stand. If the event or match is rescheduled to take place more than 48 hours later than the original scheduled start time, all wagers will be void and stakes refunded. Affected multiples will be recalculated, excluding that leg. Rules contained in ClutchBet's Sports Rules which relate to individual sports and state a different time period will override this section 3.1.
- 3.2.** In the case of sports betting and all other contests that involve a set length of play or time limit, players must play and the event must run to the conclusion of the designated time, to be considered official for betting purposes. Rules contained in ClutchBet's Sports Rules which are contrary to the above will override this section.
- 3.3.** Unless otherwise stated in the event description or individual sport rules, overtime periods or extra time periods will count towards the final result, except in relation to soccer. Other individual markets noted as excluding extra time or overtime, and individual sports Terms stating that extra time or over-time does not count will override this section 3.3.
- 3.4.** Where the specific Sports Rules do not specify how and on what basis a market will be settled, markets will be settled on the official result of the relevant governing body regardless of any subsequent disqualification or amendment to the result. If no official result of a relevant governing body is available, the result will be determined by ClutchBet (acting reasonably) using information from independent sources.
- 3.5.** Where a Customer has placed a parlay bet and one of the selections of the parlay bet is scratched, the wager on the remaining selection(s) and the initial stake will stand.

4. CASH OUT

- 4.1.** ClutchBet may, in its absolute discretion, offer the 'Cash Out' feature for selected products or bet types. By entering into a bet, you acknowledge that:

- a) You may not be able to Cash Out your bet at any particular time, or at all; and
 - b) ClutchBet may deny your request to Cash Out your bet for any reason whatsoever.
- 4.2.** Any request to Cash Out may not be recalled or cancelled.
- 4.3.** ClutchBet may choose to accept or deny your request to Cash Out in its absolute discretion and without providing a reason or advance notification.
- 4.4.** If ClutchBet accepts your request, your original bet will immediately come to an end i.e., it will be 'Cashed Out'. The acceptance of a Cash Out request is an agreement to end the original bet early and does not represent a new bet.
- 4.5.** Once you have Cashed Out your bet it is final and you may not reverse it.
- 4.6.** The Cash Out feature is not available on bets where a bonus bet or free bet has been used.
- 4.7.** The Cash Out feature cannot be used in conjunction with any other promotions or specials. No refunds or payouts will be redeemable or creditable on a Cashed Out bet.
- 4.8.** ClutchBet may decline your Cash Out request, void the original bet which was Cashed Out, or demand repayment of any amount paid by ClutchBet in respect of the original bet if:
- a) The original bet or your Cash Out request was made after the relevant event's completion or result was known; and/or
 - b) ClutchBet suspects fraud or other improprieties in respect of the original bet or your Cash Out request.
- 4.9.** ClutchBet is not liable for any loss you may incur in connection with your use of the Cash Out feature or ClutchBet accepting or denying your request.
- 4.10.** ClutchBet may, in its absolute discretion suspend, restrict or cease to offer the Cash Out feature at any time and without providing a reason or advance notification.

5. DEAD HEAT RULE

- 5.1.** A Dead Heat occurs when two or more selections are placed in the same position after the final results have been given from a specific event.
- 5.2.** In the event that a dead heat occurs, reduced returns shall be awarded on all competitors involved in the Dead Heat.
- 5.3.** If ClutchBet has not offered the "Draw" or "Dead Heat" selection for a specific event where there has been a Dead Heat, the ticket will be paid out at Half Face Value, i.e. the face value divided by the number of Dead Heating winners of the event.
- 5.4.** The reduction on returns shall be dependent on the number of runners involved in the dead heat.
- 5.5.** For Fixed Odds bets, the reduced return shall be calculated as the face value of the bet divided by the total number of runners involved in the dead heat.
- 5.6.** If ClutchBet has offered the "Draw" or "Dead Heat" (may have a different name) selection and there has been a draw/dead heat in the event, then all Win/Place wagers are losers and the "Draw" selection is the winning wager.

6. SAME GAME PARLAYS

- 6.1.** A same game parlay is where all selections are part of the same event.
- 6.2.** The dividend for a same game parlay is calculated differently to account for the contingency between markets. The price will be clearly displayed and updated as you select/remove legs from your same game parlay.
- 6.3.** If a selection of a same game parlay does not start or is voided, the full same-game parlay will be voided and your stake returned.
- 6.4.** In the event that a same game parlay bet is placed where all selections are completely related contingencies, the bet will be paid out at the highest odds of any single selection.
- 6.5.** Same game parlay bets cannot be Cashed Out.
- 6.6.** In the event of a dead heat in one or more Same game parlay legs, standard Dead Heat Rules apply.

7. ODDS BOOST

- 7.1.** The standard rules contained in ClutchBet's sport rules, also apply to Odds Boost bets.
- 7.2.** ClutchBet may in its absolute discretion, offer the Odds Boost feature to selected Customers for selected products, markets, pricing or bet types. ClutchBet reserves the right to change, suspend or remove the availability of the Odds Boost feature at any time.
- 7.3.** The Odds Boost feature is not available on bets where a bonus bet has been used.
- 7.4.** The maximum winnings using Odds Boost enhanced odds may be limited to \$2,000 for any one event. Where a wager is accepted above these limits in error, ClutchBet reserves the right to result any winnings above these limits at the standard odds (i.e. the non-boosted odds) displayed on the website.
- 7.5.** The number of Odds Boost bets which may be made available to you in a particular day will be at ClutchBet's absolute discretion. All Odds Boost bets made available to you will expire each day at midnight. No Odds Boost bets will roll-over to the following day.
- 7.6.** The price available to you when you apply your Odds Boost will be at ClutchBet's absolute discretion.
- 7.7.** If the Odds Boost feature is available for your bet selection, you will see the Odds Boost button on the market on the website next to the fixed price. You will need to select the Odds Boost price to proceed with the bet. You will only be able to see the Odds Boost price if you have an Odds Boost available.
- 7.8.** ClutchBet reserves the right to make Odds Boost unavailable to Customers considered to be abusing Odds Boost or other promotions.

8. IN-PLAY BETTING

- 8.1. “In Play” betting means placing a wager on a ClutchBet nominated market after an event has commenced and is in progress. In such cases, once an event has commenced, the event market will close and a new “In Play” market will commence. In such circumstances, markets may be displayed on the website as “Live Betting.”
- 8.2. If a market is not scheduled to be turned in-play but ClutchBet fails to suspend the market at the relevant time, then:
 - 8.2.1. if the event has a scheduled 'off' time, all bets matched after that scheduled off time will be void; and
 - 8.2.2. if the event does not have a scheduled 'off' time, ClutchBet will use its reasonable efforts to ascertain the time of the actual 'off' and all bets after the time of the 'off' determined by ClutchBet will be void.
- 8.3. We aim to use reasonable efforts to suspend in-play markets at the start of and at the end of the event. However, we do not guarantee that such markets will be suspended at the relevant time. We reserve the right at our absolute discretion to part-suspend or fully suspend outcomes/selections in a market that has been turned in-play. You are responsible for managing their in-play bets at all times.
- 8.4. For the purposes of in-play betting, customers should be aware that transmissions described as “live” by some broadcasters may actually be delayed or pre-recorded. The extent of any delay may vary depending on the set-up through which they are receiving pictures or data. Please also be aware that, for operational reasons, bet requests made in-play may take slightly longer to process.
- 8.5. If ClutchBet accepts a bet on a market for which the outcome has already been determined, then that bet shall be deemed void (and no winnings shall be payable in respect of it) regardless of the bet being a win, lose or push.
- 8.6. While reasonable effort is made to ensure the accuracy of live scores and the status of games displayed on the website in connection with live betting, we accept no liability for the incorrect display of this information.

9. MAXIMUM PAYOUTS

- 9.1. The maximum payout by ClutchBet to any one individual or entity (or group deemed by ClutchBet to be acting on behalf of any one individual or entity) on any one event or contingency, shall be limited to the sum of \$250,000. Notwithstanding this general limit on payouts, the following limits will apply to specific events and will override the general limit:

Football

NFL - \$250,000
 NCAA - \$150,000
 Arena - \$100,000

Baseball

MLB - \$250,000
 Other - \$100,000

Basketball

NBA - \$250,000
 NCAA - \$150,000

Other - \$100,000

Soccer

Top Leagues (EPL, Serie A, Ligue 1, Bundesliga, Eredivisie) - \$200,000

Other - \$100,000

Hockey

NHL - \$200,000

Other - \$50,000

Golf

PGA, Majors, WGC - \$200,000

Other - \$25,000

Tennis

Grand Slam - \$150,000

ATP, WTA - \$75,000

Other - \$40,000

Motor Sports

F1, NASCAR - \$100,000

Other - \$25,000

Fighting

UFC, WBA, WBC - \$150,000

Other - \$50,000

Cricket

International, Top Leagues - \$150,000

Other - \$50,000

Darts

PDC Events - \$50,000

Other - \$10,000

Rugby League

Top Leagues, Tournaments - \$100,000

Other - \$50,000

Rugby Union

Top Leagues (UK, AUS, NZ) - \$100,000

Other - \$50,000

Snooker

Televised UK, AUS - \$50,000

Other - \$25,000

Handball

Male Olympic, World Tournament - \$50,000

Other - \$20,000

Volleyball

Olympic, World Tournament - \$20,000

NCAA - \$5,000

Australian Rules

AFL - \$50,000

Other Sports

Other - \$40,000

Novelty

Propositional Bets - \$5,000

10. SPECIFIC SPORT RULES

At this time there may be rules for sports that are not presently approved for offering in the State of Colorado. At the time these sports are approved, the following rule sets will apply.

American Football

1. All bets are paid on the official final score which includes any overtime that is played unless otherwise specified.
2. All matches must run to the completion of the designated normal time period in order for bets to stand.
3. In Spread and Totals betting where the Spread or Total is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded i.e., "a "Push". Affected multiple wagers (multi bets/ parlays) will be recalculated excluding that leg. This excludes events where the "Handicap Draw" option is offered.
4. Fixed price Half-time/Full-time market is resulted at the end of the regular time. If the match is suspended before the completion of regular time then the market will be resulted as void.
5. For First Half wagers, the first half must be completed for bets to stand.
6. Second Half wagers relate solely to the score in the second half and does not include any overtime played (Scores start from 0-0 at half time). The second half must have five minutes or less remaining in the second half at the conclusion of the match for bets to stand.
7. For Player Matchups and Statistical Markets of any kind:
 - a. All results will be determined as per the official information published on www.nfl.com ;
 - b. Listed players must take the field for bets to stand.

8. All American Football rules apply to NCAA and NFL.
9. If a game is abandoned, postponed to another date, the game must be completed within 48 hours of its scheduled start time, otherwise single bets are void and wagers will be refunded. Affected multiple wagers (multi bets / parlays) will be recalculated excluding that leg.
10. Highest Scoring Half market is resulted at the end of regular time. In the event that both halves have the same highest score, then a Push shall apply. If the match is suspended before the completion of regular time, then the market will be resulted as void.
11. Highest Scoring Quarter market is resulted at the end of regular time. In the event that two or more quarters have the same highest score then this is treated as a Push.
12. First Team To Score market is settled on the first team to score. If either team has scored and the game is suspended, then the market is resulted. If the game is suspended before either team has scored, then the market is resulted as void.
13. Last Team To Score this market is resulted at the end of the match (including overtime). If the match is suspended before completion, then the market will be resulted as void.
14. First Team To Score Wins Game market is resulted at the end of the match (including overtime). If the game is suspended before completion, then the market is resulted as void.
15. Quarter and Half Spread or Total Points markets are resulted based on the quarter or half score. If the match is suspended before the completion of the quarter or half then the market will be voided regardless of whether the outcome has already been determined.
16. Unless otherwise specified, fixed Quarter and Half Head-to-Head markets will be resulted as a "Push" should there be a tie and no draw option is offered in the market.
17. Second Half markets do not include overtime unless specified otherwise.
18. Player Performance or Player Stat Markets - Where a Market awards points based on the performance of a player or group of players in a nominated American Football match, or in markets that are based on aggregate yards featuring passing/rushing/receiving yardage, touchdowns, turnovers, or other events, the player or all players in the group must enter the field of play for bets to stand, unless otherwise stated.
19. 'Time of...' Markets - For Markets where the event in itself does not stop the game clock, for example time of the first completed pass, time of the first sack, the result will be based on the game clock at the time the event occurs. Official results will be taken from www.nfl.com.
20. Total First Downs - Markets on the number of team or total first downs will be based on first downs achieved while on offense. A first down that came about because of a change of possession will not count.

21. For the purpose of season long win total bets, all teams which forfeit will be credited with a loss per NFL rules. Teams which are ready and able to play but face a team who forfeits will be credited with a win per NFL rules.
22. The official draft list on www.nfl.com is used for settlement purposes on NFL draft markets.
23. For “over/under draft position” markets, undrafted players are assigned the draft position that comes after the last drafted player.

Athletics

1. Betting on the winner of an event is offered on an "All-In" basis. No refunds will be given for non-starters or for competitors who retire or are disqualified mid-meet.
2. All bets will be paid on the official result as per the podium presentation. Any overturned decisions after the podium presentation are not recognised for betting purposes.
3. A participant that is disqualified due to an infringement (e.g., False Start) will be deemed to have taken part in the event.
4. For head-to-head match-ups, both competitors must start the event. Where a listed competitor does not start, all bets will be void.
5. Where an event is postponed or is listed for replay and is not officially scheduled to be replayed or conducted within 48 hours of the original scheduled competition date, the event shall be treated as abandoned and all declared events bets shall be refunded.

Australian Rules Football (AFL)

1. Payouts are based on the official declared result. Any extra time played is included for betting purposes. For matches without extra time, a draw is always included for margin betting and any bets placed on either team to win by a margin will be considered losing bets in the case of a draw. In these matches, any bet placed on either side at the head-to-head option is paid in accordance with the 'Dead Heat Rule', i.e. Half Face Value of the Ticket.
2. When a match is abandoned or postponed, and played within 48 hours of the original scheduled date, all bets stand. Once the 3 days have expired, all single bets are void and wagers refunded. Any Parlay Bet will be recalculated to exclude that leg.
3. For all statistical based markets (i.e. Top Goal Scorer, Most Disposals etc), statistics will be taken from the AFL website (www.afl.com.au) for payout purposes.
4. Any bet on a player is refunded if they are not in the final 22.

5. All bets stand regardless of venue change.
6. Premiership markets will include any replays required. A premiership market will not be available once the two grand finalists are known. From this point on, only match betting on the Grand Final will be available.
7. For match betting on a Grand Final, the betting is specific to the next match played. In the case of a draw, bets will be settled and will not carry over to any replay, and a new market will be framed for any subsequent matches.
8. Any bets placed on the 'Most Losses' market, are paid on the team which loses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses, the position will be determined by worst "For and Against" as published by the governing body.
9. All bets paid on the Top-Vic and Top Non-Vic market are paid at the end of the home and away season.
10. More Goals or More Behinds markets will be refunded if the applicable player does not score any points. For any other dead-heats (e.g. 3 goals, 3 behinds) the Dead-Heat Rule applies.
11. Second Half wagers relate solely to the score in the second half and include any extra time played (scores start from 0-0 at half time).
12. Final Quarter wagers relate solely to the score in the fourth quarter and include any extra time played (scores start from 0-0 at three-quarter time).
13. For leading Victorian or interstate team, finals are not included. Wagers will be settled at the completion of the Home and Away Season only. Should two or more teams be on equal points at the completion of the Home and Away Season, team percentage as shown on the AFL Ladder will decide the winner.
14. Half Time / Full Time is paid on the match result at half and at the completion of the match. Any other result relates to scores being level at either half time or fulltime.
15. Quarter by quarter is paid on the exact match result on the completion of all four quarters. Should scores be level at the completion of any quarter, Any Other Result is paid out.
16. Spread & Total Double is paid on the correct handicap (plus or minus) and the total match score at the completion of the match. Match Winner & Total Double is paid in the same manner. Individual Quarter Spread & Total Doubles are resulted according to the match score and total for the nominated quarter. First Half Spread & Total Double are resulted for the nominated half. These will include overtime if required.

17. Margin betting relates to the winning margin at the completion of the match, completion of nominated Quarter or completion of nominated half. These will include overtime for the match, second half and fourth quarter.
18. First Quarter wagers relate solely to the score, margin, handicap & total in the First Quarter. Scoring starts from 0-0.
19. Second Quarter wagers relate solely to the score, margin, handicap & total in the Second Quarter. Scoring starts from 0-0.
20. Third Quarter wagers relate solely to the score, margin, handicap & total in the Third Quarter. Scoring starts from 0-0.
21. Fourth Quarter wagers relate solely to the score, margin, handicap & total in the Fourth Quarter. Scoring starts from 0-0.
22. First Half wagers relate solely to the score, margin, handicap & total in the First Half. Scoring starts from 0-0.
23. Second Half wagers relate solely to the score, margin, handicap & total in the Second Half. Scoring starts from 0-0.
24. Both Teams To Score 40, 50, 60, 70, 80, 90 & 100 Points will include overtime if required.
25. First Team to Score 10, 15, 20, 25, 30 & 40 Points. First Team to Kick 3, 4, 5 & Goals and First Team to Score 3, 4, 5 & 6 Behinds are all resulted according to www.afl.com.au. These will include overtime where applicable and if required.
26. First Goal Scorer markets are paid according to the first goal scorer of the match, quarter or half. Should no goals be scored, all bets will be refunded. Bets will be refunded should nominated player start as substitute in the match.
27. Anytime Goal Scorer is paid according to which player scores a goal for the match, quarter or half. All bets will be refunded should no goals be scored, these markets include overtime if required.
28. Last Goal Scorer markets are on an All In basis, refunds will not apply should selected players be injured during the course of the match. Includes overtime if required.
29. Total Score Bands relate to varying markets which are paid according to nominated quarter, half or match result. Total Match Score Bands for the match include overtime as does the Second Half and Fourth Quarter. These will include individual and combined team totals for the 1st quarter, 2nd Quarter, 3rd Quarter, 4th Quarter, 1st Half, 2nd Half and the match.
30. Total Goal Bands relate to varying markets which are paid according to nominated quarter, half and match result. Total Goals Scored Bands for the match include overtime as does the Second Half and Fourth Quarter if required. These will include individual and combined team

goals for the 1st quarter, 2nd Quarter, 3rd Quarter, 4th Quarter, 1st Half, 2nd Half and the match.

31. Total Behind Bands relate to varying markets which are paid according to nominated quarter, half or match result. Total Behinds Scored Bands for the match include overtime as does the Second Half and Fourth Quarter. These will include individual team and combined team behinds for the 1st quarter, 2nd Quarter, 3rd Quarter, 4th Quarter, 1st Half, 2nd Half and the match.
32. Individual Player Total Disposals includes extra time if required. Nominated player must enter field for bets to stand, should selected player start as substitute, bet will be refunded. Should nominated player being injured and subbed off the field during the course of the match, no refunds will apply.
33. Players to have 30 Disposals or More, To Score 2 or More Goals, To Score 3 or More Goals, Player Goal Scoring Head To Heads & Player Disposals Head to Heads all includes extra time if required.
34. All Bets are void should a player start as substitute for the following markets:
35. To Have 30 Or More Disposals;
36. Goals Scoring Head To Heads; and
37. Most Disposals Head to Head.
38. The Dead -Heat Rule will apply to Goal Scoring Head To Heads and Most Disposals Head to Head unless a tie is offered.
39. All Total Score based product will include extra time if required for Individual Team Totals, Exact Team Total, Total Match Score & Second Halves. The Dead-Heat Rule will apply to all Total Score markets offered for individual quarters and halves. Odd & Even Total Match Points include extra time if required.
40. All Total Match Goals Over / Under and Total Match Behinds Over / Under markets will include extra time if required. Total Match Goals Over / Under & Total Match Behinds Over / Under for varying quarters and halves are resulted according www.afl.com.au.
41. All Time Of First Goal payouts are based on the official AFL clock.
42. For First and Last Scoring Plays, First and Last Points markets & First Goal of Match, if the match remains scoreless, then single wagers will be void and stakes refunded whilst affected parlays will be recalculated excluding that leg.
43. Highest Scoring Half payouts are based on the official scores from www.afl.com.au.
44. Both teams +39.5 Handicap markets are resulted according to www.afl.com.au, either team can get beaten by up to 39 points for this market to payout.

45. Team Goal Scoring accuracy is based on an individual teams Total Goals and Behinds for Match percentage. i.e. 8 goals & 10 behinds are scored, the percentage is 80%.
46. Should the same amount of goals and behinds be scored, all bets are refunded.
47. In the case of more than one winner of the Brownlow Medal, the Dead-Heat Rule will apply. The same applies for Each Way Bets with multiple place getters. The place portion will be paid on 1st, 2nd & 3rd. Should three players tie for 1st, they will be deemed to have filled the first three placings.
48. Season head to heads & group betting, the Dead-Heat Rule will apply should two or more players tie. Players that have been suspended are ineligible.
49. Suspended players are eligible for both Total Individual Player Votes Markets and for the player leading at the conclusion of the Round 10 votes. The Dead-Heat Rule will also apply should 2 or more players be on equal points.

Baseball

1. Games are official after 5 innings of play. If the home team is leading, the game is official after 4.5 innings of play. The Money Line is paid on the official result of the game as ratified by the official MLB governing body.
2. For Run Line betting, the game needs to go 9 innings or 8.5 innings if the home team is ahead for bets to stand.
3. For Run Totals betting, the game needs to go 9 innings or 8.5 innings if the home team is ahead for bets to stand, with the exception being that at any time the Run Total is exceeded, the wager is official.
4. Hits Markets: Settled as per the 8.5 Inning Rule. In the case of specific Inning / half Inning markets, the stated period must have been completed for bets to stand unless the result has already been determined.
5. Rules 4 and 5 above are subject to change where the governing body dictates that the match will be shortened. E.g. where a match is shortened to 7 innings, Run Line betting, Run Totals and Hits betting will only stand where the match goes to 7 innings, or 6.5 innings if the home team is ahead. e. First Half wagers are based on the first 5 innings, and the full 5 innings must be played. The Dead Heat Rule applies.
6. For First Innings wagers, both teams must complete their first innings for bets to stand.
7. For Asian Baseball, the Dead-Heat Rule applies if the match is still tied after 12 innings. Further, for Asian Baseball, Matches are official after 5 innings. If the home team is leading,

the game is official after 4.5 innings of play. Dead-Heat rule applies to drawn matches once 5 complete innings are played. For run line & run total betting, match must run to at least the end of the 9th inning for bets to stand if the visiting team is winning and 8.5 innings if the home team is winning. All run line & total wagers stand regardless if match is stopped after 9 innings due to weather or time restrictions.

8. If a game does not start on the day of the officially fixtured start time as stated by the relevant league's governing body, due to a rain delay or other similar events, all bets will be void. The day of the event will be considered the day according to the time zone in which the game was fixtured to be played.
9. If a game is suspended and continued to a conclusion the following day (local time), then all bets will stand. If a suspended game is resumed more than 36 hours after the original start time, all existing bets will be void unless they have been unequivocally determined prior to the game's suspension. In the case of a suspended MLB Playoff games, all bets will stand until the game is completed.
10. All bets stand regardless of a pitching change. Listed Pitchers should be considered indicative only.
11. Fixed price First Team To Score market is resulted on first team to score. If the game is suspended before any team has scored, then the market is resulted as void. If the game is suspended after a team has scored the first run, then the team who scored is resulted as the winner.
12. Fixed price Last Team To Score market is resulted on last team to score, including extra innings. If the match is suspended before completion, then the market is resulted as void.
13. Fixed price Innings Result markets are resulted at the end of the Innings. If the match is suspended before the completion of the Innings, then the market will be resulted as void.
14. Fixed price 1st 3/5/7 Innings markets are resulted at the end of the 3rd/5th/7th Inning. If the 3rd/5th/7th Inning ends in a draw, then then a Push shall apply. If the match is suspended before the completion of the 3rd/5th/7th Inning, then the market will be resulted as void.
15. All outright markets include playoffs unless otherwise stated in the Market Blurb, Market Title and/or Selection name.
16. Total Bases Markets: Listed player must start. A batter is credited for a base if he hits a single (1 base), a double (2 bases), a triple (3 bases), or a home run (4 bases). A walk, error, balk, fielder's choice, or passed ball does not count as a base.

17. Other Individual Player Markets: Player hitting proposition markets will be considered action if the player is in the lineup and starts the game. Pitching proposition markets will stand if the pitcher makes at least one pitch as the listed starting pitcher.

Basketball

1. All bets are paid on the official final score which includes any overtime that is played unless otherwise specified.
2. All matches must run to the completion of the designated normal time period in order for bets to stand.
3. If a game is abandoned, postponed to another date, the game must resume within 48 hours otherwise single bets are void and wagers will be refunded. Affected parlay wagers will be recalculated excluding that leg.
4. In Handicap, Spread and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
5. For First Half and First Quarter betting, the nominated period of play must be completed for bets to stand.
6. For Player vs Player Points Scoring Match Ups, Most Points & Assists Match Ups and Most Points & Rebounds Match Ups all listed players must take the court for bets to stand. The Dead-Heat Rule applies and overtime is included should it be required. Individual Player performance (selected player total points, rebounds, assists or a combination of any / all three) includes overtime and player must take court for bets to stand.
7. If a game is abandoned, postponed to another date, or fails to meet the above criteria, single bets are void and wagers will be refunded. Affected parlays will be recalculated excluding that leg.
8. Second Half wagers relate solely to the score in the second half and include any overtime played (Scores start from 0-0 at half time). For US Basketball, the second half must have five minutes or less remaining in the second half at the conclusion of the match for bets to stand. All other matches must run to full completion.
9. Halftime / Fulltime (HT/FT) includes overtime if required.
10. Match Winner & Total Double, Spread & Total Double and Super Spread & Total Double all include overtime if required.

11. Triple Margin I, Triple Margin II, Winning Margin & Exact Winning Margin includes overtime if required.
12. First to 10, 20 & 30 Points are paid out as per official website of ruling body.
13. Highest Scoring Quarter is paid as a normal time result only, excludes overtime.
14. Individual Team Totals include overtime if required.
15. Total Match Points Odd or Even include overtime if required.
16. Last team to score includes overtime if required.
17. First Quarter Spread & Total Double and First Half Spread & Total Double are both resulted at the completion line of the respective quarters.
18. Quarter by Quarter Leaders exclude Overtime.
19. Selected NBA Daily specials will be offered - Groupings on Total Points by player and Highest Winning Margin for the day. Highest Point Scorer for the day includes overtime if required. All named players must take court for bets to stand and the Dead-Heat Rule shall apply should two or more players score the same amount of points. Highest Winning Margin includes overtime if required and Dead-Heat rule shall apply. All scheduled / nominated games must run to full completion for bets to stand.
20. NBA Team Regular Season Wins will exclude play offs, nominated team must play at least 82 Regular season matches for bets to stand. NBA Division Winners are paid at the completion of the regular season. NBA Conference Winners paid at the completion of the Eastern & Western Conference Finals.
21. The below listed following NBA Season Specials are All In. No refunds will be given and other players are available by request. All are paid as declared by the ruling body:
 - a. Regular Season Most Valuable Player (MVP);
 - b. Rookie of The Year;
 - c. Highest Season Average Point Scorer per Game (minimum 70 games must be played by the winner);
 - d. Highest Average Assists per Game (minimum 70 games must be played by the winner);
 - e. Highest Average Rebounds per Game (minimum 70 games must be played by the winner).
22. First Basket Scorer: Resulted on the first score of the game, excluding free throws, as per official NBA box score. Should a player listed not start the game, all bets on the player selected will be void otherwise betting is all-in. The First Team Basket Scorer will be resulted on the first scorer from each team.

Boxing

1. Where a match is abandoned or postponed more than 48 hours, or a contestant is replaced by a substitute; all single wagers are void and refunded. Affected parlays wagers will be recalculated excluding that leg.
2. All wagers on either fighter to win will be decided by the judges' decision, which includes points, technical knockout (TKO), knock out (KO) or disqualification.
3. If a price is offered for the Draw, in the event of a Draw all wagers on either boxer to win will all be losing bets and the Draw will be the winning option. If there is a "technical draw" determined by the referee due to an accidental cut or similar, then the bout is deemed a no contest and all wagers will be refunded.
4. Market will be settled according to the official result as declared at ringside with the exception of a Technical Draw. Should this be announced given an accidental injury within the first four rounds forcing an early stoppage the market will be settled as void. Should an official or unofficial sanctioning body overturn a fight decision based on an appeal, suspension, lawsuit, drug testing result, or any other fighter sanction - this will not be recognized for betting purposes.
5. Knockout (KO) is when the boxer does not stand up after a ten count. Technical knockout (TKO) is the three knockdown rule or if the referee steps in when it is decided that a fighter cannot safely continue to fight. If a fighter fails to answer a bell for the next round then this will also be deemed a TKO. For betting purpose, KO/TKO option also includes disqualification (DSQ) and retirement (RTD.)
6. In "Pick the Round" betting, if a boxer fails to answer the bell, the fight will be deemed to have ended in the previous round.
7. If the scheduled number of rounds is changed, then all wagers are void and refunded.
8. The official stopping of a round before the sounding of the bell does not constitute a full round. A full round is only considered for wagering purposes to have been completed when the bell sounds signifying the end of the round.
9. For Total Rounds settlement purposes where half a round is stated then 1 minute 30 seconds of the respective round will define the 'half' to determine under or over. If the number of rounds for a fight is changed after this market has been set, then all bets will be void.
10. In the event of a 'no contest' being declared during the bout all bets will be made void, with the exception of selections where the outcome has already been determined.

11. "Will the Fight Go the Distance" (or similarly titled) markets, should the scheduled number of rounds change, this market will be made void. In the event of a technical decision, for settlement purposes, the fight will have been deemed NOT to have gone the distance (i.e. the scheduled number of rounds).
12. To Score a Knockdown. For settlement purposes, a knockdown is defined as a fighter being KO'd or receiving a mandatory eight count (anything deemed a slip by the referee will not count).

Cricket

1. All matches are paid on the official result.
2. Unless at least one ball is bowled, an event will be deemed void and all bets are to be refunded.
3. In Test Match cricket if the match finishes in a tie, all bets on either team are paid as per the Dead Heat rule, while bets on the Draw are resulted as losing bets. If a match is officially abandoned, (e.g. due to dangerous pitch conditions etc) then all undecided bets on the match are void.
4. In all forms of limited over cricket, if the match finishes in a tie all bets are paid as per the Dead Heat rule unless a subsequent tie-breaker method is used to determine the winner (e.g. Super-Over, Bowl-off etc) in which case the outcome will be settled on the result of this method. If the match is declared a 'no-result' bets are void. Note that all exotic betting options are resulted prior to any tiebreaker. If a match is transferred to a reserve day, all wagers will stand.
5. Highest Opening Partnership - Both sides must complete their opening partnerships or bets are void unless a result has already been determined. In the event of a tie the Dead-Heat Rule applies. Should one of the opening batsman retire (hurt or otherwise) the partnership is deemed to continue with the next batsman until the first wicket falls. In test match cricket, this market applies to the 1st Innings only.
6. Batting Head-to-Head - Both players must reach the batting crease while a ball is bowled (but not necessarily face a ball) for bets to stand. If either batsman's innings is curtailed by weather or bad light all bets are void unless a result has already been determined. In the event of a tie the Dead Heat Rule applies.

7. Bowling Head-to-Head - Both players must bowl a ball for bets to stand. In the event of a tie the Dead Heat Rule applies.
8. First Over Runs - Over must be completed or bets are void, unless the maximum range offered has been achieved. Extras count for settlement purposes.
9. Method of Dismissal - If either player retires hurt before the wicket falls, or there is no wicket, bets are void. 'Any Other' option includes hit wicket, handled ball, obstructing the field, timed out or hit the ball twice.
10. Top Batsman/Most Wickets - Player must be in starting eleven for bets to stand but they do not have to face or deliver a ball. In the event of a tie, dead heat rules apply. For limited over cricket, 50% of originally scheduled overs for each innings must be completed for bets to stand unless target has been reached or team has been bowled out. For test match cricket, 50 overs must be completed for bets to stand unless the innings has reached its natural conclusion (including declaration). For Test Cricket, these markets are resulted at the end of the 1st Innings.
11. Highest 1st 6/15 overs - Bets void if both teams do not face the full amount of overs unless target has been reached or team has been bowled out. In the event of a tie the Dead Heat Rule applies.
12. Most Sixes/Run Outs - Must be a match result for bets to stand. Bets void if 2nd innings is incomplete unless team batting 2nd has exceeded 6s or run outs from the 1st innings or 2nd innings reaches its natural conclusion (bowled out or reach target). The team that hits the most sixes/loses the most wickets to run outs will be the winner.
13. First Innings Lead - Both teams must be bowled out or declare their first innings for bets to stand. In the event of a tie, dead heat rules apply.
14. Series Correct Score - If the number of matches to be played in a series changes from the number envisaged by the market offered, all bets are void.
15. Top Series Run Scorer / Wicket Taker - In the event of a tie the Dead-Heat Rule applies. Betting is 'All In' and bets will stand if at least one game has been completed in the series.
16. Most Points - Pays on the most points awarded for the match (e.g. Sheffield Shield).
17. Most Runs/Most Wickets (innings) - 50 overs must be completed for bets to stand unless team is bowled out or declares. Player must be in starting eleven for bets to stand but they do not have to face or deliver a ball.
18. Most Runs/Most wickets (match) - All bets relate to first innings only. Player must be in starting eleven for bets to stand but they do not have to face or deliver a ball.

19. Margin Betting - At least 50% of originally scheduled overs for each innings must be completed for bets to stand.
20. Innings Runs –
 - a) For One Day 50 Over Games:

Unless a team is bowled out or an innings is declared, all bets will be void if 50 overs are not bowled. If an innings is declared at any point bets will be settled on the declaration total.
 - b) For Twenty20 matches

Unless a team is bowled out or an innings is declared, all bets will be void if 50 overs are not bowled. If an innings is declared at any point bets will be settled on the declaration total.
21. Session Runs - If 20 overs are not bowled in a session all bets will be void.
22. Test Match Finish -If the match finishes in a draw the winner will be deemed as Day 5, Session 3.
23. Highest Opening Partnership -Applies to first innings only. x. First Innings Lead -Both teams must be bowled out or declare their first innings for bets to stand. In the event of a tie, Dead-Heat rules apply.
24. To Score 50/100 -Batsman must face a ball for bets to stand. To Take 5 Wickets - Bowler must bowl a ball for bets to stand.
25. Series Winner -If a series is drawn, and no draw price was quoted, all bets are void.
26. If a tournament is not completed but a winner or winners are declared by the governing body, bets are paid on the winner(s) as declared (the Dead-Heat Rule applies), but if no winner is declared all bets are void.
27. All tournament betting includes finals unless otherwise stated.
28. Series Correct Score -If the number of matches to be played in a series changes from the number envisaged by the market offered all bets are void.
29. Top Series Run scorer /Top Series Wicket Taker. In the event of a tie the Dead-Heat Rule applies. Betting is All-In and bets will stand if at least one game has been completed in the series. Runs scored and wickets taken in abandoned matches count for settlement purposes.
30. For Twenty20 Big Bash Matches – Any Player named as an ‘X-Factor Player’ that is subbed into a match at the Halfway point of the first innings, will be deemed to have taken part in the match; and will be settled as an active participant in the final eleven.
31. For Twenty20 Big Bash Matches – If a Player is replaced at the Halfway point of the first innings, they will be deemed to have not been part of the final eleven – and bets will be void.
32. Over/Under Team Match Sixes/Fours If either team's innings in a limited overs match is reduced from the original allocation of overs, then all bets on this market shall be void

regardless of how many sixes/fours are hit prior to or after any announced reduction in overs. Bets will stand if either innings is shortened due to it reaching its natural conclusion. Bets will stand if the outcome has been determined prior to the reduction in overs.

33. Over/Under Total Match Sixes/Fours If either team's innings in a T20 match is reduced from the original allocation of overs then all bets on this market shall be void regardless of how many sixes/fours are hit prior to or after any announced reduction in overs. Bets will stand if either innings is shortened due to it reaching its natural conclusion.
34. Super Over/Any additional overs above the allotted amount In a limited overs competition which employs a super over (or other such initiative) to determine the winner of a match in the event of a tie, runs scored in the Super over are not included in the settlement of any markets (e.g. Batsmen Total Runs, Team Total Runs, Team and Match Sixes).

Cycling

1. Cycling bets are settled as per the official classification listing at the time of the podium presentation. Any overturned decisions are not recognised for betting purposes.
2. Riders must start event/stage for bets to stand. Stakes will be refunded on riders withdrawn prior to the start of event/stage.
3. For any Head to Head bets, both cyclists must cross the starting line for bets to stand.

Darts

1. If a dart is not thrown, all bets will be void. All markets below will be void if the match is not completed, except where the outcome has been unconditionally determined.
2. Players must start an Outright tournament event for bets to stand. Stakes will be refunded on players withdrawn prior to the start of a tournament.
3. If a tournament is abandoned or its location is altered, all wagers will be void.
4. In matches where a price for a draw is offered, bets on either player to win will be losing bets should the match be drawn.
5. Should the full number of sets not be played in a correct score market, all bets will be void.
6. Markets are settled upon podium presentation. Post Podium, overturned decisions are not recognized.
7. For Spread markets, In the event of the official number of legs/sets not being completed, changed, or differing from those offered for betting purposes, then all bets will be void.

8. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. Wagers will stand if postponed for less than 48 hours. Affected parlays will be recalculated excluding that event or leg.
9. Fixed price Match Result market is resulted at the end of the match. In the event of a match taking place and not being completed then the player progressing to the next round or is awarded the victory will be resulted as the winner. If the match is suspended before completion, then the market will be resulted as void.
10. Fixed price Draw No Bet (Head to Head) market is resulted at the end of the match. If the match ends in a draw all bets on the market will be voided. If the match is suspended before completion then the market will be resulted as void.
11. Fixed price Handicap/ Total Legs/Total Sets/Total 180s/Correct Score markets are resulted at the end of the match. If the match is suspended before completion then the market is voided regardless of whether the outcome has already been determined.
12. Fixed price Leg Winner/Set Winner markets are resulted at the end of the leg/set. If the match is suspended before the completion of the first leg then the market will be resulted as void.

Golf

1. Bets are refunded for any player that does not tee off in any tournament.
2. All Tournament Betting includes any playoff holes.
3. For the Place portion of Each Way bets and other placing bets (i.e. Top 5), the Dead Heat Rule will apply for players tied for the bottom position. E.g. In a Top 5 market, if four players fill the top four positions and a further four players are tied for 5th place, the top four finishers will be resulted as winners and the four players tied for fifth will each be paid out at 25% of the face value of the ticket.
4. Where a tournament which is scheduled for seventy-two (72) holes is abandoned for any reason, if less than thirty-six (36) holes have been completed, all declared betting event bets on the outcome of the tournament are void and are to be refunded. If thirty-six (36) or more holes have been completed and an official result is declared by the relevant recognised governing body, all declared betting event bets stand and are to be determined in accordance with that official result. If an event is abandoned prior to the completion of a scheduled number of holes any bets placed after the point in the tournament where no further play occurred are void and will be refunded.

5. If a tournament is officially abandoned or not completed within 14 days of commencement, all wagers are void unless a result has already been reached.
6. In all Group Betting markets (i.e. Tournament Head to Heads, Round Matchups or Three Balls or Tournament Group Betting), all players must tee off for bets to stand. Playoffs are excluded for betting purposes.
7. In any group market, the winner is the player who completes the most holes, and if the players have completed the same amount of holes, the player with the lowest score is deemed the winner.
8. For any market featuring a player to lead at the end of round, that round must reach completion for bets to stand.
9. In any Make/Miss the Cut market, the player must complete at least 36 holes for bets to stand.
10. A player is deemed to have made the Cut if the player is eligible to play the round after the Cut is made even if the player chooses not to play on.
11. 2 Ball/3 Ball/4 Ball markets will be settled on the winner which will be the player in the pairing or group with the lowest score over 18 holes. Should a player in the 2/3/4 ball not tee-off all bets in that 2/3/4 ball are void. Should a player retire during the round, they will be deemed to have played. If two or more player tie then the dead heat rule will apply.
12. Place Top 2/3/4/5/6/10 markets are resulted at the end of the tournament. If the tournament is suspended before completion then the market will be resulted as void. If players finish in the top placing with the same score then dead heat rules shall apply.
13. Miss The Cut market is resulted at the end of the 2nd round. If the tournament is suspended before the completion of the 2nd round then the market is resulted as void.
14. Finishing positions - Finishing position is decided by result posted by the governing body of that tournament (i.e., PGA Tour, European Tour.) If a player is disqualified, retires injured or withdraws they will be deemed to have finished last. Players must complete 1 hole or more for bets to stand.

Handball

1. All bets are paid on the result from the official governing body. Match must run to completion for bets to stand otherwise all bets will be refunded.
2. Markets are settled on 60 minutes play unless stated otherwise. Extra time does not count.

Ice Hockey / NHL

1. For all NHL matches and European Ice Hockey matches, all Match Winner, Line and Totals markets include any overtime and shootout. If a shootout takes place to decide the outcome of a match, only one goal will be awarded to the winning team. The only market to be resulted at the conclusion of normal time is the Regulation Winner market.
2. All matches must run to the completion of the designated normal time period in order for bets to stand.
3. If a game is abandoned, postponed to another date, the game must resume within 24 hours otherwise single bets are void and wagers will be refunded. Affected parlays will be recalculated excluding that leg.
4. Exact Game Result, Exact Winning Margin, First Goal of the Match and First Period/FT Doubles betting includes overtime and shootout.
5. The Dead-Heat Rule will apply for Highest Scoring Period, over time is excluded.
6. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected parlays will be recalculated excluding that leg.
7. For US and Canadian NHL matches, Final Score betting includes any overtime and shootout played. In the case of a shootout being required to decide the outcome of a match, only one goal will be awarded to the winning team.
8. NHL Games are official after 55 minutes of play. All non-NHL matches are official at the end of normal time. If a game is abandoned prior to these times, all single wagers are void and wagers refunded. Affected parlays will be recalculated excluding that leg.
9. Totals betting will be considered official for betting purposes once the nominated total has been exceeded, regardless of whether a match reaches the minimum time allowed for betting purposes.
10. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. Wagers will stand if postponed for less than 48 hours. Affected multi bets or parlays will be recalculated excluding that event or leg.
11. Head-to-Head market is resulted including Overtime. If the match is suspended, then the market is void. Please note that this includes any subsequent shootout.
12. Total Goals markets will be resulted including Overtime, please note that this includes any subsequent shootout. If there is no score in the game then this will be resulted as normal. If the match is suspended then the market is void regardless of whether the outcome has already been determined.

13. Correct Score/Double Chance markets are resulted including overtime. If the match is suspended before its completion then the market will be resulted as void.
14. Highest Scoring Period market will be settled at the end of the match. In the event that two or more periods have the same highest score then Push rules apply. Please note that this excludes Overtime. If the match is suspended during the regular time, then the market is void. If the match is suspended during the Overtime then the market is resulted.
15. Period Head-to-Head/Puck Line/Result/Totals/Correct Scores markets are resulted at the end of the period. If the match is suspended before the completion of the period then the market will be resulted as void.
16. When the draw option is included, payouts are based on the score at the end of normal time (extra time, i.e., an extension of normal time, not included.) In handicap and totals betting, extra time is included.
17. For Head-to-Head markets with no draw option included, unless otherwise specified in the marker Blurb a Push will apply in the event of a draw.
18. First goalscorer - In the event of a suspended game bets stand on scores that have taken place already. Overtime counts for these markets. First goalscorers are all-in, play or not. Goalscorer market are offered with the option others on request.
19. All Outright markets include playoffs where applicable.
20. For European Ice Hockey & IIHF International competitions, Podium/Dias positions determine the standing for the settlement of wagers.

Motor Racing

1. All bets placed on Motor Racing are settled as per podium presentation. Any overturned decisions after the podium presentation are not recognised for betting purposes.
2. Curtailment or Suspension- If a race is curtailed or suspended and no podium ceremony takes place (i.e., no official result is declared) then all Bets, open and closed, shall be void, unless there is an official result in which case Bets will be settled by reference to that result. In the event of an official result being declared and a reduced points system being awarded (e.g., half points) then that system shall also be used for purposes of long-term Markets.
3. For race markets, bets are considered to be non-driver no bet. Any bets on drivers who fail to take part in the race for any reason other than non-qualification shall be deemed void. We reserve the right to apply deductions to reflect returning stakes on non-drivers.
4. For Head to Head matchups:

- a. both drivers must cross the starting line for bets to stand;
 - b. both drivers must start the race from their qualifying position (e.g. if one driver qualifies to start from 3rd place on the grid and subsequently has to start the race from the back of the grid or from the pits the bet will not stand and the stake will be refunded).
5. For bets placed on Leader After The First Lap, all wagers are void and wagers will be refunded in the event that:
 - c. the race starts under a safety car; or
 - d. any of the top four qualifiers fail to start the race proper (i.e. after warm-up lap) from their qualifying grid position (see above example).
6. The Dead Heat rule will apply to first retirement bets where more than one competitor retires on the same lap number.
7. Time of First driver to retire is a bet on the time of the driver will be the first to retire from the race. Bets are in play when the signal to start the warm up lap is made. Bet settlement will be determined by which lap number a driver retires on. Should more than one driver retire on the same lap then Dead-Heat rules apply.
8. For Formula 1 & Indy Car race events, all drivers who complete 90% of the race laps are deemed as classified finishers in line with the official FIA classification. However, all drivers are given a ranking, and for the purpose of match and positional betting this ranking shall apply.
9. All qualifying wagers are action once a driver starts qualifying. Drivers must start qualifying for action on qualifying wagers. Subsequent penalties or demotions will not affect the grading of wagers.
10. Bets on the Formula One Championship and Constructors Championship will be settled in line with the official FIA results immediately following the podium presentation of the final race of the season, with subsequent disqualifications disregarded. The drivers' and constructors' championship titles are awarded to the driver and constructor who score the most points over the course of the season. In the case of a dead heat for a championship place then the driver or constructor with the higher number of superior race results will be awarded the place.
11. For v8 Supercars race betting, any drivers who fail to qualify for the race will be deemed as non-runners. The race must be run within 48 hours of the scheduled off time for bets to stand. The official V8's/NASCAR winner of the race will be settled as the winner for betting purposes, this includes all races which are halted prematurely.

12. For v8 Supercars race betting, where all drivers fail to complete the race, the number of laps completed will determine the winner. If two or more drivers fail to complete on the same lap, the official placings as assigned by the controlling authority will determine the result. Drivers must start the race for bets to stand. In the event of a replacement driver all bets are void.
13. For v8 Supercars race qualification betting, the market will be settled on the fastest times according to www.supercars.com.au. If qualification leads to a (top ten) shootout, then the winner of the shootout will be deemed the winner of the qualification market with any subsequent disqualifications/penalties disregarded.

Netball

1. All bets on Match Winner, Line and Totals markets are paid on the official final score which includes any overtime that is played unless otherwise specified.
2. All matches must run to the completion of the designated normal time period in order for bets to stand.
3. All Margin Bets and Half Time/Full Time Doubles are paid on the result at the end of normal time. Extra time is not included.
4. If a game is abandoned, postponed to another date, the game must resume within 24 hours otherwise single bets are void and wagers will be refunded. Affected parlays will be recalculated excluding that leg.

Rugby League

1. Payouts are based on the official declared result, including the end of any additional extra time. If the result of a match is a Draw after extra time, Dead Heat rules apply for Head to Head markets. Conditions do apply to some specific markets, namely with a Draw as any option. If the result of a match after extra time is a draw, all margin bets will be deemed unsuccessful bets as neither team has won the match.
2. When a match is abandoned or postponed, and played within 3 days of the original scheduled date, all bets stand. Once the 3 days have expired, all single bets that have not already reached a conclusion are void and wagers will be void. Any parlay bet will be recalculated to exclude that leg.

3. In Handicap and Totals betting where the line or total is a flat (whole) number, if the result lands on that flat number, all wagers are void and refunded. Affected parlays will be recalculated excluding that leg.
4. For First and Last Scoring Plays and First and Last Points markets, if the match remains scoreless, then single wagers will be void and stakes refunded whilst affected multiples will be recalculated excluding that leg. The exception will be any market where no score is one of the betting options, where no score will be paid out as the winning option and all other options will be considered to be losing bets. These bets include any extra time.
5. For Time of First Try betting, payouts are based on the official clock. Specifically the 8th minute ends at 08:00 (8 minutes and zero seconds) and the 9th minute begins at 08:01 (8 minutes and 1 second).
6. For First to Score a Try involving between 2 and 5 players, all players must be in the starting 13 for bets to stand. If any listed player does not play or starts the match on the bench, all single wagers will be void and stakes refunded whilst affected parlays will be recalculated excluding that leg. These bets include any extra time.
7. For First Try Scorer, Last Try Scorer to score a try and First Team Try Scorer markets, all bets stand regardless of any non-starters and for any players not in the game day 17, the stakes will be refunded for single bets, whilst multiples will be recalculated excluding that leg. These bets include any extra time.
8. The First Try Scorer & Margin Double market will be settled as Any Other Result in the case of a match that is a draw at the end of normal time or an unlisted player scoring the first try.
9. Second Half wagers relate solely to the score in the second half and include any extra time played (Scores start from 0-0 at half time).
10. Salami betting refers to the total number of points scored across all games set down for a day's or round's play. All games set down for the day's or round's play must run to full completion, or single wagers are void and stakes refunded. Parlay bets will be recalculated excluding that leg. The exception will be, that if the total points nominated for the day's or round's play are exceeded without all games being played\ to full completion, then all wagers will stand.
11. First/Both Team to 10, 20, 30 & 40 Points all include extra time if required.
12. First Try Scorer & Match Winner includes extra time if required; the event will be settled as Any Other Result should the first try scorer be unlisted and/or if the match remains a draw after extra time.
13. Six Point Splits excludes extra time.

14. The Half Dozen excludes extra time; Under 6.5 Points scored includes a draw.
15. Total Match Points Bands includes extra time if required.
16. Total Match Tries Over / Under includes extra time if required.
17. Individual Team Totals include extra time if required.
18. Exact 80 Minute Margin excludes extra time.
19. Exact Game Total Includes extra time if required.
20. 40/20 Kicked includes extra time if required.
21. Jersey of First Try Scorer includes extra time if required.
22. Man of Match for NRL Matches is awarded by TV station covering the Event. NRL matches are covered by both Channel Nine and Foxtel. Internationals and World Cup events are as awarded by the governing body.
23. First Points & Win Match includes extra time if required.
24. Individual Team Completion Rates include extra time and is expressed as a percentage, pays as per www.nrl.com.au .
25. Most Tries match ups between 2 or more players include extra time if required, both players must start the game for bets to stand.
26. Any bet on a player is refunded if they are not in the squad of 17.
27. Individual Player Totals include extra time if required. Player must attempt at least one penalty or a conversion kick for bets to stand.
28. Highest Scoring Half includes extra time if required.
29. Team leading after the 20th minute pays on team leading at a commencement of 20th minute, bets void if scores are level.
30. Team leading after the 60th minute pays on team leading at a commencement of 60th minute, bets void if scores are level.
31. First Try Converted in First Half. Bets are void should a Try not be scored.
32. First Try Converted in Second Half. Bets are void should a Try not be scored.
33. Total Match Try Bands include extra time if required.
34. Total Match Goals Bands include extra time if required. Field Goals do not count.
35. Team Leading After Ten Minutes bets are void should scores be level.
36. Individual Team Time in Possession markets include extra time, markets are expressed as a percentage and include extra time if required. Bets are paid as per www.nrl.com.au .
37. Either Team Wins By Under 12.5 includes extra time.
38. Either Wins By Over 12.5 Points includes extra time.
39. Alternate Total Match Points Includes extra time if required.

40. Individual Team Total Tries Over / Under markets include extra time if required.
41. Individual Total Team Points Over / Under markets include extra time if required.
42. Alternate Total Match Tries Over / Under markets include over time if required.
43. Individual Total Team Points Over / Under markets include extra time if required.
44. Alternate 2nd Half Tries markets include overtime if required.
45. Individual Player Total Match Points Over/Under markets include extra time if required.
Named player must attempt 1+ try conversion or penalty goal for bets to stand.
46. All bets stand regardless of venue change.
47. Any bets placed on the 'Most Losses' market, are paid on the team which loses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses the position will be determined by worst "For and Against" as published by the governing body.
48. All bets paid on the Top-NSW and Top Non-NSW market are paid at the end of the home and away season.

Rugby Union

1. Payouts are based on the official declared result, including the end of any additional extra time. If the result of a match is a Draw after extra time, Dead Heat rules apply for Head to Head markets. Conditions do apply to some specific markets, namely with a Draw as any option. HT/FT Doubles and all Margin Bet types are resulted at the end of normal time, excluding any extra time played. A price for the Draw will always be included in Margin Betting.
2. When a match is abandoned or postponed, and played within 48 hours of the original scheduled date, all bets stand. Once 48 hours has expired, all single bets that have not already reached a conclusion are void and wagers will be void. Any Parlay Bet will be recalculated to exclude that leg.
3. Any bets placed on the 'Most Losses' market, are paid on the team which loses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses the position will be determined by worst "For and Against" as published by the governing body.
4. For Time of First/Last Try Markets, payouts are based on the official clock.

5. Any bet on a player is refunded if they are not in the squad of 22.
6. All bets stand regardless of venue change.
7. For Six Nations betting, the grand slam refers to a victory against all other teams in the competition. The Triple Crown refers to one of England, Scotland, Ireland or Wales defeating the three other teams in the market. Draws are not considered victories.
8. Premiership/Minor Premiership: All In Betting. Any Team which has Points Deducted due to breaches of rules and regulations will be deemed a starter for resulting purposes. Any loss of Premierships after the completion of the Grand Final will be deemed null and void and all bets will stand.
9. For 'Most Tries' options players must be in starting 15 for bets to stand.
10. For Time of First Try/ first penalty/first missed penalty/first conversion/first missed conversion betting, payouts are determined by the official website of that league.
11. For all Rugby 7s events, Head-to-Head, Line and 2 Way Handicap Betting markets will be resulted at the end of any extra time played. All other markets - unless expressly stated otherwise in the blurb - will be settled at the end of normal time and do not include any extra time.
12. Try-scorer Match bets / Kicker Match bets / To Score the Most Points: Both players must be in the starting 15 for bets to stand. If there is no 'Tie' or 'Draw' Selection offered and the result is a tie then all bets will be void.
13. Top Try scorer / Top Team Try-scorer / Top Points Scorer: Dead Heat rules apply.

Snooker

1. For bets to stand both players must start the match and the match must run to completion.
2. Where revised match betting is offered (between sessions), one frame of the following session must be completed for bets to stand.
3. To pot the first ball of xth frame: (i) Fouls do not count toward settlement (ii) Re-racks will not count towards settlement unless a ball was not potted in the original frame. (iii) Player to pot first ball refers to the player who pots the first ball legally, excluding balls potted when the shot incurs a foul.
4. Total points xth frame: In the event of a re-rack, only points scored in the completed frame will count towards settlement.
5. Stage of Elimination: Player must play one shot in the tournament for bets to stand

Soccer

1. All bets are paid on the result at the end of normal time. This includes any injury time added by the referee.
2. Extra time and penalty shootouts do not count in determining the final result of any match where a Draw price is quoted.
3. For some matches, a 'To Qualify/Progress or Tournament Winner' market may be available. For these markets, no Draw price is quoted therefore the result is paid at the conclusion of the match whether that be in normal time, extra time or after a shootout.
4. To avoid any doubt, all exotic markets unless specified are always paid at the conclusion of normal time (including injury time). Examples of exotic markets include, amongst others, the following bet types:
 - a. Total goals;
 - b. Under/over goals;
 - c. Time of first goal;
 - d. Number of goals scored in a half or other specified time period;
 - e. Total corners;
 - f. Most corners by one team;
 - g. Number of corners in a half or other specified time period;
 - h. First corner;
 - i. Last corner;
 - j. Total number of cards;
 - k. First card;
 - l. Last card;
 - m. Number of cards in a half or other specified time period;
 - n. Number of cards conceded by a particular player or team.
5. An exception to section 24.4 above may occur any time where the total has been exceeded prior to the end of normal time the wager shall be considered complete. This includes matches that are abandoned prior to the end of normal time.
6. When a match is abandoned or postponed, and played within 48 hours of the original scheduled date, all bets stand. Once 48 hours have expired, all single bets that have not already reached a conclusion are void and wagers will be void. Any parlays will be recalculated to exclude that leg.
7. For all "First Goal Scorer" markets, "To Score A Goal" markets, etc. - if no goals are scored all bets are deemed losers.
8. For First Goal scorer markets, wagers on players not on field before the first goal is scored will be void. For Anytime Goal scorer and Will/Will Not Score markets, all wagers on players who do not start the match will be void. For Last Goal scorer, all wagers on players who do not take part in the match will be void.

9. When betting on First Goal scorer, own goals (goals accidentally scored by the opposition for the other team) do not count unless otherwise specified. The wager will be determined on the first goal that is not an own goal. Postponed or Abandoned Matches.
10. With the exception of situations in paragraphs 24.11, 24.12 and 24.13 below, an unplayed, postponed or abandoned match that is played on a different day to that originally scheduled will be made void for settling purposes. The only exception to this will be if the game is subsequently played within two days (local time) of the originally scheduled kick off time. For example, if the game was postponed at 20:00 on Tuesday bets will stand provided the match starts prior to midnight on Thursday (local time). If void matches reduce an accumulator, the bet will be settled on the remaining selections. Under no circumstances will the judgement of any 'Pools Panel' be accepted as a result.
11. In circumstances where over 90% of the scheduled match time has been completed and the referee ends the match before the allotted time has elapsed then we will use that result for the settlement of all bets placed on the game. For matches where suspension occurs before 90% of the match has been completed then all markets are void unless their result has already been decided before the match was suspended. If the suspended match is continued from the point of Suspension and completed before 28 hours, then all bets on the match will stand. If the suspended match is started again from kick-off at the start of the first half and completed before 48 hours, then all pre-match bets on the original fixture will stand and all In Play bets on the original fixture will be voided unless the result was already decided before the original suspension.
12. If a match is suspended or abandoned after the start and the remaining minutes are played at a later time on the same day or at a later time on either of the following two days (local time), settlement will be based on the score at full time, once the remaining minutes have been completed, otherwise bets will be void.
13. A match that is moved to accommodate TV schedules will not be treated as a postponed match for the purposes of this rule and all bets will stand.
14. Over/Under markets are settled once they have reached their natural conclusion. If the match is suspended after the match has started all markets that are yet to reach their natural conclusion shall be void. Results already determined will stand.
15. Anytime Goalscorer market is resulted at the end of regular time, any selection that does not take part in the match will be void. Please note that own goals do not count. If the match is suspended before half time then all markets will be voided regardless of whether the outcome has already been determined. If the match is suspended in the second half

then only the goalscorers from the first half will be resulted. All other selections will be settled as losing wagers.

16. Hat-trick market is resulted at the end of regular time, any selection that does not take part in the match will be resulted as void. If the match is suspended before the completion of regular time then the market will be resulted as void.
17. Win Both Halves market require your selection to win both halved in isolation. The market is resulted at the end of regular time. If the match is suspended before the completion of regular time after the match has started then the market will be resulted as void.
18. Win Either Half market requires your selection to win either half. If the match is suspended before half time then all markets will be voided. If the match is suspended in the second half then only the 1st Half markets shall be resulted.
19. Draw No Bet market is resulted at the end of regular time. If the match is suspended before the completion of regular time after the match has started then the market will be resulted as void. In the event that the match ends in a draw this market will be resulted as void.
20. To Win to Nil market will be settled at the conclusion of normal time including any additional injury time played. This market requires your time to win the match and hold the opposing team to no goals. If the match is suspended after the match has started this market will be voided.
21. 1st/2nd Half Asian Handicap/Correct Score/Result/Draw No Bet/Total Goals/Total Line markets are resulted based at the conclusion of the half. If the match is suspended before the completion of the half then all markets will be void.
22. First Team To Score market will be settled once result is known. If the match is suspended after the match has started all markets that are yet to reach their natural conclusion shall be void. Own goals count as a winning selection for the team that were awarded the goal.
23. Last Team To Score market is resulted at the end of regular time. If the match is suspended before the completion of regular time then the market will be resulted as void. Please note that own goals count.
24. Both Teams To Score/Team Not To Score/Teams To Score market will be settled once a result has been reached. If the match is suspended after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.
25. Clean Sheet/ Team To Score/Total Goals markets are resulted once it has reached its natural conclusion. If the match is suspended after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

26. Dates and kick-off times of matches shown on our website are for guidance purposes only. Bets will be accepted up until the advertised kick-off time. ClutchBet reserves the right to void or stand any bet inadvertently accepted after the betting has closed or where the event was resolved or at a stage where the customer could have any indication of the outcome.
27. A player will be considered to be a runner and bets will stand should the player play any part in the match. Goals scored in normal time only count for this market. Goals scored in extra time or in a penalty shoot-out do not count.
28. Bookings of managers, coaches or players who are yet to participate in the game (i.e. substitutes) do not count for booking totals.
29. For the purpose of deciding results on fixed price handicap markets, a number of goals (or half goals) is added to, or subtracted from, your selection. Settlement of any handicap betting will be at the special odds shown alongside the match(es), using the actual score in the match adjusted for the handicap. The handicap values assigned to the handicap draw option will always apply to the home team. The handicap is applied to the final result of the match and the team with the most goals after the handicap has been applied will be the winner. Handicap markets are settled on the score after normal time plus any additional injury time added. Extra time, golden goal and penalty shootouts are not included.
30. Whole ball handicap (e.g. Team A -0, Team A -1.0, Team A -2.0.) The handicap is applied to the final result of the match and the team with the most goals after the handicap has been applied will be the winner. If the number of goals for each team are level after the handicap has been applied, it will result in a push with the stake being returned.
31. Half ball handicaps (e.g. Team A -0.5, Team A -1.5, Team A -2.5). The handicap is applied to the final result of the match and the team with the most goals after the handicap has been applied will be the winner.
32. The handicap is applied to the final result of the match and the team with the most goals after the handicap has been applied will be the winner. Handicap draw is also an option in the alternative handicap markets meaning if the game is a draw after the handicap is applied, then this is the winning selection.

Surfing

1. All bets stand regardless of the length of any delay or change of venue.
2. All outright markets are based on an 'All-In' basis. No refunds will be given for nonstarters.
3. For tournament match up betting, dead heat rules apply for surfers knocked out in the same round of the tournament. As an example, and for the avoidance of doubt, if both

competitors are eliminated at the semi-final stage the result will be deemed a dead heat and the wager will be paid out at half the face value of the ticket.

4. For Heat Betting, all surfers in that heat must enter the water for bets to stand.

Swimming

1. Betting on the winner of an event is offered on an "All-In" basis. No refunds will be given for non-starters or for competitors who retire or are disqualified mid-meet.
2. All bets will be paid on the official result as per the podium presentation. However, if a protest occurs and the official results change inside of 24 hours, then the event will be re-settled. No doping cases will be considered and as such, the result available 24 hours after the event will be deemed binding regardless of further protests or changes to the official result.
3. A participant that is disqualified due to an infringement (e.g. False Start) will be deemed to have taken part in the event.

27. Table Tennis

1. A match will be deemed to have begun once the first serve has been struck.
2. Abandoned/Cancellations/Change of Venues: In the event of a match not taking place, or taking place at a different venue, bets on that match will be void.
3. Walkovers: If a player is given a walkover, bets on match are void.
4. Delayed/Postponed Matches: In the event of a match being cancelled or not taking place within 48 hours of a scheduled start time or if a player is given a walkover, bets on this match are deemed void. Affected Parlay Bets will be recalculated excluding that match.
5. Player Changes: In the event any of the named players in a match change before the match starts all bets on that match will be void.
6. In the event of a match starting but not being completed (including as a result of disqualification or retirement) all markets will be void unless result of the market has already been unequivocally decided.
7. Official Results: All results will be settled in accordance with the official result from the official website for each tournament or the tournaments' or competitions' governing body.
8. Non-runners: Stakes will be refunded on players or teams withdrawn prior to the start of an event.

Tennis

1. In the event of a match starting but not being completed then all markets will be void except those that have already been conditionally determined.
2. All bets on the 'Set Betting' market are void if the match does not run to completion.
3. 1st Set Score and 1st Set Winner bets are finalised upon completion of the first set regardless if the remainder of the match runs to completion.
4. Players must start the tournament/event for bets to stand. Stakes will be refunded on players withdrawn prior to the start of the tournament/event. We reserve the right to apply deductions to reflect returning stakes on non-runners.
5. If a retirement occurs before the completion of the 2nd set in a best of 3 set match, or before the completion of the 4th set in a best of 5 set match, bets on the 'Number of Sets' market are void. If a retirement occurs after the completion of the 2nd set in a best of 3 set match, the 'Number of Sets' market will be resulted as a 3 set match. If a retirement occurs after the completion of the 4th set in a best of 5 set match, the 'Number of Sets' market will be resulted as a 5 set match.
6. In the event of a change or error in the number of sets to be played as per what was offered on the ClutchBet website at the time of wagering, match bets and first set market bets will stand, all other markets will be void.
7. In the event of a change of venue or from outside to indoor court and vice versa, all bets will stand, if there is a change of surface (from hard/carpet/clay/grass to a different type of surface) all bets will be void.
8. Total Games/Handicap games related markets - For the purposes of such markets a tie-break is counted as one game. In the event of forfeited points or games, these will count for final settlement. In the event of retirement, disqualification or change of surface during a match, all bets will be void unless the outcome is already known.
9. Should a match be decided by a Champions tie-break, then the Champions tie-break will be considered to be the 3rd set. Set Betting will be settled as 2-1 to the winner of the Champions tie-break.
10. For the purpose of bets taken relating to Total Games or game handicaps for the match, the Champions Tie-Break will be considered to be one game.
11. In the event of a tournament format (e.g. round robin), where a player winning a match does not necessarily mean that they progress to the next round, the player declared the

official winner of the match by the relevant tournament governing body will be settled as a winner should a retirement occur after the completion of the first set.

12. Match Head to Head market is resulted at the end of the match. In the event of a match taking place and not being completed then the player progressing to the next round or is awarded the victory will be resulted as the winner.
13. Set Betting market is resulted at the end of the match. If the match is abandoned before completion then the market is void regardless of whether the outcome has already been determined.
14. Game Handicap market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
15. Set Handicap market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
16. Most Games market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided regardless of whether the outcome has already been determined.
17. Total Games Over/Under market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
18. Total Games Odd or Even market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.
19. Total Sets market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
20. Set Winner market is resulted at the end of first Set. If the match is abandoned before completion of the first set then the market will be voided.
21. Set Correct Score market is resulted at the end of first Set. If the match is abandoned before completion of the first set then the market will be voided.

UFC / MMA

1. Prices are offered for each fighter to win the fight and in the event of a draw all bets will be void and stakes returned, this includes a fight which ends in a 'majority draw.' Bets will be

settled on the official result announced in the ring. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result).

2. Should a contest be postponed, bets will stand for 48 hours, inclusive of the original date for the contest.
3. Method of Victory/How fight will End: For the purposes of this market a KO includes the following:
 - a. Referee stoppage while fighter is standing;
 - b. Referee stoppage while fighter is on the canvas
 - c. Stoppage by doctor;
 - d. Stoppage by corner
 - e. Fighter retires due to injury
4. Submission: For the purposes of this market a submission includes the following:
 - a. Referee stoppage due to tap out
 - b. Referee stoppage due to technical submission
 - c. Fighter verbal submission (includes verbal submission due to strikes).
5. In the event of a draw, disqualification or no contest the market will be void.
6. Round Betting/What Round Will Fight End:
 - a. If a fighter withdraws in the period between rounds the fight is deemed to have ended in the previous round for the purpose of "Round Betting" settlement;
 - b. Should the scheduled number of rounds be changed before the fight all "Round Betting" bets will be made void;
 - c. Bets are deemed losers in both markets if the fight ends in a judges decision.
7. Total Rounds: For the purposes of settlement where a half round is stated then 2 minutes 30 seconds of the respective round will define the 'half' to determine under or over.
8. Fight of the Night/Performance of the Night: Dead Heat rules will apply if three or more of the named fighters are awarded Performance of the Night or if two or more of the named fights are awarded Fight of the Night.
9. Quickest Fight of the Night: This market is settled on the official times from www.ufc.com and the winner is settled as whichever fight finishes in the least amount of time. Dead Heat rules apply if two fights finish after the same amount of time.
10. Most Significant Strikes: Most significant strikes refer to all strikes at distance and power strikes in the clinch and on the ground. Results for the Most Significant strikes is determined

and officially calculated by www.fightmetric.com. In the event of a draw all bets will be void and stakes returned.

11. Most Takedowns: The Most Takedowns is determined by the fighter with most number of takedowns per fight.
12. Most Takedowns: The Most Takedowns is determined by the fighter with most number of takedowns per fight.
13. Points Handicap: Any fighter who wins before the fight goes its scheduled distance is declared the winner. If the fight goes to a decision, then the cumulative scored of all three judges will be used to determine the winner. If the fight is a no contest, the market will be void.
14. Round & Method Combo: The winning selection will be determined based on what Round the Fight ends and the Method of Victory. Bets will be deemed losers if the fight ends in a decision.

Volleyball

1. All bets paid on the official result as per the governing body.
2. Match must run to completion for bets to stand.
3. Any points tallied during the so called 'Golden Set' (aka 6th Set) will not count for settlement of that particular match.

Yacht Racing

1. Outright markets (including Handicap Betting) are conducted on an "All-In" basis.
2. All bets are settled as per podium placing. Post-podium, ClutchBet does not recognise overturned decisions for betting purposes.