



CopyBet UK LTD

# Sportsbook Rules

*Updated on January 2026*

## Sportsbook rules January 2026

### **All Sports**

#### **Bet Confirmation**

Bets will not be valid if there are insufficient funds in your account.

A bet that you request will only be valid once accepted by SCGO LTD servers. Each valid bet will receive a unique transaction code/ID. **CopyBet UK Ltd** shall not be liable for the settlement of any bets, which are not issued with a unique transaction code/ID. If you are unsure about the validity of a bet, please check your account history or contact us.

Should a dispute arise, you and **CopyBet UK Ltd** agree that the SCGO LTD transaction log database will be the ultimate authority in such matters.

#### **Settlement of Bets (All Sports)**

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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

For markets that are already determined, in the event of early abandonment, cancellation, suspension, etc. any bets accepted on these markets will stand. For example, if a football match is abandoned and the score is 2-1, bets on over/under 0.5, 1.5, and 2.5 will stand, any other lines are declared void/returned.

Bets on markets not determined, even where a natural conclusion would cause an indisputable result, are void.

#### **Resulting and Pay-out**

All bets and wagers are subject to these Betting Rules.

**CopyBet UK Ltd** reserves the right to suspend a market and/or cancel any bet/wager at any time. When a market is suspended any bets entered will be rejected. **CopyBet UK Ltd** also reserves the right to cease betting on any markets at any time without notice.

The “Possible Win” or “To Return” calculation available on the website is for information purposes only, and all bets will be calculated using the stake at the odds

accepted. In multiple bets with a void selection(s) the “Possible Win” or “To Return” figure is reduced in line with this selection being removed only.

Should a customer include a non-runner or void selection in a multiple bet, the bet will be settled on the remaining selections only.

Winnings from resulted bets are added to the balance of your betting account. Any funds/winnings credited to an account in error are not to be considered available for use, and **CopyBet UK Ltd** reserves the right to void any transactions involving such funds and/or withdraw the relevant amount from your account and/or reverse the transaction, either at the time or thereafter when found.

**CopyBet UK Ltd** reserves the right to withhold payment and to declare bets on an event void if we have evidence that the following has occurred: (1) the integrity of the event has been questioned; (2) the price(s) has been manipulated; or (3) match fixing has taken place. Evidence of the above may be based on the size, volume or pattern of bets placed with **CopyBet UK Ltd** across any of our betting channels. A decision given by the relevant governing body of the sport in question (if any) will be conclusive. If any customer owes any money to **CopyBet UK Ltd** for any reason, **CopyBet UK Ltd** have the right to take that into account before making any payments to that customer.

In the case of a series of bets being placed by individuals or a syndicate to manipulate Betting Rules, **CopyBet UK Ltd** have the right to withhold/stop payment or winnings until such a time as **CopyBet UK Ltd** are satisfied no Rules have been broken.

For events where there is no official 'off' declared, the declared original start time of the event will be deemed the 'off'. If for any reason a bet is accepted after an event or match has started (other than In-Play/Live betting clearly indicated on the website), bets will stand if the final outcome is not known, and that no participant/team has gained any material advantage from this at the time the bet was placed. If the outcome of an event/market is known **CopyBet UK Ltd** reserves the right to void and return the bet, win or lose. Disputes over times bets are placed will be settled using the transaction logs on our servers. All times stated on the website and/or referred to by **CopyBet UK Ltd** staff relate to UK Time unless stated otherwise.

In-Play/Live betting - where we have good reason to suspect that a bet is placed after the outcome of an event/market is known, or after the selected participant or team has gained a material advantage (e.g. a score, sending off etc) **CopyBet UK Ltd** reserve the right to void (or return) the bet, win or lose.

If for any reason **CopyBet UK Ltd** are unable to properly validate the outcome of a particular market (e.g. due to loss of information), all bets will be void, unless resulting of bets is already previously determined.

Bets for markets that are “All in, run or not” mean that generally, there are no refunds for non-runners, non-participation or non-qualifiers.

## **Dead Heat Rules**

If two or more selections are joint winners dead heat rules may be used to settle bets. Effectively when you have a dead heat, one part of your bet is treated as a winner (50%), and one part as a loser (50%). In a four-way dead-heat, one part (25%) would be a winner, and three parts (75%) would be losers.

Dead heats can also happen not just for first place so in a market with each way betting then dead heats can occur for 2<sup>nd</sup>, 3<sup>rd</sup> etc. This can be a common occurrence in events such as golf tournaments which will affect the place part of the bet, top ten, top twenty, etc. In such instances calculation is based upon the number of places remaining divided by number of participants involved in the dead heat.

## **Errors and Mistakes**

Whilst every effort is made to avoid errors or mistakes, sometimes they can still occur due to human error or system problems. Obvious errors, also referred to as palpable errors, or omissions in respect of the announcing, publishing or making of markets, prices, handicaps, or results sometimes occur despite our efforts to ensure total accuracy.

In the event that we make an obvious error, which occurs when the odds/terms offered are materially different from that available in the general market and/or are clearly incorrect given the probability of the event occurring, we reserve the right to amend that error and settle bets at the correct odds/terms available when the bet was struck.

If we have made an obvious error on the odds/terms of a bet placed on an in-play/live market, we will settle that bet at the accurate odds/terms of that selection and/or bet at the time of bet placement.

If we have made an obvious error on a bet placed on a market offered before an event has started, then the following will take place: - If more advantageous odds/terms have been applied at the time of bet placement, we will settle the bet at the accurate odds/terms at the time of bet placement or, on condition that verification is provided, at the best odds/terms available. If less advantageous odds/terms have been applied at the time of bet placement, we will settle that bet at the accurate odds/terms of that selection and/or bet at the time of bet placement.

We will make every effort to inform clients before the event starts of an obvious error in markets, prices, handicaps, or terms, but this may not be possible in all cases.

We use various data providers when forming our markets on the events that are covered on the website and some errors or mistakes in teams or participant names may occur. Bets will stand unless the error or mistake makes a fundamental difference to the composition of the markets (for example, Bristol Rovers instead of Bristol City) in which cases we reserve the right to void any bets on the event.

## **Cash Out Feature**

### **What is Cash Out?**

Cash Out gives you more control over your bets and gives you the opportunity to take a return before an event has finished, even if your bet goes on to lose. You can cash out a bet fully or partially. You can choose to Cash Out your bet at any time and take the potential winnings on offer. If you choose to Cash Out, the amount offered will be settled and the final result relating to your bet will have no impact on the amount returned to your account.

The amount offered will depend on the performance of your selection(s) and may be higher or lower than your original stake enabling you to guarantee a profit or minimise a potential loss.

### **When is Cash Out available?**

Cash Out is available on selected events, fixtures and markets both pre-match and In-Play/Live, on single and multiple bets, for a variety of sports including Football, Tennis and Basketball. You can see the special logo (\$) on the markets while making bets. If the (\$) is not displayed, Cash Out is not available on that sport or market. Should you wish to Cash Out, all you need to do is click on the (\$) or "Cash Out" button located in your open bet or bet history details.

Where Cash Out is available pre-event and we do not cover the event In-Play/Live then Cash Out will be unavailable once the event starts.

You can also Cash Out on your mobile or tablet – simply select the "Open Bets" or "Bet History" sections of the "History" section of your account and select the "Cash Out" tab to show your eligible bets. Once there you can the Cash Out button below your selection and confirm your decision to settle the bet early.

### **Partial Cash Out**

If you would like to partially Cash Out your bet, simply use the slider on the Cash Out popup to adjust your original stake amount to the amount you want to Cash Out. Once you have selected the correct amount, click "Cash Out". The remainder of your stake will be settled in accordance with the final result relating to your bet.

### **Terms and Conditions**

The Cash Out feature is available on selected sports, events, fixtures and markets both pre-match and In-play/live, on single and multiple bets, for a variety of sports including Football, Tennis and Basketball.

A time delay in accepting a Cash Out or Partial Cash Out request is in place. If a price changes or a market suspends then the request may not be successful.

If the Cash Out or Partial Cash Out request is successful, this will be displayed, and the bet will be settled immediately, except in the case of bets partially cashed out.

The actual final result of the related market will have no impact on the Cash Out or Partial Cash Out amount.

The Cash Out or Partial Cash Out amount offered at any time is the total amount that will be returned to your account if successful.

Some **CopyBet UK Ltd** offers will not be applied where the Cash Out feature has been used. See Terms and Conditions for each offer for details.

All free bets are unavailable for Cash Out or Partial Cash Out.

Any bets that are settled using Cash Out or Partial Cash Out will not count towards the turnover requirement of any offer.

**CopyBet UK Ltd** cannot guarantee that the Cash Out feature will be available on your bet selection. Where Cash Out is available pre-event and we do not cover the event In-Play/Live then Cash Out will be unavailable once the event starts.

**CopyBet UK Ltd** will not be responsible if the Cash Out feature is not available for technical reasons and bets will stand as originally placed during any such period. **CopyBet UK Ltd** reserves the right to accept or decline any bet/wager requested for any sport, competition, market or bet type that is included in the Cash Out feature. **CopyBet UK Ltd** reserves the right to amend, suspend or remove the Cash Out feature at any time for any event, fixture or market. Any bets placed on such events, fixtures or markets will stand as originally placed. **CopyBet UK Ltd** reserves the right to reverse the settlement of a Cash Out or Partial Cash Out if the bet or a market is settled in error.

### **Individual sports rules**

#### **American Football**

Includes NFL, NCAA College Football, WLAF, UFL, CFL and Arena Football. If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void. In 2-Way Markets Push Rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

Pre-Game Bets (Game Lines Including 2nd Half/4th Quarter Bets) INCLUDE Overtime Unless Stated Otherwise

There must be 5 minutes or less of scheduled game time left for bets to have action, unless the specific market outcome is already determined, unless stated otherwise. All NFL match markets and pre-game props will be settled according to game stats on [www.nfl.com](http://www.nfl.com) published on day of the game. Subsequent amendments do not affect settlement.

For all spreads and totals bets, Tie or Push rules apply.

#### **1<sup>st</sup> Half/Fulltime or Double Result**

Predict the result at half-time and end of regulation time. The game must be completed for bets to have action. This market EXCLUDES overtime for settlement. For pre-game props the game must be completed for bets to have action, unless settlement of bets is already determined.

#### **Team Totals, Odd or Even**

Zero score by a team will count as Even for settlement purposes.

#### **First Offensive Play of the Game**

This market is determined by the first offensive play from scrimmage (excluding Penalties). In the event of the kick-off being returned for a touchdown then bets will stand for the following kick-off. Incomplete or intercepted passes and QB Sack or Fumble will stand as a Pass Play. A fumble on exchange to the RB will stand as a Run Play.

### **Total Offensive Yards**

Settlement is based on the Net Yards for both teams (includes sack yardage lost).

### **Team to Gain Most Passing Yards**

Settlement is based on the most gross yards thrown.

### **Team to Gain Most Rushing Yards**

Settlement is based on the most Total Rushing yards gained (includes negative yardage).

### **Penalties**

All Penalty markets are based on the Penalty being accepted. Declined Penalties do not count.

### **Player Props/Performances**

Bets stand or 'are action' if player competes in one Down. Player match-ups stand or 'are action' if both players compete in one Down. Push/Tie rules apply.

For the following markets your player must be dressed/active for bets to stand (as per the official NFL Game Book):

### **First/Last and Anytime Touchdown Scorer**

Forecast the name of the scorer of the first/last/anytime touchdown in the game, or whether no touchdown will be scored. A player must participate in one play or down for bets to stand.

### **Touchdown / Field Goal Markets (including 'Time of First', 'Longest Scored' and 'Team to Score Longest')**

In the event of no score (via the specified method) where this option was not available to bet on then all bets will be void

### **Pre-Game Prop Bets Which EXCLUDE Overtime**

For the following markets the game must be completed for bets to stand/have action:

### **1<sup>st</sup> Half/Full Time or Double Result**

Predict the result at half-time and end of regulation time.

### **In-Play/Live Game Bets/In-Play/Live Half Bets/In-Play/Live Quarter Bets**

INCLUDE Overtime Unless Stated Otherwise

The game or relevant quarter/half must be completed for bets to stand/have action, unless settlement of bets is already determined.

For settlement purposes:

**Half bets** (2nd half will include any points scored in Overtime if played unless otherwise stated)

**Quarter bets** (4th quarter will include any points scored in Overtime if played unless otherwise stated)

### **1<sup>st</sup> Half/Full Time or Double Result**

Excludes overtime if played.

### **Season Props**

All season props are based on the regular season matches only. Players stats stand irrespective of any trades during the regular season, but players must play one regular season snap for bets to stand

### **Futures/Season Bets**

Super Bowl winner, Conference Outright and Divisional Outright bets stand regardless of the length of the season.

NFL regular season wins and match-ups are based on teams completing all scheduled regular season games, and for CFL all scheduled regular season games, unless the remaining games during the course of the season do not affect the result. AFC/NFC Conference winners are determined by the teams progressing to the Super Bowl.

NFL Divisional winners are determined by games won during the regular season (NFL tie-break rules apply).

Conference Wildcard winners are the teams who qualify for the post-season via the NFL's Wildcard selection.

Conference Number One Seed winner is the team designated by the NFL as the team who will have Home Field advantage throughout the playoffs.

NFL/NCAAF regular season wins and match-ups are based on teams completing the minimum number of games specified.

CFL to Reach Grey Cup - The team that progresses to the Grey Cup Final will be deemed the winner of the respective division.

### **Conference/Division Betting**

Teams participating in an outright tournament are grouped in conferences and divisions. For example, the NFL is grouped into 2 conferences (American Football Conference and National Football Conference) each containing 4 divisions (North, East, West and South). Prices are offered for each participating team to win their respective division and conference and other specials based upon these divisions or conferences.

### **Australian Rules**

All match markets will be settled including overtime if played unless otherwise stated. Regulation time must be completed for bets to stand unless otherwise stated. If the duration of a match is changed by the governing body prior to the commencement of play, the revised game length will be regarded as the official regulation time for this match, and all bets will stand as long as this new regulation time is completed.

### **Match Betting**

If any match ends in a draw/tie, including overtime if played, then stakes will be refunded unless a price is offered for the draw/tie. Bets will be settled on official AFL result only.

### **Matches not Played as Listed**

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

### **Quarter Betting (Live and Pre Match)**

For all quarter betting, in the event of a specific quarter not being completed, bets will be void, unless the specific market outcome is already determined. If a game goes to overtime, then this will be included for settlement purposes (considered a continuation of the 4th quarter).

### **Half Betting (Live and Pre Match)**

For all half betting, in the event of a specific half not being completed bets will be void, unless the specific market outcome is already determined. If a game goes to overtime, then this will be included for settlement purposes (considered a continuation of the 2nd half).

### **Half time/Full Time or Double Result**

Predict the outcome of the specified match at half-time and full-time including overtime if played.

### **Team to Score First**

The market covers any score e.g. Goal/Behind for settlement purposes.

### **Team to Score First Goal**

The market covers Goal only for settlement purposes.

### **Season Betting**

With the exception of Premiership winner, AFL seasonal markets offered will be regular season only, and based on the official AFL ladder.

If in any market teams are tied, the winner will be deemed the team with the best percentage. (worst percentage for Wooden Spoon).

Most Losses (Regular Season) - Settled on the team recording the most losses during the regular season. In the event of two or more teams recording the same number of losses, the winner will be determined as the team with the worst for and against differential. Regular Season must be completed for bets to stand.

## **Badminton**

Outright Betting is all-in compete or not.

Where applicable the podium presentation will determine the settlement of bets.

Subsequent disqualifications and/or appeals will not affect bets.

To Win Match - In the event of any of the named players in a match changing before the match starts then all bets void.

In the event of a match starting but not being completed then all bets will be void, unless the specific market outcome has already determined. Bets on markets not determined, even where a natural conclusion would cause an indisputable result, are void.

For example, a game is abandoned at 20-17: bets on Over/Under 37.5 Game - Total Points are void even though any natural conclusion to the game would have yielded at least 38 points.

In-Play /Live Point Betting is offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.

**Current/Next Game Leader After:** If the quoted number of points is not reached in the specified Game, then the team/player who wins the Game will be settled as the winner.

## **Bandy**

### **Game Betting**

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

A game must be completed in full for bets to stand, unless settlement of bets is already determined.

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

**Pre-Game Bets** - All pre-game bets exclude overtime, if played, unless otherwise stated.

**In-Play/Live Game Bets EXCLUDE Overtime Unless Stated Otherwise**

**To Win after Overtime/Shootout Winner** - Includes overtime/shootout.

If a game is changed from 2 x 45 minute halves, to 3 x 30 minute periods then bets on the game will stand, unless stated otherwise.

**To Lift the Trophy/To Qualify** - Includes overtime/shootout.

**Next Penalty** - Includes shootout.

**In-Play/Live Half Bets EXCLUDE Overtime**

The designated half must be completed for half bets to stand, unless settlement of bets is already determined.

For half bets, if a game is changed from 2 x 45 minute halves, to 3 x 30 minute periods then bets will be void.

**In-Play/Live 10 Minute Bets EXCLUDE Overtime**

The designated 10 minute match duration must be completed for bets to have action, unless the specific market outcome is already determined

For settlement purposes the following websites and box score details will be used to determine settlement times:- Bandy World Championships [www.worldbandy.com](http://www.worldbandy.com)

## **Baseball**

**Non-MLB Baseball (including Minor League Baseball)** - Pitchers are not listed and all bets stand/are action regardless of who pitches for each team. "8½ innings rule" applies although in the event of a Mercy Rule being called, all bets will stand on the

score at the time. For 7 innings games played as part of a doubleheader the 6½ inning rule will apply.

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

### **Matches Not Played as Listed**

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

### **Pre-Game Bets/Lines**

All pre-game bets include extra innings unless otherwise stated.

Where Mercy Rule is applied, all bets will stand on score at the time.

3/5/7 Innings Totals - Bets will be settled based on the score after 3/5/7 full innings, unless the total quoted has already gone over quoted total. Where this occurs, all bets will be settled as follows - over bets on quoted total will be settled as winners, with under bets on quoted total being settled as losers.

3/5/7 Innings Line - Bets will be settled on the result after the first 3/5/7 innings of a game have been completed, unless the team batting second is already ahead (with any run line applied) at the middle of the relevant inning, or scores to go ahead (with any run line applied) in that inning, in which case the team batting second will be settled as the winner.

### **Pre-Game Props Including Player Props**

Where Mercy Rule is applied, all bets will stand on score at the time.

Pitcher markets – The selected player must be in the official starting line-up and throw a pitch for bets to stand

Batter Markets – The selected player must be in the official starting line-up and make one plate appearance for bets to stand

Extra innings count unless specified otherwise.

All 1st Innings Props - 1st inning must be completed for bets to have action, unless settlement of bets is already determined.

Game Total Odd/Even - If the combined score is zero then bets will be calculated as Even.

Team Total Odd/Even - If team score is zero then bets will be calculated as Even.

Winning Margins - Subject to 8 ½ innings rule. Settlement includes extra innings for MLB; for non-MLB where a game can end in a Tie, then that option is available. If an MLB game ends in a Tie when a game is called/suspended bets will be void.

Lead After x Innings - Bets will be settled on the result after the first x innings have been completed, unless the team batting second is already ahead at the middle of the relevant inning, or scores to go ahead in that inning, in which case the team batting second will be settled as the winner.

**Double Header**

If two matches are played in one day involving the same teams, and odds are offered for only one game the result shall be credited on the first game by start time.

**Money Line**

Subject to 4½ innings rule.

**Run Line/Alternative Handicap**

Subject to 4½ innings rule.

**Pre-Game Totals/Alternative Totals**

Subject to 4 ½ innings rule EXCEPT where the game total has already gone over, (if game total has already gone over the quoted total, then bets on the over will be settled as winners, with bets on the under settled as losers).

**Team Totals**

Subject to 4 ½ innings rule EXCEPT where the team total has already gone over, (if team total has already gone over the quoted total, then bets on the over will be settled as winners, with bets on the under settled as losers).

**To Go To Extra Innings**

The end of the 9th inning must be complete for bets to have action. If the score is tied after 9 innings, then this market will be settled as Yes even if the extra innings are not played due to the game being called/suspended.

**To Win Inning (Current/Next)**

Top and bottom of the specified inning must be completed unless the team batting second in the specified Inning is winning when game is called/suspended.

**Inning Run Line (Including Alternatives)**

Top and bottom of the specified innings must be completed for bets to have action, unless the team batting second in the specified Inning has already covered the run line and cannot be overtaken.

**Inning Total (Including Alternatives)**

Top and bottom of the specified innings must be completed for bets to have action, unless the Total quoted has already gone over at time the game is called/suspended.

**A Score in the Inning (Current/Next)**

Top and bottom of the specified inning must be completed, unless settlement of bets is already determined.

**Leader After 'X' Innings**

Top and bottom of the specified inning must be completed for bets to have action, unless team batting second leads and cannot be overtaken at time the game is called/suspended. In the event of a mercy rule being applied, any incomplete innings leader markets, will be deemed to be won by match winner.

**Race to Markets/Team Totals/Total Hits**

8½ innings rule applies unless settlement of bets is already determined, or if the natural conclusion of the game would have meant the outcome of bets would be determined. Specifically, for MLB Spring Training matches settlement will be based on 9 innings only, in instances when the natural conclusion rule could apply. If a tied game is called or suspended and the natural conclusion of a game requires a winner, then bets on the relevant Race To quote will be made void. E.g. MLB game is called, or suspended at 3-3 after 10 innings, all bets on Race To 4 will be void. Race to 5/6/7 bets would be settled as Neither.

### **Winning Margin**

Subject to 8½ innings rule. Settlement includes extra innings for MLB; for non-MLB where a game can end in a Tie, then that option is available. If an MLB game ends in a tie when a game is called/suspended bets will be void.

### **In-Play/Live**

Where Mercy Rule is applied, all bets will stand on score at the time.

Total Runs-8.5 innings rule applies

All bets stand/are action regardless of pitching changes.

Extra innings count, unless stated otherwise.

### **“8.5/6.5/4.5” Innings Rules**

#### **“8.5 inning rule” Run Line betting**

The game must go at least 9 full innings (or 8½ innings if the team batting second is ahead) for bets to have action. However, in the event of a Mercy Rule being called, all bets will stand on the score at the time. Please note that suspended games do not carry over (with the exception of MLB play-off games - see specific rule).

#### **“6.5 inning rule” Run Line betting (for 7 innings games)**

The game must go at least 7 full innings (or 6½ innings if the team batting second is ahead) for bets to have action. However, in the event of a Mercy Rule being called, all bets will stand on the score at the time. Please note that suspended games do not carry over.

#### **“4.5 inning rule” Money and Total Line**

There must be at least 5 full innings of play unless the team batting second is leading after 4½ innings, for bets to stand. If the game is called, or suspended, after this point of the game is reached, then the winner is determined by the score at the time the game is called. Please note that suspended games do not carry over (with the exception of MLB play-off games - see specific rule). However, in the event of a Mercy Rule being called, all bets will stand on the score at the time.

### **Futures Betting - General Rules**

#### **Outright, Pennant and Divisional Betting**

All bets stand regardless of team relocation, team name change, season length or playoff format based on official results from the respective governing body.

## **Regular Season Wins/Match-Ups**

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

## **Regular Season Specials**

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

### **“Pitcher number of wins” markets**

Refers to the number of wins credited by the MLB official scorers.

### **To Win Pennant**

The team that progresses to the World Series will be deemed the winner of the pennant.

### **Series Betting**

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

## **Wildcard Betting**

The teams that progress to the MLB Playoffs via the wild card position will be deemed the winner.

## **Basketball**

These rules are also applicable to E-Basketball

### **Game and Prop Betting**

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

If a match venue is changed, bets already placed will stand providing the home team is still designated as such.

If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.

There must be 5 minutes or less of scheduled game time left for bets to stand/have action, unless the specific market outcome is already determined.

Specifically, for the ‘3x3 or Streetball’ match version of the sport, settlement will be based on official competition rules (the winner is deemed the first team to score 21 or the team with the highest score at the end of the designated 10 minutes period). A tie in regulation time leads to an untimed overtime period, which is won by the first team to score two points in overtime.

In 2-Way Markets Push rules apply unless otherwise stated below. Stakes on single bets are returned/void, and in multiples/parlays the selection is treated as a non-runner (returned/void).

If there are markets offered for regular time including the option 'Draw' then overtime(s) will not count.

Match Winner; when offered bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

### **Pre-Game Bets, Including Game Props**

All pre-game bets include overtime unless otherwise stated.

### **Overtime For Multi Match Fixture/Tie**

If after a multi match fixture/tie scores are cumulatively level, overtime or any other form of tie breaker used to determine who progresses is not included for that specific match.

For example, if match/game 1 is 61-50 and match game 2 is 52-63, the 'overtime' played at end of match/game 2 is ignored for betting purposes on match/game 2.

### **Player Statistics/Match-Ups/Performances**

Betting is available on the performance of a named player in a variety of achievements e.g. points, rebounds, assists, blocks, fouls free throws etc Push rules may apply.

Relevant players must be dressed and see court-time for bets to stand/have action or if the indicated player does not participate at all in the match, all bets are void/returned Overtime counts for any player props unless specified otherwise.

Individual player's performances are matched for betting purposes in a player match-up. Handicaps may be used and are applied to each player's actual score to determine the result. Push rules may apply.

Double Double/Triple Double - Double/Double, player must record 10 or more in two of the following 5 statistical categories. Triple/Double, player must record 10 or more in 3 of the following 5 statistical categories: Points, Rebounds, Assists, Blocked Shots, Steals.

### **Wire-To-Wire**

This market is betting on will a team be leading the game at the end of each of all of the quarters. Bets on a named team will be lost if they are not leading outright at end of all quarters. Where offered, "Any Other Result" will be the winning selection in this market if scores are tied or different teams are leading at the end of any quarter.

### **In-Play/Live Game Bets**

If a game is postponed or cancelled after the start there must be 5 minutes or less of scheduled game time left for bets to stand/have action.

### **In-Play/Live Half Bets**

The first half must be completed for first half bets to stand/have action. If a game is postponed or cancelled after the start, for game and second half bets there must be 5 minutes or less remaining for bets to have action, unless settlement of bets is already determined.

### **In-Play/Live (4<sup>th</sup>) Quarter Bets**

The quarter must be completed for bets to stand/have action, unless settlement of bets is already determined.

### **NBA Futures/Tournament Props**

**Regular Season Wins/Match-Ups** - Team must complete all scheduled regular season games for bets to have action unless the remaining games during the course of the season do not affect the result.

**To Win Division** - NBA tie-break rules apply.

**To Win Conference** - The team that progresses to the NBA Championship will be deemed the winner of the conference.

**Settlement of all markets** will be determined by official rankings and statistics provided by tournament governing bodies, e.g. NBA, FIBA.

### **Outright, Division, Conference and Regional Betting**

All bets stand regardless of team relocation, team name change or season length.  
**Series Betting**

Bets are settled according to the official result.

### **Beach Football/Soccer**

All bets are calculated based on 36 minutes game time, 3 periods of 12 minutes each unless stated otherwise.

Added time and penalty shootout are taken into account only for bets without draw offered in regulation game time, team to progress, tournament winner etc

The match will stand if play has been at least 24 minutes. All bets are calculated on the basis of the results at this point.

**Match Winner**; where offered, bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

### **Beach Volleyball**

Outright Betting is all-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

If the venue of the match (of the sport ground) changes, all bets stand.

If one of the announced participants in the pair is replaced before the start of the match, all bets on this match are refunded.

In the event of a match starting but not being completed then all bets will be void, unless the specific market outcome is already determined. Bets on markets not

determined, even where a natural conclusion would cause an indisputable result, are void.

For example, a set is abandoned at 18-17: bets on Over/Under 35.5 Set - Total Points are void.

**Current/Next Set Leader After:** If the quoted number of points is not reached in the specified set, then the team who wins the set will be settled as the winner.

## **Bowls**

Non-runner no-bet. The event must start within seven days of the scheduled start for bets to stand. Outright markets may be subject to a Rule 4 deduction.

## **Match Betting**

A match must be played within 24 hours of the original scheduled start time for bets to stand. If a match does not take place for any reason (e.g. a player withdraws injured) all pre-match bets will be void, and stakes returned. In the event of a match starting but not being completed then the player progressing to the next round will be deemed the winner.

## **Boxing/MMA/UFC**

Bets on postponed fights will stand for 30 days. If either fighter is replaced with another fighter all bets will be void and stakes returned.

For betting purposes, the fight is deemed to have started when the bell is sounded for the beginning of the 1st round.

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

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

## **Money Line/To Win the Fight (2-way)**

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).

All bets will have action/stand regardless of changes to number of rounds to be fought.

## **Fight/Bout Betting (3-way)**

Price for draw is offered. 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).

All bets will have action/stand regardless of changes to number of rounds to be fought.

## **Fight Outcome 5-Way / Exact Method of Victory**

Settlement will be based on the official declared result.

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

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

## **Individual Fighter A or B by Decision**

This is calculated on any of the following Technical, Majority, Split or Unanimous decision. This also includes disqualification.

All bets will stand/have action regardless of changes to the number of rounds to be fought.

## **Total Rounds**

For Boxing (3 minute rounds, settlement purposes) where a half round is stated then 1 minute 30 seconds of the respective round will define the half to determine under or over.

For UFC (5 minute rounds), where a half round is stated then 2 minute 30 seconds of the respective round will define the half to determine under or over.

If for any reason the number of rounds in a fight is changed then bets on round betting already placed will be void and stakes returned.

## **Round or Group of Rounds Betting**

If for any reason the number of rounds in a fight is changed then bets on round betting already placed will be void and stakes returned.

For betting purposes betting on rounds or groups of rounds is for a fighter to win by KO, TKO or disqualification during that round or group of rounds. In the event of a Technical Decision (using scorecards) before the end of the fight all bets will be settled as a win by Decision.

## **Punch Statistics Markets**

Settlement of the markets listed below will be determined by Compubox provided data according to their definitions of individual statistics as detailed:-

Thrown Punches – Any punch attempt at the scoring area of an opponent. The scoring area consists of the head and torso.

Jab – A straight punch with a fighter's lead hand.

Power Punch – Any non-jab punch such as uppercuts, crosses and hooks.

Landed Punches – A punch that lands inside the scoring area. A landed punch can be a deflected punch as well as a direct hit, providing it ultimately connects to the scoring area.

Head/Body Punch Landed – Includes Jab and Power Punches categorised based on where in the scoring area the punch lands.

Total Punches Thrown – Fight and Round Totals (including Fighter and Milestones)  
Total Punches Landed – Fight and Round Totals (including Fighter and Milestones)  
Total Jabs Thrown – Fight and Round Totals (including Fighter and Milestones)  
Total Jabs Landed – Fight and Round Totals (including Fighter and Milestones)  
Total Power Punches Thrown – Fight and Round Totals (including Fighter and Milestones)  
Total Power Punches Landed – Fight and Round Totals (including Fighter and Milestones)  
Total Body Punches Thrown – Fight and Round Totals (including Fighter and Milestones)  
Total Body Punches Landed – Fight and Round Totals (including Fighter and Milestones)

For Round related markets, in the event the fight ends prior to the round the bet has been placed on, bets will be settled as losers.

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

## In-Play/Live

### Boxing

#### **Fight Winner 3-Way**

Includes price for the draw

#### **Money Line/Fight Winner 2-Way**

Bets are returned/void if a draw.

#### **Total Rounds 2-Way**

Full round quotes are used. The Round in which the fight ends will be used for settlement purposes. In the event of a fighter retiring on his stool between Rounds e.g., 6 and 7, it will count as Round 6 for settlement purposes i.e. the last fully completed round.

#### **Fight To Go the Distance**

For settlement purposes the official designated number of rounds must be fully completed for bets to be settled as Yes.

#### **Knockdown Markets (To Score/Total etc)**

For settlement purposes a knockdown is defined as a fighter being KO'd or receiving a mandatory 8 count (anything deemed a slip or other by the referee will not count).

## MMA

#### **Fight Winner 3-Way**

Includes price for the draw.

#### **Money Line/Fight Winner 2-Way**

Bets are returned/void if a draw.

### **Total Rounds 2-Way**

Full round quotes are used. The Round in which the fight ends will be used for settlement purposes. In the event of a fighter retiring on his stool between Rounds e.g., 2 and 3, it will count as Round 2 for settlement purposes i.e. the last fully completed round.

### **Fight to Go the Distance**

For settlement purposes the official designated number of rounds must be fully completed for bets to be settled as Yes.

### **Winning Method**

Bets will be settled on the official result immediately after the fight via [www.ufc.com](http://www.ufc.com)

### **Knockdown Markets (To Score/Total etc)**

For settlement purposes a knockdown is defined as a fighter being KO'd or receiving a mandatory 8 count (anything deemed a slip or other by the referee will not count).

## **Cricket**

### **All Matches**

#### **Matches not Played as Listed**

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

#### **1st Over Total Runs**

Prices will be offered for the total runs scored during the 1st over of the match. Extras and penalty runs will be included. The over must be completed for bets to stand unless settlement is already determined.

#### **1<sup>st</sup> Over – A 4 Scored**

The over must be completed for bets to stand unless settlement is already determined. This market relates to the batting team and includes any delivery for which a batter is credited with EXACTLY four runs (includes All-Run/overthrows. Extras do not count)

#### **1<sup>st</sup> Over – A 6 Scored**

The over must be completed for bets to stand unless settlement is already determined. This market relates to the batting team and includes any delivery for which a batter is credited with EXACTLY six runs (includes All-Run/overthrows. Extras do not count)

#### **1<sup>st</sup> Over – A Boundary Scored**

The over must be completed for bets to stand unless settlement is already determined. This market relates to the batting team and only includes runs scored by reaching the boundary for four or six runs (excludes All-Run/overthrows. Extras do

not count)

### **Team/Batter to Score a Fifty/Hundred in the Match (Pre-Match)**

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined. For settlement purposes any batter score of 50 or above will count.

Twenty20 Matches - The full 20 overs for each team.

One Day Matches - At least 40 overs for each team.

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

The Hundred – all 100 balls must be bowled.

### **(Team) Top Batter/Bowler**

Bets are for the whole match. Bets placed on any player not in the team starting XI in the match are void. Players appearing as a substitute fielder are void. Bets on players who are selected but do not bat or bowl will be calculated/settled as losers. In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. If wickets and number of runs conceded are the same then dead heat rules will apply.

### **Top Batter/Bowler**

Bets are for the whole match from both teams. Bets placed on any player not in either starting XI in the match are void. Players appearing as a substitute fielder are void. Bets on players who are selected but do not bat or bowl will be calculated/settled as losers. In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. If wickets and number of runs conceded are the same then dead heat rules will apply.

### **Highest Indiviudal Score**

Is the highest individual score in the match by one player. If a match with multiple innings for a team/player it is not cumulative. Player scoring 142 and 80; result is 142 not 222.

Bets are void if following overs/balls are not scheduled; T20 Matches, full 20 overs, One Day Matches, at least 40 overs for each team. 100 Ball matches, full 100 balls for each team. Test and First Class Matches, minimum of 200 overs bowled.

### **Player Of The Match**

Bets will be settled on the officially declared Player Of The Match. Bets stand on a reduced game if there is an official Player Of The Match. Dead Heat Rules may apply.

### **Batter Match Runs (Pre-Match)**

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth-Lewis counts) otherwise all bets are void, unless settlement of bets is already determined.

Twenty20 Matches - The full 20 overs for each team.

The Hundred – all 100 balls must be bowled.

One Day Matches - At least 40 overs for each team.

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

### **Most Run Outs 3-Way (Pre-Match)**

Prices will be offered on which team creates the most run-outs whilst fielding. If a match is abandoned due to outside interference, then all bets will be void unless settlement is already determined. If a match is reduced in overs and a match result is reached, then the team who effected most run-outs whilst fielding regardless of the amount of overs bowled will be the winners. In matches determined by a Super-Over any run out during the Super-Over will not count for settlement purposes. In Test and First Class Matches all innings of the match will count.

### **Named Bowler Wickets**

Bets on players who do not play will be returned. Bets on players who play but do not bowl, bets will stand.

### **1st Innings Score (Pre-Match)**

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

Twenty20 Matches - The full 20 overs for each team.

The Hundred – all 100 balls must be bowled.

One Day Matches - At least 40 overs for each team.

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

### **Total Match Runs, Most Match Sixes or Fours/Total Match Sixes or Fours (Pre-Match)**

If a match is abandoned due to outside interference, then all bets will be void, unless settlement is already determined.

Test and County Championship matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined.

Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined.

The Hundred - the match must be scheduled for the full 100 balls and there must be an official result unless settlement of bets is already determined

One-Day matches where the number of overs has been reduced and the outcome has not already been determined then bets will be void.

In matches decided by a Super-Over, runs, fours or sixes hit during the Super-Over will not count for settlement purposes.

Outside interference does not include weather events.

If an equal number of sixes are scored (includes none) then all team sixes markets will be void unless the Tie/Draw was offered

#### **Team to make Highest 1st 6/10/15 Overs Score (Pre-Match)**

If both teams do not complete the stated number of overs due to external factors or adverse weather then bets will be void, unless settlement is already determined. In the event of a tie, bets will be void.

#### **Current/Next Innings Runs Odd/Even**

Extras and Penalty runs will be included for settlement purposes.

#### **Next/X Over Total Runs or Odd/Even Market**

Extras and penalty runs will be included. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to inclement weather in which case all bets will be void. A maiden, or zero runs, will be calculated as Even.

#### **Next Batter Out/To be Dismissed**

If either batter retires hurt, is recorded as "retired not out" or the batter at the crease is different from those quoted, then all bets placed on both batters will be made void and stakes returned.

If no further wickets fall then all bets will be void and stakes returned.

#### **1<sup>st</sup> Scoring Shot Of The Match**

This is determined by the first runs scored which are credited to a batsman and may include over-throws. Extras do not count (Byes-b, Leg Byes-lb, Wides-w, or No Ball = nb)

#### **In-Play/Live Runs in First 'X' Overs (including alternative quotes)**

If the selected number of overs is not complete due to external factors then bets will be void, unless settlement of bet is already determined.

If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand.

#### **Series Correct Score**

Bets void if the designated number of matches are not completed.

#### **Top Series Batter/Bowler**

Any quoted player, who takes no part in the specified series, will be void (market may be subject to a Rule 4 (Deduction). In the event of two or more players ending on an equal number of wickets, Dead-heat rules apply.

#### **Most Sixes (Series)**

In the event of two or more players ending on an equal number of sixes then Dead Heat rules apply.

## **One Day/Twenty20 Matches/10 Over Matches/100 Ball Competitions etc**

### **Match Betting/Match Winner**

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

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

Where no price is quoted for the tie and the official competition rules do not determine a winner then Dead-Heat rules will apply, in competitions where a bowl out or super over determines a winner then bets will be settled on the official result.

The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed, or, in limited-overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

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

Outside interference does not include weather events.

If a match is cancelled, then all bets will be void if it is not replayed within 24 hours of its advertised start time.

### **Live / In-Play Team Innings and Batter Innings Runs; (Including Alternative Market Quotes)/Innings Sixes**

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

Twenty20 Cup matches bets will be void if the number of overs is reduced by 3 or more from that scheduled when the bets were struck unless settlement of bets is already determined. In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined.

Hundred Matches, bets will be void if the number of balls is reduced by 11 or more.

A Batter 'retired hurt' will be calculated with their score at that time. Any bets placed after the final delivery faced by the retired batsman will be void.

Fall of Next/X Wicket; if the batting team reached the end of their allotted overs, declares or reaches their target before the fall of the specified wicket, the result will be the score/total at that time.

Method of Dismissal Method 2-way; options are Caught and Not Caught. If no further

wicket, then all bets are returned/void.

Method of Dismissal Method 6-way; options are Caught, Bowled, LBW, Run Out, Stumped or Others. If no further wicket, then all bets are returned/void.

### **Most Team Sixes**

If an equal number of sixes are scored (includes none) then all team sixes markets will be void unless the Tie/Draw was offered

### **A Fifty to Be scored in the Match**

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined. For settlement purposes any batter score of 50 or above will count.

Twenty20 Matches - The full 20 overs for each team.

One Day Matches - At least 40 overs for each team.

The Hundred – all 100 balls must be bowled.

### **Series Betting**

Bets void if the designated number of matches changes, unless settlement of bets is already determined. If a series is drawn and no draw option is offered, bets will be void.

### **Top Batter/Bowler**

Bets placed on any player not in any starting 11 in the series are void. Bets on players who are selected but do not bat or field will be settled as losers. In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. If wickets and number of runs conceded are the same then dead heat rules will apply.

### **Innings Runs (Including Alternative Quotes)/Innings Sixes**

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

Twenty20 Cup matches bets will be void if the number of overs is reduced by 3 or more from that scheduled when the bets were struck unless settlement of bets is already determined. In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined.

For Innings Sixes specifically, for settlement purposes the outcome is based on all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows).

For this market only please note that any penalty runs added to a team total because of a slow over rate by the bowling team will not count for settlement purposes.

### **Test Matches**

#### **Match Betting/Draw-No-Bet/Double Chance**

Bets will stand on the official result provided at least one ball has been bowled. In the event of a tie then dead-heat rules will apply and bets on the draw will be losers. The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed). If a match is abandoned due to outside interference, then bets will be made void. Outside interference does not include weather events.

### **Top Batter/Bowler (Pre-Match)**

Only the first inning counts.

Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat or do not bowl will be settled as losers.

A minimum of 50 overs must be bowled unless All Out. Otherwise, bets are void.

In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. If wickets and number of runs conceded are the same then dead heat rules will apply.

### **A Fifty/Hundred to Be Scored in the 1st Innings**

Bets are struck on the 1st innings of the match the settlement of which is determined by the team batting 1st (as opposed to both teams). The innings must be completed (declarations count) otherwise bets are void unless settlement is already determined. For settlement purposes any batter score of 50/100 or above will count.

### **Team Batter to Score a Fifty/Hundred in the 1st Innings**

Declarations will be considered the end of an innings for settlement purposes. In the event of the 1st innings being forfeited all bets will be void. In the event of an innings not being completed due to outside interference or inclement weather all bets will be void unless settlement is already determined. For settlement purposes any batsman's score of 50/100 or above will count.

### **Innings Runs; In-Play/Live (Including Alternative Quotes)/Innings Sixes**

A minimum of 50 overs must be bowled unless All Out or team declares. Otherwise bets void, unless settlement of bets is already determined.

For Innings Sixes specifically, for settlement purposes the outcome is based on all deliveries from which a batter is credited with exactly six runs (including All-run/Overthrows).

### **In-Play/Live Runs in First 'X' Overs (including alternative quotes)**

If the selected number of overs is not complete due to external factors, then bets will be void, unless settlement of bet is already determined.

If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand.

### **First Innings Lead**

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

### **Series Betting**

Bets void if the designated number of matches are not completed. For series batter total runs and player matches runs scored in both innings of all the matches in the

series will count. For player performance the runs scored, wickets, catches and stumpings taken in both innings of all matches in the series will count.

### **Runs in 1st Over (2-Way)**

Extras and penalty runs will be included. The over must be completed for bets to stand unless result already determined.

### **Top Batter / Bowler (Both Teams)**

Top batter / bowler (both teams) bets are for the whole match. Bets placed on any player not in either starting 11 are void. Bets on players who are selected but do not bat / bowl will be settled as losers. Dead-heat rules apply.

### **Test Match Team Totals (2-Way)**

For Test matches totals are settled on the 1st Innings only. A minimum of 50 overs must be bowled unless All Out or team declares. Otherwise bets void, unless settlement of bets is already determined.

### **Opening Partnership Over/Under Innings Runs**

Bets stand once 1 ball has been bowled in each team's 1st innings. Bets are void if the innings is forfeited.

### **To Make a Fifty Yes/No in Either Innings**

The whole match counts. Bets will stand after batter has faced one ball or is given out before first ball is faced. Score counts if batter is Not-Out including if innings is declared. All bets stand irrespective of delays caused by rain or for any other reason.

## **County Championship Matches**

### **Match Betting**

Unless a price is quoted for a draw, in the event of a drawn match, bets will be void. If a match is abandoned due to outside interference, then bets will be made void. In the event of a tie Dead-Heat rules will apply.

Outside interference does not include weather events.

The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed, or, in limited-overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

### **Innings Runs**

A minimum of 50 overs must be bowled unless All Out or team declares. Otherwise bets void, unless settlement of bets is already determined.

### **Top Team Batter/ Team Bowler**

Only the first innings count.

Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat or do not bowl will be settled as losers.

A minimum of 50 overs must be bowled unless All Out. Otherwise, bets are void. In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. If wickets and number of runs conceded are the same then dead heat rules will apply.

### **First Innings Lead**

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

### **In-Play/Live Runs in First 'X' Overs (including alternative quotes)**

If the selected number of overs is not complete due to external factors, then bets will be void, unless settlement of bet is already determined.

If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand.

### **Cricket World Cup/Tournament Betting**

#### **Total Tournament Runs / Total Tournament Wickets**

For any game which is abandoned or reduced via Duckworth Lewis, only the total number of runs and wickets actually registered count.

#### **Total Tournament Run Outs / Total Tournament Stumpings**

For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.

#### **Team to Score Most Sixes /Player to Hit Most Sixes / Total Tournament Sixes**

For settlement purposes this is all deliveries from which a batter is credited with exactly six runs (including All-run/Overthrows). For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. For Team Sixes, if an equal number of sixes are scored (includes none) then all sixes markets will be void unless the Tie/Draw was offered

For Player Sixes, Dead-heat rules apply unless there are no sixes in which case all bets will be void.

For the Player market specifically, batters must face at least one delivery, otherwise bets on that player are void.

#### **Team with Highest Innings Score / Team with Lowest Innings Score**

Dead-heat rules apply.

#### **Team with Highest Opening Partnership/ Team with Highest 1st 10 Overs Score**

Dead-heat rules apply.

### **Tournament Hat Trick**

Bets settled as 'Yes', if a 'hat-trick' (deemed as when a bowler dismisses three batsmen with consecutive deliveries in the same match) is officially recorded during the tournament.

### **Top Bowler (Team or Tournament)**

Dead Heat Rules will apply if required.

### **Player of the Tournament**

Bets will be settled on the officially declared Player of the Tournament. Dead-heat rules apply.

## Cycling

### **Individual Stage/Outright Betting/Rider Finishing Position**

Participants must pass the starting line of the respective event/stage for bets to stand. Otherwise, bets will be void and stakes returned. All bets are settled on the official classification(s) listings, published by the respective race governing bodies, at the time of the podium presentation.

Subsequent disqualifications and/or appeals will not affect bets.

For Team Classification markets, settlement is based on final standings in time based classifications (should there be more than one Team Competition in a specified event).

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

### **Match-Ups**

Match-ups will be settled upon the cyclist achieving the highest placing in the specified event/race or stage.

In the event of one or both cyclists not passing the starting line then bets will be deemed void.

If both cyclists start but fail to finish a specific event/race or stage, then bets will be deemed void.

If both cyclists start a specific event/race or stage and only one fails to finish, then the cyclist who completes the specific event/race or stage will be deemed the winner.

### **Event Specials**

All-in compete or not. The specified event must be completed in full (statutory number of stages), otherwise bets will be void unless the result is already determined. For some specials, the statutory number of teams must start the specified event for bets to stand.

## Darts

### **Outright Betting**

Non-runner no-bet. Outright markets may be subject to a Rule 4 (Deduction).

### **Pre-Game Match Betting**

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

For Premier League darts events, match betting may be offered in the form of 3-Way, and 2-Way markets. For settlement purposes the 3-Way market includes the Tie option. Bets will be void in the 2-Way market if the match result is a tie.

### **Handicap 2-Way and 3-Way Leg Betting/Set Betting**

In the event of the statutory number of legs/set not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if match is not completed.

### **Individual Player Checkouts**

If match is not completed, then all bets are void unless the quote has been exceeded.

### **First Leg/Set Markets**

All bets void if the first leg/set is not completed, unless the outcome has already been determined.

### **Leader After 4/6 Legs**

The first 4/6 legs must be completed for bets to stand.

### **Race to 3 Legs**

Either player must win 3 legs for bets to stand.

### **Highest Checkout 3-Way**

If match is not completed, then all bets are void unless the quote has been exceeded.

### **Highest Checkout 2-Way**

If match is not completed, then all bets are void unless the quote has been exceeded. If players Tie, then bets are void.

### **Checkout Total Markets**

All bets void if the match, or relevant leg/set is not completed, unless the outcome has already been determined. For 2-Way markets if players Tie then bets are void.

### **Next Leg Checkout**

The Bull counts as red. The leg must be completed for bets to stand.

### **Total Legs/Sets**

If match is not completed, then all bets are void unless the quote has been exceeded.

### **Checkout Markets**

The Bull counts as red. The leg must be completed for bets to stand.

### **Most 180s**

All bets void if match is not completed.

### **180s Totals Markets**

All bets void if the match, or relevant leg/set is not completed, unless the outcome has already been determined.

### **First 180**

All bets void if match is not completed, unless the outcome is already determined. If no 180 is scored bets will be void.

### **170 Finish in Match**

All bets void if match is not completed, unless the outcome has already been determined.

## **Double Result (Legs/Sets)**

Predict the result after the specified number of legs/sets and the overall winner of the match. All bets void if match is not completed.

## **First Dart Markets**

Settlement is on the first dart or set of darts thrown in a specified leg/set. A Bounce Out is deemed as Other for settlement purposes. In a match format where Double In is used, the market will be void if offered in error.

## **9 Dart Finish**

All bets void if match is not completed, unless the outcome has already been determined.

## **Premier League Specials**

To Reach/Not to Reach the Final/Semi Final - The player must take part in one league match for bets to stand.

To Be Relegated - Following the appropriate week of fixtures, the bottom two players in the league table (who are subsequently eliminated from the competition), will be deemed winners for settlement purposes.

Regular Season Winner - For settlement purposes this refers to the player who tops the league table following the group fixtures before the play offs.

## **9-Dart Specials**

Will Selected Player Record a 9 Dart Finish in a Match - All bets void if match is not completed unless a 9 dart finish already achieved.

Will Selected Player Record a 9 Dart Finish in the Tournament - Player must throw 1 dart in the tournament for bets to stand.

Will There Be a 9 Dart Finish in the Tournament - Tournament must be completed unless a 9 dart finish already achieved. Bets stand regardless of player withdrawals.

## **In-Play/Live Betting**

Bets on any match market abandoned before the full completion of the statutory number of legs/sets will be void, except for those bets the outcome of which has already been determined at the time of abandonment. For example, Total Legs or Total 180's quote has been exceeded at the time of abandonment.

## **E-Sports**

### **General Esports Rules**

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API.

An un-played or postponed match will be treated as a non-runner for settlement purposes unless it is played within 24 hours of the originally scheduled start time. Bets will be void if the fixture is listed incorrectly.

In the event of a team name change occurring as a result of a team leaving an organisation, joining another organisation or officially changing their name, all bets will stand.

If a match is played before the scheduled start date/time, then all bets placed after the actual starting time will be void. All bets placed before the actual starting time will stand.

#### **To Win Match / To Win Map (including Current and Next) / Double Chance**

If a match or map is replayed due to a draw, the replayed match or map will be treated as a separate entity. In the event of a match or map starting but not being completed, then all bets will be void unless after the start of the match a player is disqualified, in which case the player/team progressing to the next round or being awarded the victory by the governing body of the specified competition, broadcast or game API will be deemed the winner for settlement purposes.

If a match or map is replayed due to a disconnection/interruption in service, all bets on the specified market will be void unless the outcome is already determined. The replayed match or map will be treated as a separate entity.

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

If a map is replayed due to a non-player related technical problem, pre-game bets will stand on the replayed map in accordance with the official result. All in-play/live bets on the affected map will be void unless the outcome is already determined.

#### **An advantage of 1 Map/Game for the team from the upper bracket**

If one of the teams in the final has an advantage of 1 map/game. In this case, the first map/game played will be map/game 2. All bets on map/game 1 will be void. All bets on the Match will stand.

#### **Handicap Betting / Total Map Betting / Correct Score Betting / 'Race to' Maps**

Bets are void if the statutory number of maps are changed or differ from those offered for betting purposes. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

#### **To Win At Least One Map**

In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

#### **Battle Royale**

Battle Royale is a match format. A match on a specific map is played until the last remaining survivor in a single, doubles, or team game.

#### **StarCraft II**

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API.

#### **Map Betting**

In the event of a draw, To Win Map market will be voided.

#### **Winning Race / Winning Player Nation**

In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

## **Counter Strike 2**

Where Overtime can be played, this will be included in the settlement of markets; unless the Draw participant is quoted for a specific market, in which case settlement will be based on regulation time only.

### **Round Betting**

Bets are void if the statutory number of rounds are changed or differ from those offered for betting purposes. In the event of a fixture, map or round starting but not being completed, bets will be void unless the outcome is already determined. In the case of a round restart, all bets will stand. All markets will be resolved based on the official score.

If one player disconnects and cannot reconnect or be replaced before the end of the map and both teams decide to continue the 4v5 game then all bets stand.

### **Round Victory**

Victory is achieved by killing all opponents on the map, detonating / disarming a bomb (spike), or by ending the time on the round timer.

### **Map Betting**

Victory is achieved by winning at least 13 rounds (or in accordance with the tournament regulations). In a situation with a draw on the map, when the rounds are 12-12, the organizers can appoint 6 additional rounds, so-called "overtime" (OT). The victory in overtime is awarded to the team that achieves an advantage with a gap of two clear rounds after the full 6 rounds (can end 16:12, 16:13, 16:14). In case of a draw (15-15), 6 additional rounds are assigned.

If an event starts with an advantage in the score of one of the teams, according to the regulations or the decision of the judges, all bets are voided/returned except for cases when this information was indicated in the line and prices.

In case of a change in the format of the match (the number of cards, rounds or other regulated norms), bets are voided/returned except for bets on outcomes that have already been determined.

Bets on handicaps and totals are given both for rounds, cards and kills in a specific period of time.

Bets on outcomes that are actually determined at the time of the interruption of the game / refusal of teams or technical defeat are calculated based on the results. Bets which are not determined at the time of the interruption, are voided/returned.

Bets are accepted on both standard wins / draws and handicaps (kills, cards, rounds), as well as specific outcomes; for example, "Winner in the N round on the Nth map" or "Winner of the Tournament".

### **Map Correct Score**

This is the correct score applying to either team

### **Bomb Markets**

Will be settled based on bomb events in official round time. Bomb Plants or Detonations after the round has ended do not count for settlement purposes.

### **Pistol Rounds**

Specifically for any Pistol Round market, a Pistol Round is defined as the first round of either half, for settlement purposes.

Kill markets: Will be settled based on the official scoreboard, broadcast or game API.

### **Race To Rounds**

A bet on which team is the first to reach the chosen number of rounds on the specified map.

### **Map Winner 3-way**

Pick the winner, loser, or draw for a specific map

### **Tournament Specials (including Team and Player Specials)**

Will be settled based on the final specified tournament results. For map based specials, all maps denoted in the official map rotation count towards settlement whether they are played or not.

### **HLTV Specials**

Will be settled on the official result provided by HLTv.

### **Clutches**

Specifically for any Clutch market, a Clutch is defined as a team having one player alive in the round versus any number of players alive on the opposing team, and then killing the remaining players and winning the round, for settlement purposes.

## **League of Legends (LOL)**

### **Map Betting**

In the event of a draw, To Win Map market will be voided.

### **Duration**

Over or under a certain time for a map to be completed. A duration the same as the threshold is resolved as OVER Selection. The duration is resolved based on the final score screen, Will be settled based on the official scoreboard, broadcast or game API.

### **Total Kills**

Over or under a certain total kill count for a map. Whether the final kill count in a Map (based on the visible in-game score, which is the sum of the kills by both teams) is over or under a certain figure.

### **First to Reach**

Which team reaches a certain number of kills first (e.g. 10 kills).

### **Kill Handicap**

Which team has more kills after considering a handicap.

### **Total Towers**

Over or under a certain total destroyed towers for a map. Whether the destroyed towers' count in a Map (based on the visible in-game score, which is the sum of the

destroyed towers by both teams) is over or under a certain figure.

### **Map Penta Kill (yes/no)**

Will any player get a Penta kill during the map? Whether at least one player, from either of the teams, has scored 5 or more kills in a short period of time and this event is announced in game.

### **Map Xth Dragon type**

Type of first / second spawned dragon since the start of the Map

### **Map Dragon soul type**

Type of third spawned dragon since the start of the Map

### **First Blood markets**

Only kills by the opposition team / player will count.

### **Kill markets**

Will be settled based on the official scoreboard, broadcast or game API.

### **Monster markets**

Will be settled based on the official scoreboard, broadcast or game API. Next Dragon to Spawn will be settled as it is determined in game regardless of whether it spawns or not.

### **Dragon type**

The Dragon pit, which houses the seven unique Dragons on Summoner's Rift, is a neutral jungle camp that allows a team to gain a unique buff upon killing the Dragon. There are six Elemental Dragons: Chemtech, Cloud, Hextech, Infernal, Ocean, and Mountain. A stack of the buff, Dragon Slayer, will be granted to the team that kills any of the Elemental Dragons. The first dragon will spawn at five minutes, and when killed, it will have a respawn timer of 5 minutes. In each game, the first two Dragon elements will be randomized.

After the first two Dragons are slain, the Rift will be randomly dominated by an element that hasn't been present yet. The Dragon of that respected dominated element will continue to spawn until a team obtains its Dragon Soul. Map changes will occur depending on which element is dominating the Rift. Once a team obtains the Dragon Soul, the Elder Dragon will begin to spawn for the remainder of the game, granting the Aspect of the Dragon to any team that slays it. The Elder Dragon has a six-minute respawn timer.

### **Building markets**

For settlement purposes all buildings destroyed count as being destroyed by the opposing team, regardless of whether the last hit was from a Champion or Minion or whether or not they are respawned buildings.

In the event of a surrender, the final number of Towers and Inhibitors destroyed will be settled on the minimum number of Towers and Inhibitors necessary to win the game at the point of surrender. These additional buildings will be treated as though destroyed by the winning team and are restricted to five Towers and one Inhibitor. In the event of a surrender, bets on Next Building Destroyed markets will be void.

All time-based bets are settled on the in-game clock, and do not include the period before minions spawn. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

If 'Chronobreak' is used to return a map to an earlier state, all markets will be settled based on events after the point at which the map clock was reverted back to. If 'Chronobreak' is used to disregard in-game events e.g. Towers destroyed, Dragons slain; they will not count for settlement purposes.

All time based bets are settled on the in-game clock. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined. Events occurring prior to creeps spawning are included for settlement purposes. For objective based markets, in the event of the named objective not being taken at all during the map, bets on 'Time of First' will be settled as 'Not Before'.

### **Player Specials**

Bets on any player not taking part in the tournament will be void.

### **Champion Specials**

All available Champions count for settlement purposes whether they are picked or not.

### **Team Specials**

Will be settled on the official match scoreboards at the end of the tournament.

### **Tournament Specials**

Will be settled on the official match scoreboards at the end of the tournament.

### **Player of the Tournament / Tournament MVP**

Settlement will be based on the announcement by the official tournament organisers/publishers

## **DOTA2**

### **Map Betting**

In the event of a draw, To Win Map market will be voided.

### **First Blood markets**

Only kills by the opposition team / player will count.

### **Kill markets**

Will be settled based on the official scoreboard, broadcast or game API.

### **Creep markets**

Will be settled based on the official scoreboard, broadcast or game API. Settlement is determined by the team to slay Roshan, and not who picks up the Aegis of the Immortal.

### **Building markets**

For settlement purposes all buildings destroyed count as being destroyed by the opposing team, regardless of whether the last hit was from a Hero or a Creep. The number of barracks will be determined by individual ranged and melee barracks

destroyed. In the event of a surrender, the final number of Towers and Barracks destroyed will be settled on the minimum number of Towers and Barracks necessary to win the game at the point of surrender. These additional buildings will be treated as though destroyed by the winning team and are restricted to five Towers and one Barrack. In the event of a surrender, bets on Next Building Destroyed markets will be void.

All time-based bets are settled on the in-game clock. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined. Events occurring prior to creeps spawning are included for settlement purposes. For objective based markets, in the event of the named objective not being taken at all during the map, bets on 'Time of First' will be settled as 'Not Before'.

If a player leaves the game during the first 10 minutes due to a connection failure or refuses to participate and cannot continue participating and has not been replaced by another player until the end of the game on the map, all bets on that map are cancelled. If a player leaves the game due to a connection failure or refuses to participate after the 10th minute of the game on the map, bets are considered valid and are calculated based on the official results of the game.

### **Duration**

Over or under a certain time for a map to be completed. A duration the same as the threshold is resolved as OVER Selection. The duration is resolved based on the final score screen, Will be settled based on the official scoreboard, broadcast or game API.

### **Total Kills**

Over or under a certain total kill count for a map. Whether the final kill count in a Map (based on the visible in-game score, which is the sum of the kills by both teams) is over or under a certain figure.

### **First to Reach**

Which team reaches a certain number of kills first (e.g. 10 kills).

### **Kill Handicap**

Which team has more kills after considering a handicap.

### **Total Towers**

Over or under a certain total destroyed towers for a map. Whether the destroyed towers' count in a Map (based on the visible in-game score, which is the sum of the destroyed towers by both teams) is over or under a certain figure.

### **Megacreeps**

Whether all Dark or Light barracks are destroyed, and this event is announced in game.

### **Rampage**

Whether at least one player, from any of the teams, has scored 5 or more kills in a short period of time and this event is announced in game.

### **Ultra kill**

Whether at least one player, from any of the teams, has scored 4 or more kills in a short period of time and this event is announced in game.

### **Godlike**

Whether at least one player, from any of the teams, has scored 10 or more kills without dying, and this event is announced in game.

### **Player Specials**

If a player does not complete at least one map at the specified event, all bets are void.

### **Tournament Specials**

Will be settled on the official match scoreboards at the end of the tournament.

### **Team Specials**

Will be settled on the official match scoreboards at the end of the tournament.

### **Compendium Specials**

All markets will be settled in accordance with the official Compendium results.

### **HearthStone**

#### **Match Up Winner**

Winner will be a team who wins more Games in “Best of N” series.

#### **Match Up Handicap**

Game/Games advantage for one of the teams. (edited)

#### **Map Winner**

Map starts with a coin flip. Players take turns in playing cards from their hands, which include Spells, Weapons and Minions in attempt to destroy the enemy opponent. Each Hero in Hearthstone has thirty Health Points, in order to win the Map a player is required to reduce the opposing Heroes Health Points from thirty to zero.

### **Call of Duty**

#### **Match Up Winner**

Team to win more maps out of Best of # series is the match up winner.

#### **Match Up Handicap**

Map/Maps advantage for one of the teams.

#### **Map Winner**

Map is won by eliminating the entire army of the opposing team.

#### **Hardpoint**

Settlement of the handicap market is based on the final points score at the end of the specified map. Settlement of, Leader after Hardpoint ‘x’ is based on the team with the higher points score after the specified Hardpoint number.

### **Search and Destroy**

Settlement of the handicap is based on the final round score of the specified map.

### **Capture the Flag**

Settlement of the handicap market is based on the total flags captured at the end of the specified map.

### **Gridiron/Uplink/Blitz**

Settlement of the handicap market is based on the score at the end of the specified map.

### **Domination**

Settlement of 1st Half markets is based on the 1st half/round of the map. Settlement of the handicap market is based on the final points score at the end of the specified map.

### **Correct Map Score**

The Final outcome (Map) of a match.

### **Total Maps (O/U)**

The number of Maps that a match produces is higher or lower than the actual number.

### **To Win at Least 1 Map**

Chosen team to win at least 1 Map in the match.

### **Race To Rounds**

A bet on which team is the first to reach the chosen number of rounds on the specified map.

### **Rocket League**

Rocket League is a video game featuring all the characteristics of a football match, where players control a rocket-powered car to compete with the opposing individual or team. Each match lasts for 5 minutes, with a sudden death overtime if the match is tied at that point. The format of most tournaments is either best-of-five (BO5) or best-of-seven (BO7).

### **Match up winner 2-way**

Settled after the end of the game (OT included).

### **Match up handicaps**

Goal/goals advantage to one of the teams.

### **Total Goals (O/U)**

The number of goals scored by both teams combined.

### **King of Glory**

If a Map starts with fewer than 10 competitors, all bets on the Map will be void.

If a player leaves the game during the first 10 minutes due to a connection failure or refuses to participate and cannot continue participating and has not been replaced by another player until the end of the game on the map, all bets on that map are cancelled. If a player leaves the game due to a connection failure or refuses to participate after the 10th minute of the game on the map, bets are considered valid and are calculated based on the official results of the game.

If a walkover or win by admin decision is given in the first 10 minutes of a Map, all undecided bets on that Map and Match will be voided. If a win by admin decision is awarded after the 10th minute of play of a Map that has started, bets will be settled according to the official result.

Otherwise General rules apply.

## **Overwatch 2**

### **Map Winner**

Overwatch features several different maps, each supports a particular game mode. A map will end when one team has completed the map specific objective.

- Assault - Attackers need to take control of two subsequent points on the map, while defenders must stop them. Teams swap sides after time runs out or both points have been taken by the attackers. Each objective taken gives 1 point. If teams have the same amount of points, overtime will be played. If the results is a draw, a best of series tiebreaker will be played on a control map. Winner of the tiebreaker is considered the Map Winner.

- Escort - The attacking team aims to escort a payload across the map to the objective, while the defending team aims to stop them. A map is finished when both teams have attacked and defended and there is no time left in the time bank. The team who pushes the objective further is considered the Map Winner. If both teams finish the map by pushing the objective over the finish line an overtime will be played. If the results is a draw, a best of series tiebreaker will be played on a control map. Winner of the tiebreaker is considered the Map Winner.

- Hybrid - Is the combination of Assault and Escort, where the attacking team has to first take control of control point and then escort the payload to the finish line. Same rules apply as before. If both teams finish the map with time left over an overtime will be played. If the results is a draw, a best of series tiebreaker will be played on a control map. Winner of the tiebreaker is considered the Map Winner.

- Control - A best of rounds series (usually best of five), where teams fight over the control of a capture point, a round is won once one team reaches 100%. Each map has multiple sections, one round is played on a section. Sections cycle after each round. After winning three out of five rounds a team is considered to be the Map Winner.

- Push - two teams fight for control of a robot, which can move a barricade for each team. When controlled by one team, the robot will move in the direction of the enemy spawn along a set track. If the robot reaches the location of the controlling team's barricade, it will slowly push it along the track. The objective is to push the robot and barricade as far as possible, and pushing it all the way to the end grants an instant victory. If time runs out, the team with the best maximum distance pushed wins. (In

other words, the team that got their barricade closest to the enemy spawn.)

### **Team to Win the Next Round**

Is offered only for Control Maps, where the team who wins a Round (Section of a Control Map), is considered to be the winner.

### **Match Up Winner**

Team to win more maps out of Best of # series is the match up winner.

### **Match Up Handicap**

Map/Maps advantage for one of the teams.

### **To Win at Least 1 Map**

Chosen team to win at least 1 Map in the match.

### **Outright**

The winner of an entire league or tournament.

## **Rainbow 6**

Victory is achieved by winning at least 7 rounds (or in accordance with the tournament regulations). In a situation with a draw on the map, when the rounds are 6-6, the organizers can appoint additional rounds, so-called "overtime" (OT). The victory in overtime is awarded to the team that achieves an advantage with a gap of two clear rounds (8-6 9-7 10-8 11-9 etc.).

### **Match Up Winner**

Winner will be a team who wins more Maps in Best of # series

### **Race To Rounds**

A bet on which team is the first to reach the chosen number of rounds on the specified map.

## **Valorant**

### **Round Victory**

Victory is achieved by killing all opponents on the map, detonating / disarming a bomb (spike), or by ending the time on the round timer.

### **Map Betting**

Victory is achieved by winning at least 13 rounds (or in accordance with the tournament regulations). In a situation with a draw on the map, when the rounds are 12-12, the organizers can appoint 4 additional rounds, so-called "overtime" (OT). The victory in overtime is awarded to the team that achieves an advantage with a gap of two clear rounds (14:12, 15:13, 16:14 etc). In case of a draw (14-14), 4 additional rounds are assigned.

If an event starts with an advantage in the score of one of the teams, according to the regulations or the decision of the judges, all bets are voided/returned except for cases when this information was indicated in the line and prices.

In case of a change in the format of the match (the number of cards, rounds or other

regulated norms), bets are voided/returned except for bets on outcomes that have already been determined.

Bets on handicaps and totals are given both for rounds, cards and kills in a specific period of time.

Bets on outcomes that are actually determined at the time of the interruption of the game / refusal of teams or technical defeat are calculated based on the results. Bets which are not determined at the time of the interruption, are voided/returned.

Bets are accepted on both standard wins / draws and handicaps (kills, cards, rounds), as well as specific outcomes; for example, "Winner in the N round on the Nth map" or "Winner of the Tournament".

## **World of Warcraft**

### **Match Winner**

Team to win more maps out of Best of # series is the match up winner.

General rules apply.

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API.

## **Age of Empires**

### **Match Winner**

Team to win more games out of Best of # series is the match up winner.

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API.

General rules apply.

## **Apex Legends**

### **Match Winner**

Team to win more maps out of Best of # series is the match up winner.

Apex Legends matches take place in the Battle Royale mode.

### **Battle Royale**

This is a match format. A match on a specific map is played until the last remaining survivor in a single, doubles, or team game.

General rules apply.

## **Arena of Valor**

If a Map starts with fewer than 10 competitors, all bets on the Map will be void

If a player leaves the game during the first 10 minutes due to a connection failure or refuses to participate and cannot continue participating and has not been replaced by another player until the end of the game on the map, all bets on that map are

cancelled. If a player leaves the game due to a connection failure or refuses to participate after the 10th minute of the game on the map, bets are considered valid and are calculated based on the official results of the game.

If a walkover or win by admin decision is given in the first 10 minutes of a Map, all undecided bets on that Map and Match will be voided. If a win by admin decision is awarded after the 10th minute of play of a Map that has started, bets have action according to the official result.

### **Match Winner**

Team to win more games out of Best of # series is the match up winner.

### **Creep markets**

Will be settled based on the official scoreboard, broadcast or game API.

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API

General rules apply.

### **Artifact**

### **Match Winner**

Team to win more games out of Best of # series is the match up winner.

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API.

General rules apply.

### **Brawl Stars**

#### Match Winner

Team to win more games out of Best of # series is the match up winner.

General rules apply.

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API.

### **PlayerUnknown's Battlegrounds (PUBG)**

The standings will be determined according to the official tournament ranking whenever possible. If the tournament does not make clear what it considers to be the final results the following formula will be used: Bets on an individual round will be determined based on the team or competitor that lasted longest. Bets on a day of play will be determined based on the total points (placement points + kill points) gained on that day by the team or competitors in question. Bets on the winner of an event will be determined based on the total points (placement points + kill points) gained by each team over the course of the event.

## **Match format**

PUBG matches take place in the Battle Royale mode.

### **Head to Head (H2H)**

This Prediction wins if the specified player, pair of players, or team (four players) ranks higher than the others upon completion of the match.

### **H2H by points**

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API.

General rules apply.

## **PlayerUnknown's Battlegrounds (PUBG ) Mobile**

The standings will be determined according to the official tournament ranking whenever possible. If the tournament does not make clear what it considers to be the final results the following formula will be used: Bets on an individual round will be determined based on the team or competitor that lasted longest. Bets on a day of play will be determined based on the total points (placement points + kill points) gained on that day by the team or competitors in question. Bets on the winner of an event will be determined based on the total points (placement points + kill points) gained by each team over the course of the event.

## **Match format**

PUBG Mobile matches take place in the Battle Royale mode.

### **Head to Head (H2H)**

This Prediction wins if the specified player, pair of players, or team (four players) ranks higher than the others upon completion of the match.

### **H2H by points**

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API.

General rules apply.

## **Deadlock**

### **Match Winner**

Team to win more games out of Best of # series is the match up winner.

### **Game Betting**

The first team to destroy the enemy Patron is declared the winner regardless of the current Frag score.

### **Duration**

Over or under a certain time for a map to be completed. A duration the same as the threshold is resolved as OVER Selection. The duration is resolved based on the final

score screen, Will be settled based on the official scoreboard, broadcast or game API.

### **Total Kills**

Over or under a certain total kill count for a map. whether the final kill count in a Map (based on the visible in-game score, which is the sum of the kills by both teams) is over or under a certain figure.

### **Kill Handicap**

Which team has more kills after considering a handicap.

### **Total Towers**

Over or under a certain total destroyed towers for a map. whether the destroyed towers' count in a Map (based on the visible in-game score, which is the sum of the destroyed towers by both teams) is over or under a certain figure.

### **Who will destroy the first Guardian**

are settled based on the first Guardian destroyed.

For settlement purposes all buildings destroyed count as being destroyed by the opposing team, regardless of whether the last hit was from a Hero or a Creep.

### **Who will destroy the first Walker**

are settled based on the first Walker destroyed.

For settlement purposes all buildings destroyed count as being destroyed by the opposing team, regardless of whether the last hit was from a Hero or a Creep

### **Who will destroy the first Shrine**

are settled based on the first Shrine destroyed.

For settlement purposes all buildings destroyed count as being destroyed by the opposing team, regardless of whether the last hit was from a Hero or a Creep

### **First Mid Boss Kill**

The winner will be the team that kills the Mid Boss first.

### **Rejuvenator**

The Rejuvenator is a large, green crystal that spawns after the Mid Boss is slain. After initially spawning it floats down. Once it touches the ground it can be picked up by smashing it with a Heavy Melee attack. Any player can do this regardless of which team has killed the Mid-Boss. Meaning that it can also be stolen. Once acquired the team gains the Rejuvenation Credit buff.

### **Both teams will kill the Mid Boss**

Options "Yes" and "No". Option "Yes" will win if both teams kill the Mid Boss at least once in said game.

### **Kill markets**

Frags are settled based on the number of heroes killed. Creep kills and hero kills by creeps do not count towards the current match score.

### **Clash of Clans**

### **Match Winner**

Team to win more games out of Best of # series is the match up winner.

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API.

General rules apply.

### **Clash Royale**

#### **Match Winner**

Team to win more games out of Best of # series is the match up winner.

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API.

General rules apply.

### **Cross Fire**

#### **Match Winner**

Team to win more maps out of Best of # series is the match up winner.

#### **Map Winner**

Victory is achieved by winning at least 10 rounds (or in accordance with the tournament regulations). In a tied map situation where rounds are 9-9, the Overtime Victory is awarded to the first team to reach 13 rounds. (13-9, 13-10, 13-11)

### **Cross Fire HD league**

#### **Match Winner**

Team to win more maps out of Best of # series is the match up winner.

#### **Map Betting**

Victory is achieved by winning at least 9 rounds (or in accordance with the tournament regulations). In a situation with a draw on the map, when rounds are 8-8, Victory in overtime is awarded to the team that has achieved a lead of two clear rounds (10-8 10-9) in the event of a continuation overtime until (10-10). Victory in overtime is awarded to the first team to score 11 points.

### **CrossFire Mobile**

#### **Match Winner**

Team to win more maps out of Best of # series is the match up winner.

#### **Map Betting**

Victory is achieved by winning at least 10 rounds (or in accordance with the tournament regulations). In a situation with a draw on the map, when the rounds are 9-9, the Victory in overtime is awarded to the team that achieves an advantage with

a gap of two clear rounds (11-9 12-10) in case of continuation of overtime until (12-12). Victory in overtime is awarded to the team that reaches the first score of 13.

### **Fortnite**

The standings will be determined according to the official tournament ranking whenever possible. If the tournament does not make clear what it considers to be the final results, the following formula will be used: Bets on an individual round will be determined based on the team or competitor that lasted longest. Bets on a day of play will be determined based on the total points (placement points + kill points) gained on that day by the team or competitors in question. Bets on the winner of an event will be determined based on the total points (placement points + kill points) gained by each team over the course of the event.

Fortnite matches take place in the Battle Royale mode

### **Battle Royale**

is a match format. A match on a specific map is played until the last remaining survivor in a single, doubles, or team game.

### **Free Fire**

The standings will be determined according to the official tournament ranking whenever possible. If the tournament does not make clear what it considers to be the final results the following formula will be used: Bets on an individual round will be determined based on the team or competitor that lasted longest. Bets on a day of play will be determined based on the total points (placement points + kill points) gained on that day by the team or competitors in question. Bets on the winner of an event will be determined based on the total points (placement points + kill points) gained by each team over the course of the event.

Free Fire matches take place in the Battle Royale mode.

### **Battle Royale**

is a match format. A match on a specific map is played until the last remaining survivor in a single, doubles, or team game.

### **Gwent**

#### **Match Winner**

Team to win more games out of Best of # series is the match up winner.

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API

General rules apply.

### **Gears of War**

#### **Match Winner**

Team to win more games out of Best of # series is the match up winner Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API.

General rules apply.

## **Halo**

### **Match Winner**

Team to win more games out of Best of # series is the match up winner.

Unless otherwise specified in the Handbook, all HCS Games will be played using the in-game “Ranked” settings for all 4v4 game modes.

### **Team Slayer**

Reach fifty (50) points before the enemy Team; or have more points than their opponent at the expiration of the game clock.

### **Capture the Flag**

To satisfy the Game Win Condition for Capture the Flag, Teams must: Attain five (5) flag captures before the enemy Team scores five (5) flag captures; or have more flags captured than their opponent at the expiration of the game clock.

### **Strongholds**

To satisfy the Game Win Condition for Strongholds, Teams must: Reach two hundred (250) points before the enemy Team.

### **Oddball**

To satisfy the Game Win Condition for Oddball, Teams must: Reach 100 points before the enemy Team to win a Round; and, Win two Rounds before the enemy Team.

### **King of the Hill**

To satisfy the Game Win Condition for Oddball, Teams must: Reach four (4) points to before the enemy Team to win the Game; or, Have more points than their opponent at the expiration of the game clock.

## **Heroes of Newerth**

### **Match Winner**

Team to win more games out of Best of # series is the match up winner.

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API.

General rules apply.

## **League of Legends: Wild Rift**

### **Match Winner**

Team to win more games out of Best of # series is the match up winner.

### **Creep markets**

Will be settled based on the official scoreboard, broadcast or game API.

### **Building markets**

For settlement purposes all buildings destroyed count as being destroyed by the opposing team, regardless of whether the last hit was from a Champion or Minion or not .

In the event of a surrender, bets on Next Building Destroyed markets will be void. All time-based bets are settled on the in-game clock, and do not include the period before minions spawn. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

If 'Chronobreak' is used to return a map to an earlier state, all markets will be settled based on events after the point at which the map clock was reverted back to. If 'Chronobreak' is used to disregard in-game events e.g. Towers destroyed, Dragons slain; they will not count for settlement purposes.

All time based bets are settled on the in-game clock. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined. Events occurring prior to creeps spawning are included for settlement purposes. For objective based markets, in the event of the named objective not being taken at all during the map, bets on 'Time of First' will be settled as 'Not Before'.

### **Monster markets**

Will be settled based on the official scoreboard, broadcast or game API.

### **Map Betting**

In the event of a draw, To Win Map market will be voided.

### **First Blood markets**

Only kills by the opposition team / player will count.

## **World of Tanks**

### **Match Winner**

Team to win more games out of Best of # series is the match up winner.

### **Match format**

two teams, 3vs3

### **Mode**

Defence/attack

1. If all tanks of one team are destroyed before the end of the round, the remaining team is considered the winner,
2. If the base is captured before the end of the round, the assaulting team is considered the winner
3. If the round ends and the events specified in Clause 1 and 2 of these Terms and Conditions have not occurred, the defending team is considered the winner.

If a match does not take place or cannot be completed, all bets will be void

## **Mobile Legends**

### **Match Winner**

Team to win more games out of Best of # series is the match up winner.

### **Creep markets**

Will be settled based on the official scoreboard, broadcast or game API.

### **Duration**

Over or under a certain time for a map to be completed. A duration the same as the threshold is resolved as OVER Selection. The duration is resolved based on the final score screen, Will be settled based on the official scoreboard, broadcast or game API.

### **Total Kills**

Over or under a certain total kill count for a map. whether the final kill count in a Map (based on the visible in-game score, which is the sum of the kills by both teams) is over or under a certain figure.

### **First to Reach**

Which team reaches a certain number of kills first (e.g. 10 kills).

### **Kill Handicap**

Which team has more kills after considering a handicap.

### **Total Towers**

Over or under a certain total destroyed towers for a map. Whether the destroyed towers' count in a Map (based on the visible in-game score, which is the sum of the destroyed towers by both teams) is over or under a certain figure.

### **First Blood markets**

Only kills by the opposition team / player will count.

### **Kill markets**

Will be settled based on the official scoreboard, broadcast or game API.

### **Monster markets**

Will be settled based on the official scoreboard, broadcast or game API. Next Dragon to Spawn will be settled as it is determined in game regardless of whether it spawns or not.

### **Building markets**

For settlement purposes all buildings destroyed count as being destroyed by the opposing team, regardless of whether the last hit was from a Champion or Minion or whether or not.

In the event of a surrender, bets on Next Building Destroyed markets will be void. All time-based bets are settled on the in-game clock, and do not include the period before minions spawn. In the event of a fixture starting but not being completed, bets

will be void unless the outcome is already determined.

If 'Chronobreak' is used to return a map to an earlier state, all markets will be settled based on events after the point at which the map clock was reverted back to. If 'Chronobreak' is used to disregard in-game events e.g. Towers destroyed, Dragons slain; they will not count for settlement purposes.

All time based bets are settled on the in-game clock. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined. Events occurring prior to creeps spawning are included for settlement purposes. For objective based markets, in the event of the named objective not being taken at all during the map, bets on 'Time of First' will be settled as 'Not Before'.

## **Floorball**

All games must start on the scheduled date for bets to stand/have action. A game is considered completed for settlement/calculation purposes if 50 minutes have been played.

All match markets will be settled on the score at the end of regulation time and will exclude overtime if played, unless stated otherwise.

Match Totals Odd or Even - If there is no score all bets will be settled as Even.

Period Betting - The relevant period must be completed for bets to stand/have action, unless the specific market outcome is already determined. Scores/action within that period only count for betting purposes.

Match Winner – this 2 way market will include overtime where played and any other way used to determine a winner.

Overtime markets – only scores/action within overtime count for betting purposes.

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

## **Football/Soccer**

These rules are also applicable to E-Football

### **90 Minutes Play**

All match markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.

The exceptions to this rule are in relation to friendly matches (see below)

### **Friendly Matches**

If the event of a match not being 90 minutes with 2x45 minute halves, settlement will be as follows;

Match markets will be calculated on official result even if match is less or more than 90 minutes

Half markets will be void unless exactly two clearly defined and equal halves

Examples:

In an 80 minute game with 2x40 minute halves; all bets stand including half markets

In a 90 minute game with 3x30 'halves', match markets calculate as normal, half markets are void/returned.

In a 75 minute game played with 30 and 45 minute 'halves', match markets calculate as normal, half markets are void/returned

In a 120 minute game with 4x30 minute 'halves/period', match markets calculate as normal, half markets are void/returned

### **Extra-Time In-Play/Live Markets**

Bets are settled on the official statistics for the extra-time period. Any goals or corners that were taken or scored during regulation time do not count.

### **Matches Postponed, Brought Forward or Abandoned**

Unless otherwise stated all bets on Abandoned, Postponed or Cancelled matches are Void if not replayed or scheduled within 24 hours of the original start time.

Any match abandoned before the completion of 90 minutes play will be void except for those bets the outcome of which has already been determined at the time of abandonment. The market must be fully determined for bets to stand. For example, first player to score or time of the first goal bets will stand provided a goal has been scored at the time of abandonment or over 2.5 goals if 3 or more goals already in the game.

### **Matches not Played as Listed**

If a match venue is changed (other than to the away team's ground) then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed (e.g. match is played at the original away team's ground) then bets placed based on the original listing will be void.

We will endeavour to identify on our Website all matches played at a neutral venue. For matches played at a neutral venue (whether indicated on our site or not), bets will stand regardless of which team is listed as the home team.

If an official fixture, lists different team details to those listed on our Website then bets will be void e.g. official fixture specifies in the team name, Reserves/Age Group e.g. Under 21's/Gender e.g. Women.

In all other cases bets stand, including instances where we list a team name without specifying the term 'XI' in the name.

### **Match Result (Early Payout)-Pre-Match market-'90 minutes only'**

Where offered, Pre-Match bets will be paid out/calculated as won, if your selection goes two goals ahead at any point in the match.

### **First/Last Player to Score (Pre-Match and Live)**

Bets are accepted on 90 minutes play only.

Every effort will be made to quote first/last player to score odds for all possible participants. However, players not originally quoted will count as winners should they

score the first/last goal. Bets on players not taking part in the match will be void as will bets on first player to score where the selection comes on after the first goal is scored.

All players that take part in a match will be considered runners for last player to score betting.

Subsequent enquiries by official bodies will not be considered for settlement purposes.

Please note that own goals do not count in the settlement of bets.

### **Anytime Goalscorer (Pre Match) and Goalscorer (Live)**

Any bets on a player taking part for any part of the given match stand.

### **Multi Scorers / To Score 2 or More / To Score a Hat Trick**

Bets are accepted on 90 minutes play only.

Bets on players that do not take part in the match will be void. All players that take part in the match will be considered runners for settlement purposes.

### **Anytime Goalscorer Double/Triple Chance**

If either/any of the named players takes part in the match at any point then bets will stand. If neither/none of the players took part in the match, bets will be void/returned. Any of the named players must score for bets to calculate/settle as won.

### **Anytime Goalscorer Both/Three Players To Score.**

If all of the named players takes part in the match at any point then bets will stand. If any of the players took no part in the match, bets will be void/returned. All named players must score for bets to calculate/settle as won.

### **Correct Scores**

Predict the score at the end of normal time. Own goals count.

### **Anytime Correct Score**

Predict if the correct score, and to which team, occurs at anytime during the match. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

### **Team to Win By X or Y goals**

This market allows you to bet on a particular team to win by a specific goal margin (by X or Y goals). For example, you have backed Chelsea to win by two or three goals at home against Manchester City. Your bet wins if the game ends with the score of 2:0, 4:2, 3:0, etc. Bets will lose if Chelsea wins with 1 or 4 goal margin (2:1, 5:0, 1:0, etc). If the game ends in a Man City win or is drawn, the bet will also lose. This market is based on the full-time result of the match unless stated otherwise.

### **Team First/Last Goalscorer**

Bets on players not taking part in the match will be void. Bets where the selection comes on after the first goal is scored for that team will be void regardless of whether the selected player scores in the game. Own goals do not count.

### **Player to Score at Any Time**

All players who take part in a match will be considered 'runners'.

Any selection on a match that is not completed will be void/returned unless they have scored already

Please note that own goals do not count in the settlement of bets.

#### **Time of Goal/Any Timed Incident**

Any goal/incident in first half injury time calculates as 45; for example 7th minute of injury time = 45 or in band 41-50 if relevant.

Any goal/incident in second half injury time calculates as 90 or 81-90(+) if relevant.

#### **Time of the First Goal**

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

If a match is abandoned before the first goal is scored, then all bets accepted for time bands that have been completed will be considered losing bets and any other time band which included the time band of the abandonment will be void and treated as non-runners.

#### **Injury Time**

Bets on the amount of injury time are settled on the time indicated by the fourth official's board, rather than the actual time played.

#### **10 Minute Bands/X Minutes Bands for Events**

Events must happen between 0:00 and 09:59 to be classed in the first 10 minutes  
Intervals are expressed as the minute of the match. For example 1-15 minutes will constitute 00:00-14:59, 16-30 will be 15:00-29:59, 31-45 will be 30:00 until Half Time; 46-60 will be 45:00-59:59 (after the second half begins) etc  
1-5 minutes will be 00:00-04:59, 1-60 minutes will be 00:00-59:59 etc. For Corners/Free Kicks/Throw Ins it is when it is actually taken (not the time it is awarded).

#### **Time of First Corner**

Bets are settled on what time the corner is actually taken (not the time it is awarded). Injury time of 1st half will calculate as 45 and 2nd half will calculate as 90.

#### **Handicap Betting, Including In-Play/Live (3-Way)**

Settlement will be at the odds displayed using the actual score in the match adjusted for the handicap.

#### **Half-Time Result, Including In-Play/Live**

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

#### **Half-Time Correct Score**

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

#### **Half with Most Goals**

Bets will be void if the match is abandoned unless settlement of bets is already determined.

#### **1st Half Goals**

Bets will be void if the match is abandoned before half time unless settlement of bets is already determined.

### **Rest of the Match Markets**

Bets are based on the result of the rest of the game only between the placement of the bet and the end of the match/regular time.

For example, if the score at the time of bet placement was 2-1 and the final score is 3-2 then match result for Rest Of The Match is 'Draw'

### **Team Highest Scoring Half**

Predict which half of a match that more goals will be scored in, by a specified team. Bets will be void If the match is abandoned unless settlement of bets is already determined.

### **All Corner Markets**

Corners awarded but not taken do not count.

In the event of a corner having to be re-taken then only one corner will be counted.

### **First/Last Corner Kick Of The Match**

If there are no corner kicks in the match then all bets are void/returned.

### **1st Half Corners, Including In-Play/Live**

Bets will be void if the match is abandoned before half-time unless settlement of bets is already determined. Corners awarded but not taken do not count.

### **2-Way Corners In-Play/Live**

Settled on total number of corners in the match, in the event of an abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined. Corners awarded but not taken do not count.

### **Most Corners In-Play/Live**

Settled on the team who receives the most corners in the match, in the event of an abandonment then all bets are void. Corners awarded but not taken do not count.

### **Race to X Corners In-Play/Live**

Settled on the team who reach the quoted number of corners first, in the event of an abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined. Corners awarded but not taken do not count.

### **Result After 10/20/30/40 Etc Minutes In-Play/Live**

Settled on the result at the specified time in the match. E.g., 10 minutes result is settled on the result in the match after 10:00 minutes of play. In the event of an abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined.

### **Half-Time - Full-Time Double Result**

Bets will be void if the match is abandoned. Extra-time and penalty shootouts do not count.

### **Mixed/Mythical Football**

Is played between two different teams taking part in real matches in their respective league/competition but are not playing each other.

Bets are calculated/settled on the sum of goals scored by the respective teams.

If the start of either match is delayed by more than 24 hours then all bets on that game are void/returned.

For example Mixed/Mythical Match; Manchester United vs Real Madrid

Premier League Result Manchester United 2:1 Everton

La Liga Result Real Madrid 3:1 Sevilla

Mixed/Mythical Football Match Results Manchester United 2:3 Real Madrid

In this Manchester United vs Real Madrid Example; Real Madrid win that match and total goals would be 5, Double Chance three outcomes 1X lost, 12 won, X2 won etc

### **Match Specials**

Unless otherwise stated player specials are void if the player takes no part in the game.

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

Where one or more participant(s) quoted in a special do not participate, the bet will stand on the remaining participant(s) at regular prices if available.

### **To Win Both Halves**

The team must score more goals than the opposition in both halves of the match.

### **Double Chance**

The following options are available:

1 or X - If the result is either a home or draw then bets on this option are winners.

X or 2 - If the result is either a draw or away then bets on this option are winners.

1 or 2 - If the result is either a home or away then bets on this option are winners.

If a match is played at a neutral venue the team listed first is deemed the home team for betting purposes.

## **ASIAN HANDICAPS**

Please refer to the following examples regarding settlement of bets:

### Handicap Line 0 Ball

If either team wins by any margin they (the winning team) are to be settled as the winning selection. In the event of a draw all bets are void and stakes are refunded.

### Handicap Line 0.25 Ball

Team giving a 0.25 ball start:

- Win by any score - All bets on this selection are winners.

- Draw - Half the stakes are refunded on this selection. The other half of the stake is classed as a loser.

- Lose by any score - All bets on the selection are losers.

Team receiving 0.25 ball start:

- Win by any score - All bets on this selection are winners.

- Draw - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.

- Lose by any score - All bets on the selection are losers.

### Handicap Line 0.75 Ball

Team giving a 0.75 ball start:

- Win by 2 or more - All bets on this selection are winners.
  - Win by exactly 1 - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.
  - Draw or lose by any score - All bets on this selection are losers.
- Team receiving a 0.75 ball start:
- Draw or win by any score - All bets on this selection are winners.
  - Lose by exactly 1 - Half the stake is refunded to the customer. The other half is classed as a loser.
  - Lose by 2 or more - All bets on this selection are losers.

### Handicap Line 1 Ball

Team giving a full ball start:

- Win by 2 or more - All bets on this selection are winners.
- Win by exactly 1 - All bets on this selection are void and refunded to the customer.
- Draw or lose - All bets on this selection are losers.

Team receiving a full ball start:

- Win by any score or draw - All bets on this selection are winners.
- Lose by exactly 1 - All bets on this selection are void and refunded to the customer.
- Lose by 2 or more - All bets on this selection are losers.

### **Asian Handicap In-Play/Live (Including 1st/2nd Half Bets)**

All bets on the Asian Handicap In-Play/Live market are settled according to the score-line for the entire game. This includes goals scored before and after the bet is placed.

### **Asian Corner Handicaps**

Whole corner or half corner handicaps - at the end of the match the handicap is applied to the final corner count and the team with the most corners after adjusting for the handicap is deemed the winner for settlement purposes. If the number of corners for each team is equal after the handicap is applied, all bets will be void, and stakes returned.

Quarter corner handicaps - as an example “0.5, 1” is a 0.75 corner handicap has your stake equally divided between half corner and whole corner.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

In the event of a corner having to be re-taken then only one corner will be counted. Corners awarded but not taken do not count.

### **1st/2nd Half Asian Handicap**

Bets settled on the relevant half result only.

### **Extra-Time Asian Handicap In-Play/Live**

Normal In-Play/Live Asian Handicap rules apply but only goals in extra-time count. The score at the start of extra-time is deemed to be 0-0.

### **Asian Total Corners**

Predict the total number of corners in a match. The corner line will be either a quarter-corner, half-corner or whole-corner with bet settlement as follows:

### Corner line of 8.5

If you bet over 8.5, your bet wins if there are more than 8 corners in the match. Otherwise your stake is lost.

If you bet under 8.5, your bet wins if there are less than 9 corners in the match. Otherwise your stake is lost.

With a corner line of a whole number, if the total number of corners is the same as the corner line, your stake is returned.

### Corner line of 8.25

If you bet over, your stake is equally divided between over 8 corners and over 8.5 corners. Your bet wins if there are more than 8 corners in the match. If there are 8 corners exactly, half your stake is lost, and the other half is returned. Otherwise your entire stake is lost.

If you bet under, your stake is equally divided between under 8 corners and under 8.5 corners. Your bet wins if there are less than 8 corners in the match. If there are 8 corners exactly, half your stake wins and the other half is returned. Otherwise your entire stake is lost.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

In the event of a corner having to be re-taken then only one corner will be counted. Corners awarded but not taken do not count.

### **Asian Corners In-Play/Live**

Settled as pre-game Asian corners, in the event of an abandonment before 90 minutes have been played, then all bets will be void unless settlement is already determined.

### **1st Half Asian Corners In-Play/Live**

Settled as pre-game Asian corners except result is settled on total at half-time, in the event of an abandonment before half time then all bets will be void unless settlement is already determined.

### **GOAL LINE**

In the event of a game being abandoned before 90 minutes have been played all bets are void unless settlement of bets is already determined. Please refer to the following examples regarding settlement of bets:

### **Extra-Time Goals In-Play/Live**

Only goals in extra time count. In the event of a match being abandoned before extra-time has finished then all bets will be void unless settlement of bets is already determined.

### **Goal Line 2**

#### **Goal line under 2**

- Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly then the stake is returned. Bets lose if there are three or more goals scored in the match.

#### **Goal line over 2**

- Bets win if there are three or more goals scored in the match. If there are two goals exactly the stake is returned. Bets lose if there is 0 or 1 goal scored in the match.

### **Total Goals Asian (2.25)**

#### Total Goals Asian under 2.25

- Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly half the stake will win, and half will be returned. Bets lose if there are three or more goals scored in the match.

#### Total Goals Asian over 2.25

- Bets win if there are three or more goals scored in the match. If there are two goals exactly half the stake will be returned, and half will be lost. Bets lose if there is 0 or 1 goal scored in the match.

### **Goal Line 2.5**

#### Goal line under 2.5

- Bets win if there are 0, 1 or 2 goals scored in the match. Bets lose if there are three or more goals scored in the match.

#### Goal line over 2.5

- Bets win if there are three or more goals scored in the match. Bets lose if there are 0, 1 or 2 goals scored in the match.

### **Total Goals Asian (2.75)**

#### Total Goals Asian under 2.75

- Bets win if there are 0, 1 or 2 goals scored in the match. If there are three goals exactly half the stake will be returned, and half will be lost. Bets lose if there are four or more goals scored in the match.

#### Total Goals Asian over 2.75

- Bets win if there are four or more goals scored in the match. If there are three goals exactly half the stake will win, and half will be returned. Bets lose if there are 0, 1 or 2 goals scored in the match.

### **Goal Line 3**

#### Goal line under 3

- Bets win if there are 0, 1 or 2 goals scored in the match. If there are three goals exactly then the stake is returned. Bets lose if there are four or more goals scored in the match.

#### Goal line over 3

- Bets win if there are four or more goals scored in the match. If there are three goals exactly, the stake is returned. Bets lose if there are 0, 1 or 2 goals scored in the match.

### **Total Goal Asian In-Play/Live**

For In-Play/Live bets all goals are considered regardless of whether they are scored before or after the bet is placed.

## **TOURNAMENT BETTING**

### **Top Team Goalscorer**

Goals scored in 90 minutes and extra-time count. Penalty shootout goals do not count. Dead-heat rules apply. Team quoted is for reference purposes only.

### **Top Club Goalscorer**

Goals in 90 minutes and extra-time count. Goals scored in penalty shootouts do not count. Dead-heat rules apply. If no club goalscorer then all stakes are returned.

### **Top Goalscorer**

Goals scored in 90 minutes and extra-time count. Penalty shootout goals do not count. Dead-heat rules apply (rather than the player receiving the Golden Boot etc). Team quoted is for reference purposes only.

For the FA Cup, and other cup tournaments with preliminary round, goals count from the 1st round proper onwards.

### **Tournament Totals/Specials**

#### **Total Tournament Cards**

The maximum number of cards per player per match is one yellow and one red (e.g. a second yellow card leading to a red card does not count). Cards awarded in extra-time do not count. Only players on the pitch count (e.g., if a manager or a substitute on the bench is shown a card, it will not count for these markets).

#### **Tournament Total Goals, Team Total Goals, Highest Scoring Team**

For markets applying to the whole tournament, goals scored in 90 minutes or in extra-time will count. For markets referring to a particular set of fixtures on a given date(s), only goals scored in 90 minutes count. Goals scored in penalty shootouts do not count.

If a game is postponed, Total Goals (for a group of games on given date(s)) will be made void. Highest Scoring Team needs 50% of games to be played for bets to stand, and Rule 4 (Deductions) may apply in cases of postponed matches.

#### **Tournament Penalties Missed/Converted**

Penalties taken in 90 minutes, extra-time and penalty shootouts all count. If a penalty has to be re-taken the previous disallowed penalty(ies) do not count.

#### **Tournament Corners**

Only corners taken in 90 minutes count.

#### **Team To Go Unbeaten**

Team must complete the tournament without losing any game or any two-legged tie. A loss via away goals, extra-time or penalty shootout will mean the market is settled as No.

#### **Tournament and Top Goalscorer Doubles**

A special price will apply to predict the Tournament Winner and the Tournament Top Goalscorer. Dead-heat rules apply.

#### **Golden Ball**

This market is settled on the winner of the Golden Ball (the best player of the tournament as declared by FIFA/UEFA etc).

#### **Golden Glove**

This market is settled on the winner of the Golden Glove (the best goalkeeper of the tournament as declared by FIFA/UEFA etc).

### **Golden Boot**

This market is settled on the official winner of the top scorer taking into account tie-breakers from the relevant governing body (FIFA/UEFA etc). For example, assists, minutes and will supersede regular Top Goalscorer rules.

### **UEFA Player of the Tournament**

This market is settled on the winner of Player of the Tournament (the best player of the tournament as declared by UEFA).

### **Club Goalscorer Match Bet**

Both players must take some part in the tournament for bets to stand. In the event of a tie then all stakes are refunded. Goals scored in extra-time count. Goals scored in penalty shootouts do not count.

### **Furthest Progressing Team**

Based on the round a team exits a competition - regardless of extra-time, replays etc. A team winning the final would be deemed furthest progressing. If two teams are eliminated at the same stage (e.g Quarter Finals or in Group Stage) bets are void.

### **Qualification Match-Ups**

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

## **ANTEPOST/FUTURES**

### **Season Specials**

Bets settled on final league position/points total. Playoff points do not count except where specifically mentioned in the individual special.

Player Scorer Specials - Bets are settled on the number of relevant goals scored for the club(s) and in league(s) indicated in the market title.

### **To Reach Playoffs**

The teams which finish in the playoff positions and proceed into the playoff competition will be settled as winners for this market. E.g. those teams gaining automatic promotion, plus all other teams outside of the playoff positions will be deemed losers.

### **To Finish in the Top/Bottom Half**

Bets are settled based on the official finishing positions at the end of the season.

### **Relegation Betting**

If a team is removed from the league before the season has started, then all bets on that market will be made void, and a new relegation book will be opened.

### **Season Handicap Winner**

Settlement is determined after handicap points have been added to all teams' final league points total. Dead-heat rules apply (goal difference is disregarded).

### **Divisional Betting**

For settlement purposes, in divisional betting the finishing position of teams at the end of the scheduled programme of matches will determine placing (dead-heat rules apply in the event of two or more teams tying in the standings (according to official competition rules)), and there will be no allowance for playoffs or subsequent enquiries by the respective leagues. Bets will stand on any team which does not complete all of its fixtures.

### **Top Goalscorer**

Only goals scored within the quoted division are counted for this market irrespective of the team (within that division) for which they are scored. The team quoted alongside the player is for reference only. Only league goals count - excluding playoff matches. Own goals do not count. Dead-heat rules apply.

### **Season Match Bets/Team Points Totals**

If any team does not complete all its fixtures, then all match bets and team points total bets involving that team will be made void - win or lose.

## **FOOTBALL/SOCCER STATISTICS**

### **Team Goals**

Number of goals scored by named team. 90 minutes play only, extra-time and penalties do not count.

### **Player Total Goals**

Player must take some part in the tournament for bets to stand. Goals in 90 minutes and extra-time count. Goals scored in penalty shootouts do not count.

### **Total Corners, Corners in Second Half**

Corners awarded but not taken do not count. Please note that this applies to all corner markets.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

In the event of a corner having to be re-taken (e.g. for a foul in the box) then only one corner will be counted.

### **Extra-Time Corners In-Play/Live**

Only corners in extra-time count. In the event of a match being abandoned before extra-time has finished then all bets will be void unless settlement of bets is already determined.

### **Corner Handicap**

Corners awarded but not taken do not count. Handicap is applied to final corner count for each team to determine handicap winner. Bets will be void if the match is abandoned.

### **Alternative Corners**

Settlement of Alternative Corners market is based on the total corner count at the end of the match.

### **Multicorners**

This market is first half corners multiplied by second half corners (for example First Half 6 x Second Half 6 = 36, First Half 12 x Second Half 0 = 0 etc).

In the event of a match being abandoned before 90 minutes have been played all bets will be void unless settlement of bets is already determined.

### **Total Goals/Number of Goals in Match/Alternative Total Goals In-Play/Live**

In the event of a match being abandoned before 90 minutes have been played all bets will be void unless settlement of bets is already determined.

### **Extra-Time Goal Line In-Play/Live**

Normal In-Play/Live Goal line rules apply but only goals in extra-time count. The score at the start of extra-time is deemed to be 0-0.

### **Ten Minute Events In-Play/Live**

Bets are settled on the number of events occurring in the specified ten-minute time period. Time periods 41-50 and 81-90 include any added time. Events only count within the period they are taken - not awarded. In case of abandonment any bets on uncompleted time periods will be made void unless settlement of bets is already determined. Note that for the 10 minute free-kicks market a penalty does not count as a free-kick. Corners, throw-ins, goal-kicks and free-kicks that have to be re-taken only count as 1. Foul throw-ins do not count.

### **Goals Odd/Even**

Any match resulting in 0-0 will be settled on an even number of goals. For Team Odd/Even markets, if the specified team does not score then we will settle on an even number of goals. In the event of an abandoned match then bets for that match will be void.

### **Both Teams to Score**

In the event of a match being abandoned after both teams have scored then 'Yes' bets will be settled as winners and 'No' bets as a loser. Otherwise, if the match is postponed or abandoned without both teams scoring, all bets will be void.

### **Both Teams to Score in 1st and/or 2nd Half**

Predict if both teams will score in the 1st half and if both teams will score in the 2nd half of the match. Bets will be void if the match is abandoned unless settlement of bets is already determined.

### **Home/Away Team to Score in 1st/2nd Half**

Predict if a team will score in the 1st Half or 2nd Half of a match. Bets will be void if the match is abandoned unless settlement of bets is already determined. If a match is played at a neutral venue the team listed first is deemed the home team for betting purposes.

### **Half Time Result/Both Teams To Score**

Predict the result of the 1st half of the match and if both teams will score in the 1st half. Bets will be void if the match is abandoned unless settlement of bets is already determined.

### **Half Time Result/Total Goals**

Predict the result of the 1st half of the match and the number of 1st half goals. Bets will be void if the match is abandoned unless settlement of bets is already determined.

### **Goals Over/Under**

Predict whether there will be under or over 2.5 goals in a match. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

### **Total Goal Minutes**

Predict the aggregate time of all goals scored in the match, e.g. goals in the 24th, 51st and 59th minutes make up at 134 minutes. Any goals scored in first half added time count as 45. Any goals scored in second half added time count as 90. Should a dispute arise as to the time of any goal then the time provided by the PA will be deemed the time for settlement purposes.

If a match is abandoned then all bets will be made void apart from those that have already made up (e.g. goals in minutes 40, 45 and 60 and abandonment in 65th minute - bets predicting over 140 total goal minutes will be paid out as winners whilst under and bracket bets will be losers).

### **Yellow Card Markets**

Only yellow cards count. If a player receives a Red Card for two yellow card offences this counts as one yellow and one red. Second yellows are ignored for settlement purposes.

Settlement will be made with reference to all available evidence to cards shown during the scheduled 90 minutes play. Any card shown after the full-time whistle has been blown will be disregarded.

Cards shown to non-players (e.g. managers, substitutes or substituted players who play no subsequent part in the game) do not count towards the total.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

### **Number of Cards in Match (Card points)**

Yellow card counts as 1, red card counts as 2. Second yellows are ignored for settlement purposes (e.g. maximum card count per player is 3).

Settlement will be made with reference to all available evidence to cards shown during the scheduled 90 minutes play. Any card shown after the full-time whistle has been blown will be disregarded.

Cards shown to non-players (e.g. managers, substitutes or substituted players who play no subsequent part in the game) do not count towards the total.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

### **Player Gets Card**

Bets on players taking no part in the match will be void/returned.

If a player takes part for any amount of time bets will stand.

Only players on the pitch count. Cards shown to non-players (e.g. managers, substitutes or substituted players) do not count.

For players booked between halves/periods the card will only count if the player makes an appearance in the subsequent half/period.

Cards received after the full-time whistle do not count (unless specifically in and for an extra time market)

Both yellow and red cards count for this market.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

### **1st Player Booked/Next Player Carded (Player Market)**

In the event of two or more players receiving a card for the same incident then the player who is first shown a card by the referee will be deemed the winner for settlement purposes. Both yellow and red cards count for these markets.

If TV Coverage or match information is inconclusive over who received the first card, dead heat rules will apply.

### **Time of First Card**

Both yellow and red cards count for this market.

### **First Team Card/Next Card Betting (Team Markets)**

Only players on the pitch count.

In the event of two or more players being booked for the same incident the player who is first shown a card by the referee will be deemed as the winner for settlement purposes.

For betting purposes, a red card is counted as 2 cards. For example, following 2 yellow cards and 1 red card, the next card is deemed to be the 5th card.

If TV Coverage or match information is inconclusive over who receive the first card, bets will be void/returned.

### **Shots on/off target statistics**

Only shots registered from attacking team count, e.g., an Own Goal is not a shot on target.

### **VAR (Video Assistant Referee) : Total - Only On-Field Review or Video Review Sign (Rectangle/Square)**

Is calculated on the basis of how many times the referee uses the VAR system

This is defined as the referee has made the required hand gesture, calling for a video review (a square/rectangle) or the referee went to check the incident on the pitch side video review screen

### **First/Next Goal Method**

Free-kick - Goal must be scored directly from the free kick. Deflected shots count provided the free-kick taker is awarded the goal. Also includes goals scored directly from a corner kick.

Penalty - Goal must be scored directly from the penalty, with penalty taker as named scorer.

Own Goal - If goal is declared as an own goal.

Header - Last touch of the scorer must be with the head.

Other Method - All other goal-types not included above such as shot from open play.

No Goal

## **Supremacy**

Where a goal supremacy market is offered on a group of matches (e.g. a home goals versus away goals market) if one or more matches are abandoned then all bets on that market will be void.

## **Team to Score First/Second/Next Goal**

Own goals count to the side credited with the goal.

## **Team to Score Last**

Bets will be void if the match is abandoned.

## **Last Penalty Score/Miss**

Predict whether the last penalty awarded in the shootout be scored or missed - if match does not go to penalty shootout all bets will be void.

## **Team Next Penalty**

Predict whether the next team penalty will be scored or missed - if match does not go to penalty shootout or team does not take designated penalty all bets will be void.

## **Team Penalties Converted**

Predict the total number of penalties a team scores in a penalty shootout - if match does not go to penalty shootout all bets will be void.

## **Team to Take Last Penalty**

Predict which team will be awarded the last penalty in the shootout - if match does not go to penalty shootout all bets will be void.

## **Ball to hit woodwork**

The ball will need to rebound back into play to count towards positive calculation/settlement for this market.

Any deflection out of play does not count for woodwork hit.

## **Substitution Markets**

Which team will make first substitution? - If there are no substitutions 'there will be none' will win if offered or all bets are void/returned. If both teams make the first change at the same time or during half time, 'Both teams at the same time' will win. Substitutions made in the same break in play, irrespective of order onto the pitch, are considered to be at the same time.

## **Other Statistical markets (Fouls, Throw Ins, Offsides, Tackles etc)**

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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

## **Goalkeeper Saves**

A goalkeeper preventing the ball from entering the goal with any part of his/her body when facing an intentional attempt from an opposition player. This includes unintentional or misplaced efforts on target from a Goalkeeper's own teammates, but only if the intervention is not perceived to be a routine collection of the ball.

## Transfer and Manager Specials

### Transfer Specials

Loan deals do count unless stated otherwise.

If a specific date is quoted for a transfer to be completed by, the player must be registered to that club before the specified time frame ends.

If a player moves to a club and then is immediately loaned out, we will settle/calculate on the club that signs the player on permanent deal; not where the player is loaned to.

### Next Manager

Should a Manager not be quoted, all bets will stand. Other managers may be quoted on request.

A caretaker or interim manager will not count unless they complete at least 10 consecutive competitive games and will then be deemed the permanent manager for settlement/calculation purposes. A director of football does not count and if structure of the management team changes to have no manager, the person responsible for picking the 1st team (from reasonable sources and using reasonable discretion) will be deemed the winner.

## Futsal

All match markets will be settled on regulation time (specific to competition governing body), unless stated otherwise, including Match Odd/Even, which in the event of no score will be settled as Even. Regulation time must be completed for bets to stand unless the specific market outcome is already determined.

The following In-Play/Live markets will be settled at the end of overtime/shootouts:  
To Qualify/Lift Trophy/Win Shoot-out

Half markets will be settled at the end of the specified half (exclude any extra-time played). In the event of a specific half not being completed bets will be void, unless the specific market outcome is already determined.

### Match Winner

When offered, bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

## Irish/GAA Sports (Gaelic Football/Hurling)

### Outright Betting

All bets stand regardless of season length, provincial or qualifier format.

### Match Betting

Unless otherwise stated all Gaelic Sports bets are settled on regulation time (80 minutes) only (including injury-time); Extra-time does not count unless specified. Where a market specifically includes overtime and the game finishes level after overtime then bets will be void.

Bets will be settled on official GAA (Gaelic Athletics Association) result only.

If either team does not play then bets will be void.

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

Bets on postponed matches are void unless the matches are re-arranged and played in the same 'Gaelic Week' (Monday - Sunday inclusive UK time).

Bets on abandoned matches are void apart from markets where the outcome is already determined.

### **Double Result**

Predict the result (home/draw/away) at both half-time and the end of regulation time.

### **Match Winner**

Bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

**Total game score is used to settle bets (goal = 3, point = 1).**

Scoring Explanation; a goal (below the crossbar) counts as 3 points. A single point (over the cross bar) counts as 1 point/ Match result and overall score/point-based markets are settled on the total combined goals from all Goals and Single Points

### **Half Betting**

Half markets, the relevant half must be completed for bets to have action/be calculated, unless the specific market outcome is already determined.

### **Team to Score 1<sup>st</sup>/Last Goal**

Own goals count.

## **Golf**

### **Outright Betting/Top Nationality Etc**

Non-runner no-bet. Outright markets may be subject to a Rule 4 (Deduction).

All outright bets are settled on the player awarded the trophy. The result of playoffs is taken into account. Dead-heat rules will apply to the Place part of any Each-way bets where required.

Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count).

Some tours or events may not declare a winner via a play off if lowest score is tied. Dead heat rules will apply if no sole winner declared.

Where a tournament is reduced from the scheduled number of holes for any reason (e.g. adverse weather conditions) outright bets placed prior to the final completed round will be settled on the player awarded the trophy if 36 holes of the tournament have been completed.

If less than 36 holes have been completed or outright bets were placed after the final

completed round, then bets will be void.

### **Winner E/W**

Winner each way markets are bets on a player to win with the option of also betting each way

### **Withdraws or doubtful participation**

If your selected player does not take part in the tournament, bets will be made void. If he or she has teed off, bets will stand, and they are deemed to have played. In the event of a player withdrawing after having teed off then stakes will be lost on outright, group, match or 18-hole betting etc.

### **Betting Without a Nominated Player(s)**

Dead-heat rules apply to win bets unless the excluded player(s) does not win the tournament. Dead-heat rules also apply to the Place part of Each-way bets.

### **Group Betting**

The winner will be the player achieving the highest placing at the end of the tournament. Any player missing the cut will be considered a loser. If all players miss the cut then the lowest score after the cut has been made will determine settlement. Non-runner no-bet deductions in line with Rule 4 (Deductions) will apply. Dead-heat rules apply except where the winner is determined by a playoff.

If a tournament is affected by adverse weather bets will be settled providing that there is a deemed tournament winner and a minimum of 36 holes are completed. The winner will be the player in the lead at the end of the last completed round.

### **Tournament Top 4/Top 5/Top 6/Top 10/Top 20 Finish**

Dead-heat rules apply.

### **Finishing Position of a Named Player**

In the event of a tie for a finishing position the tied position will count. For example, a tie with 5 other players for 8th place will count as a finishing position of 8th.

### **Match Betting (3 way) - (54,72 or 90-hole etc)**

If a tournament is affected by adverse weather then bets will be settled providing that there is a deemed tournament winner and a minimum of 36 holes are completed.

The winner will be the player in the lead at the end of the last completed round.

Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count).

If one player misses the cut then the other player is deemed the winner. If both players miss the cut then the lowest score after the cut has been made will determine settlement.

If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, then the other player is deemed the winner.

If a player is disqualified during either the 3rd or 4th rounds, when the other player in the match bet has already missed the cut, then the disqualified player is deemed the winner.

When a price is offered for the tie and in the event of a tie, bets on either player to win will be lost.

## **Tournament Match-Ups (2 way)**

As above but bets void in the event of a tie.

## **18 Hole Betting**

The winner will be the player with the lowest score over 18 holes. Players are paired, they may or may not be playing together.

## **18 Hole - 2 and 3-Ball Betting**

Bets stand once all nominated players tee-off the first hole. If a round is abandoned, then bets on that round are void.

Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count)

Bets on 2 or 3-balls will stand irrespective of whether the actual pairings/group may differ.

For tournaments using the Stableford scoring system the highest points scorer during the round is deemed the winner.

Non-runners; 2 and 3-ball bets void.

In 2-ball betting where a price is not offered for the tie then bets will be void in the event of a tie. If a price is offered for a tie, this will govern settlement.

In 3-ball betting dead-heat rules apply.

For all other bets involving groups of more than 3 players together over 18 holes (e.g. 7-ball, 9-ball, etc) Dead-heat rules apply. Non-runner no-bet. Deductions in line with Rule 4 (Deductions) will apply.

## **Wire-to-Wire Winner**

The named player must lead after Rounds 1, 2 and 3 (including joint leading) and go on to win the tournament.

All rounds must be completed in full as scheduled pre event (normally 72 holes/4 rounds)

## **Straight/Dual Forecast**

For Straight Forecast, players must come 1<sup>st</sup> and 2<sup>nd</sup> in the specified order.

For Dual Forecast, players must come 1<sup>st</sup> and 2<sup>nd</sup> in either order.

Both players must tee off (start the tournament) for bets to stand, or bets will be made void/returned on that selection.

Dead Heat rules may apply.

## **Fourballs**

Bets stand once both pairings have teed-off the first hole. For all other bets involving groups of more than 3 players together over 18 holes (e.g. 4-ball, 5-ball, etc)

Dead-heat rules apply. Non-runner - no-bet. Deductions in line with Rule 4 (Deductions) will apply.

## **Handicap Betting**

Deduct handicap from final total to determine the winner. Tournament must be completed otherwise bets void. Any player who misses the cut will be deemed a loser. Any non-runner Rule 4 may apply, and place terms at start of the event will count for all bets placed prior to the start. Dead-heat rules apply.

## **Mythical Match-Ups**

The winner will be the player with the lowest score over 18 holes. If scores are level after 18 holes, then bets will be made void.

## **Match Play Markets**

If a match does not start (e.g. player injured or disqualified before the start of a match) then all bets on that match will be void.

Bets on markets that can be settled by using the official tournament and match results (including final match correct score and individual match betting) will be settled using those results. This includes where a match finishes early either by agreement of the players or through injury.

Match Winner (2-Way) is settled on the winner including any extra holes played. In the event of a tie, bets on the Match Winner (2-Way) will be void.

Match Result (3-Way) and Winning Margin do not include extra holes if played. Specifically, for Winning Margin and Last Hole Played markets, if a match finishes before the completion of the stated number of holes, bets will be settled on the official result. Bets will be void if a player withdraws at a point in the match where the result is still to be determined. E.g. The number of holes remaining is greater than or equal to the score at the time of withdrawal.

For the Last Hole Played market, if a player withdraws after the 16th hole when the match is tied or after the 17th when a player leads by 1, then the Last Hole played is settled as Hole 17.

Uncompleted single hole bets will be void.

## **36 Hole Match Betting**

Settlement will be on the player achieving the highest placing at the end of 36 holes. If the number of rounds played is reduced, e.g. for bad weather, bets will be settled providing that a player has won the trophy (bets will stand as long as there is a deemed winner and a minimum of 18 holes are completed).

If a player is disqualified or withdraws after starting prior to the completion of two rounds, then the other player is deemed the winner.

A price will be offered for the tie and in the event of a tie bets on either player to win will be lost.

## **Ryder/Solheim/Walker/Warburg/Presidents Cup and Any Other International Matches**

All markets, including Outright, Draw-No-Bet, Handicap(s), Top Points Scorer and Correct Score, Format Correct Score, Total Point Markets, will be settled on official result unless otherwise stated. In the Presidents Cup, To Lift Trophy (without the Tie option), dead-heat rules will apply.

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

## **Golf Specials**

Winning Score - Settlement will be upon the completion of 72 holes (or 90 for tournaments where applicable) otherwise bets are void.

Winning Margin - Based on the number of strokes between the winning player and the individual(s) who finishes second (includes a price for tournament to go to a playoff). In the event of adverse weather affecting the tournament then settlement will stand as long as a minimum of 36 holes of a tournament are played.

Hole in One - Relates to a hole in one being recorded in the designated Rounds of a specified tournament. In the event of adverse weather affecting the tournament then bets will stand as long as a minimum of 36 holes of a tournament are played. In the event of a hole in one being recorded, but 36 holes not being played then the Yes option - To Make a Hole in One - will be deemed the winner.

To Make/Miss Cut - A tournament cut must be applied for bets to stand. In the case of a Tournament where a multiple cut system is in place, settlement will be defined by a player playing or not playing in the next Round following the 1st official cut.

To Win/Not to Win a Major - The 4 majors are US Open, US Masters, USPGA and the British Open.

Enhanced Win - Refers to tournament outright betting.

## **Greyhound Racing**

Bets on named greyhounds which do not run will be made void. If only the trap number is selected, then the reserve will be substituted.

Bets are accepted win or each way at starting price, show price or early price where available.

Place only bets are not accepted and if taken in error will be void.

If a greyhound is withdrawn from a race, bets placed prior to the withdrawal at Early or Show prices will be settled at Starting Price (SP).

### **Reserve Greyhounds**

Customers have two options when placing bets on greyhound races. You can either place the bet by trap number or by dog name. If placing a bet by trap number, then your bet will be settled on the trap regardless of whether or not a reserve is running. If you place a bet by dog name and the dog is a non-runner, your bet will be void.

### **Acceptance of bets**

Bets placed after the official "off" time will be voided irrespective of whether the bet wins or loses.

### **Tote Bets**

We do not accept tote bets on greyhound racing. Any such bets accepted in error will be settled at the starting price equivalent.

### **Place terms**

In races of 5-7 runners we pay 1/4 odds 1st and 2nd places.

In races of 8 runners, we pay 1/5 odds 1st, 2nd and 3rd places.

Where races have 4 runners or less, each way bets go all on to win.

### **Tricast Betting**

Winning bets are paid according to the computer tricast dividend and is declared to a £1 unit stake

If a tricast is accepted on a race in which no tricast is declared then the bet will be settled as a forecast on the first two nominated selections.

### **Re-Scheduled Greyhound Races**

Bets placed on a void race, which is re-scheduled to be run later on the same day, will be settled as follows:

- **Single Bets (Including Single Forecasts and Tricasts);** All bets stand, unless a refund is requested prior to the off of the re-scheduled race.
- **Show Prices and Early Prices;** Bets taken at prices on a Void Race will revert to S.P. for the re-scheduled race.
- **Multiple Bets;** All selections in Void Races within multiple bets will stand for the re-scheduled race. In the event that the race is not re-scheduled, all selections in that race will be treated as non-runners within multiple bets.

### **Greyhound Specials**

In the event of any non-runner, match and special bets will be void.

### **Favourites**

Wagers will be accepted win only at starting price for the favourite. The Place part of any wager inadvertently accepted for unnamed favourites will be settled as a Win stake.

In the event of two selections starting joint favourites then stakes are divided equally. Where three or more selections start co-favourites, stakes will be divided proportionately. However, if such joint favourites or co-favourites are returned at a price whereby, irrespective of result, no profit could be accrued by the backer of the favourite, the unnamed favourite will be treated as a non-runner, in both single and accumulative bets

### **Dead Heat**

If two or more selections tie then dead heat rules may be used to settle bets.

This is calculated by dividing the total stake by the number of selections in the dead heat then multiplying by the odds at which the best was placed/calculated. Effectively when you have a dead heat, one part of your bet is treated as a winner, and one part as a loser

For example, a stake of £10 at 5/1 in a two-way dead heat becomes  $\text{£10} / 2 = 5 * 5/1$  giving a return of £30.

### **Greyhound Specials or Derivative/additional race markets**

#### **Betting Without/ Winner Without Favourite**

Where we offer prices on an event without a nominated selection, for settlement purposes the finishing position of the 'without' selection(s) will be ignored.

If there is a non runner after a bet is placed then all bets will be void/returned.

Dead Heat rules apply.

#### **Cover Bet 2 (or X) Places**

A price will be offered to win the race. If the greyhound finishes second (or else determined in display), stakes on that selection will be returned. If there is a non runner after a bet is placed then all bets will be void/returned.

Dead Heat rules apply.

#### **Favourites v Outsiders**

This market is a grouped match bet(s) whereby a runner or runners with short prices

(Favourites) are matched against all other runners in the race (Outsiders). The group containing the winning greyhound is settled as the winning selection.  
If there is a non runner after a bet is placed then all bets will be void/returned.  
Dead Heat rules apply.

### **Inside v Outside**

This market is a grouped match bet(s) whereby 'Inside' numbered traps (1,2,3) are matched against 'Outside' numbered traps (4,5,6). The group containing the winning trap is settled as the winning selection.

If there is a non runner after a bet is placed then all bets will be void/returned.  
Dead Heat rules apply.

### **Odds v Evens**

This market is a grouped match bet(s) whereby 'Odds' numbered traps (1,3,5) are matched against 'Evens' numbered traps (2,4,6). The group containing the winning trap is settled as the winning selection. If there is a non runner after a bet is placed then all bets will be void/returned.

Dead Heat rules apply.

### **Match Bets**

Betting is on which greyhound has the best finishing position (1<sup>st</sup> being the best). If one greyhound in a match fails to complete, then the other selection will be considered to have won the match. If neither greyhound finishes, all bets will be void/returned.

Match Bets will stand as long as both named selections run. If either selection is a non-runner, bets will be void/returned. Dead Heat Rules Apply.

## **Handball**

### **Outright Betting**

Outright Betting is all-in compete or not.

### **Match Betting**

Unless otherwise stated all bets will be settled based on the score at the end of regulation time and excluding overtime if played. All match betting markets are based on the result at the end of a scheduled 60 minutes play unless otherwise stated. If the scheduled 60 minutes is not played then bets will be void, with the exception of game props where the result has already been determined.

The following markets include overtime/shootouts for settlement purposes:  
To Qualify, To Lift Trophy

Any overtime will not be taken into account for any markets concerning "2<sup>nd</sup> half".

Specifically, for any competition that uses a Mercy Rule, in the event of such a Rule being called in a match, all bets will stand on the score at the time.

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match play

the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.

### **Match Winner**

Bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

### **Matches Postponed or Cancelled**

Any postponed or cancelled matches will be treated as a non-runner for settling purposes unless it is played within 24 hours of the original start time.

### **Half Betting**

The designated half must be completed for bets to stand, unless the outcome of the specific market is already determined. This excludes overtime, if played.

### **Game Props**

All game props, including the following markets, will be settled on regulation time only and exclude overtime if played:

Team with Highest Scoring Half/Highest Scoring Half/Game Total Odd-Even/Team Total Odd-Even/Winning Margin (incl. Alternative)/Double Result (incl. Alternative)/Race to Markets/Team to score X Goals/Both Teams to score X Goals/Either Team to score X Goals

### **In-Play/Live Betting**

A game must be completed in full for bets to stand (unless the outcome of the specific market is already determined). All In-Play/Live game markets exclude overtime if played, except the following:

To Qualify

To Lift Trophy

To Win Match (Inc OT/SO) – if the match is determined in regulation time this market will be settled on the outcome at that time.

For In-Play/Live half betting, including the following markets, the designated half must be completed for bets to stand (unless the outcome of the specific market is already determined). All In-Play/live half bets exclude overtime if played.

Handicap(s)/Total Goal(s)/Result(s)/Team Total(s)/Total Odd-Even/Margin of Victory/First Goal of Half/Draw-No-Bet/Double Chance/Race to Markets

For In-Play/Live 10 minute betting, including the following markets, the designated 10 minute period must be completed for bets to stand (unless the outcome of the specific market is already determined):

Handicap(s)/Total Goal(s)/Result(s)/Team Total(s)/Total Odd-Even/Last Goal/Margin of Victory/Race to Markets

### **Hockey (Non-Ice, including 'Field', 'Rink' or 'Inline' Hockey).**

Outright Betting is all-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

If an event is suspended or postponed, then bets remain valid provided that the event is completed at the same venue within 36 hours. If the event takes place at a different venue, then bets will be made void and stakes returned.

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

A game must be completed in full for bets to stand, unless settlement of bets is already determined.

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

#### Pre-Game Bets

All pre-game bets exclude overtime, if played, unless stated otherwise.

Match Winner; where offered, bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

In-Play/Live Game Bets EXCLUDE Overtime Unless Stated Otherwise

To Win Match (2-Way)/To Qualify/To Lift Trophy/Method of Victory/Shootout

Winner/Team Next Penalty In Shootout - Include overtime/shootout.

To Win In OT - Includes overtime only and excludes shootout if played.

In-Play/Live Quarter Bets EXCLUDE Overtime

The designated quarter must be completed for bets to stand, unless settlement of bets is already determined.

In-Play/Live Half Bets EXCLUDE Overtime

The designated half must be completed for half bets to stand, unless settlement of bets is already determined.

In-Play/Live 10 Minute Bets EXCLUDE Overtime

The designated 10-minute match duration must be completed for bets to have action, unless the specific market outcome is already determined.

## HORSE RACING

**All races are settled as per the official result at the weighed in announcement in line with the rules of racing.**

#### AntePost/Future Horse Racing

AntePost wagers are accepted on the basis all-in run or not, entered or not. Except where specifically stated otherwise, stakes are lost on an AntePost bet if a selection does not take part and no Rule 4 (Deductions) is made from winning AntePost bets. When the same horse is taken to win two or more races in AntePost doubles, trebles and accumulators special reduced odds will be offered.

On days when classic or other trials occur, AntePost betting may be suspended and new prices issued.

Jockey Club Rule 121 decrees that Stewards are empowered to reduce the numbers in a race if, at the overnight declaration stage, too many have been left in for the safety of horses and jockeys. AntePost bets on horses compulsorily withdrawn will be void and stakes returned. Bookmakers in these circumstances are authorised to make appropriate deductions from winning bets on the race, depending on the last Price(s) of the withdrawn horse(s) at the time of withdrawal in accordance with Rule 4 (Deductions). On the 'Day of the Race Prices' Rule 4 (Deductions) will also apply.

AntePost bets are settled at the Price and Place terms applicable at the time of acceptance. Should a wrong Price or Place terms be given in error we reserve the right to settle the bet at the correct Price/Place terms that were available at the time the bet was struck.

Should a wager struck at a Price on the day of an event couple selection(s) in that event with selection(s) in future event(s) then if the first selection(s) does not run the wager will be executed on the remaining selection(s) on the basis of all-in, run or not.

### **Non Runner Money Back (NRMB)**

Some ante post/future horse racing races may be offered with NRMB terms and will be indicated as such in race name and will appear in open bets with NRMB listed. This means if the horse you backed does not run your stake will be returned.

### **Postponed Races**

If a race is postponed to another day then all bets are void.

### **Each-Way Betting**

Bets are settled to win unless Each-way is selected. An Each-way bet is a bet of twice the selected unit stake. It contains one bet of unit stake on the selection to Win and one bet of unit stake on the selection to be Placed according to the terms advertised for the event. In general, for UK horse racing the Place part of Each-way bets will be settled as per the following Place terms:

Handicaps 16 or more runners one quarter the odds first four Places

Handicaps 12 15 runners one quarter the odds first three Places

All other races of 8 or more runners one fifth the odds first three Places

Races of 5, 6 or 7 runners one quarter the odds first two Places

Less than 5 runners the Place money is invested to Win

In all races the number of runners shall be the number of runners coming under starters orders. Bets will not be accepted where the Place stake exceeds the Win stake. Each-way doubles, trebles and accumulators will be settled Win to Win and Place to Place in accordance with the above.

### **Refused to Race**

Where a horse officially 'refuses to race' it means that the horse has come under starter's orders and is therefore treated as participating in the race. Bets on the horse will be lost.

### **Non-standard place terms**

Some races may be offered with non-standard place terms with additional places. These terms will be stated at the time of bet placement but will be determined by the number of horses that run in the race at the off (not at bet placement). In the event of non-runners and/or withdrawals we reserve the right to change these enhanced place terms to the standard place terms listed above.

### **Dead-Heats**

Where two selections dead-heat half the stake money is lost, and the full odds are paid to the other half. If more than two dead-heat the stake is proportioned accordingly.

## **Favourites/2<sup>nd</sup> Favourites**

Wagers will be accepted win only at starting price for 1st and 2nd favourites. The Place part of any wager inadvertently accepted for unnamed favourites will be settled as a Win stake.

In the event of two selections starting joint favourites then stakes are divided equally. Where three or more selections start co-favourites, stakes will be divided proportionately. However, if such joint favourites or co-favourites are returned at a price whereby, irrespective of result, no profit could be accrued by the backer of the favourite, the unnamed favourite will be treated as a non-runner, in both single and accumulative bets.

Should the favourite be withdrawn before coming under starter's orders but too late for a new market to be formed then bets on the favourite in that particular race are void. In the event a joint or co-favourite being withdrawn then the proportion of stakes on that selection will be void and the remaining proportion of stakes will be divided equally on the selections that do run.

## **Forecast Betting**

Forecasts are accepted for all races of 3 or more actual runners and will be settled as a straight forecast (selections to finish 1st and 2nd in correct order) in accordance with the computer straight forecast dividend. If there are less than 3 actually running in a race, then all forecasts for that race will be void. In the event of no straight forecast dividend being declared then forecasts will be settled in accordance with the NSL straight forecast chart provided that 3 or more actually run in that race.

You may take early prices or show prices in straight forecasts when available, in a fixed price forecast. If any withdrawals result in a total Rule 4 (Deductions) of £0.10 in the £ or greater than a fixed price forecast will be settled at the computer forecast dividend.

Where a client selects combination forecasts A B C and stakes for 6 bets this will be settled as 6 straight forecasts as follows:

AB BA

AC CA

BC CB

Forecast bets are not accepted containing unnamed favourites.

Should any forecast contain a non-runner then the total stake will be placed to Win on the other selection. In fixed price forecasts the remaining selection will be settled at SP.

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

In the event of two or more horse's dead-heating for first or second place then separate dividends will be declared and paid to each qualifying forecast. In fixed price forecasts the full odds will be paid with the stake split according to the number of horses which dead-heat.

## **Tricast Betting**

You may take early prices or show prices in straight Tricasts when available, in a fixed price Tricast. This is available on all horse races of 8 or more runners. If any withdrawals result in a total Rule 4 (Deductions) of £0.10 in the £ or greater than a fixed price Tricast will be settled at the computer Tricast dividend. However, if no

computer Tricast dividend is declared (e.g. in non-handicaps) then a fixed price Tricast will be settled as a computer straight forecast on the first two named selections irrespective of where the third named selection finishes.

The following applies to both Tricasts and fixed price Tricasts: if one selection is a non-runner then the bet will be settled as a straight forecast at the computer forecast dividend. If there are two non-runners, then the bet will be settled as an SP single on the remaining selection.

Tricasts are not accepted including unnamed favourites.

In the event of two or more horse's dead-heating for first, second or third place then separate dividends will be declared and paid to each qualifying Tricast. In fixed price Tricasts the full odds will be paid with the stake split according to the number of horses which dead-heat. Tricasts are accepted for singles only.

### **Show/Board Prices**

Should a horse be withdrawn no show/board price will be laid after the time of withdrawal unless the market is reformed.

### **Early Morning Prices/Day of Event Prices**

After the final declarations stage, non-runner no bet. Rule 4 (Deductions) will apply.

### **Reserves**

In races with reserves, any bets taken prior to a reserve horse being declared to run and if the reserve was not priced up at the time the bet was placed, then any such bets will be settled on the result 'without the reserve runner(s)'. Each way bets settled on the result "without the reserve runner(s)" will be based on the number of runners, excluding reserves, that start the race. In races where reserves are priced but do not run, no Rule 4 (Deductions) will be applicable. The exception when non-runners occur so that a reserve is due to take part then is a subsequent non-runner where Rule 4 (Deduction) will apply.

### **Withdrawals Other Than AntePost/Future Horse Racing**

Where a horse is withdrawn before coming under starter's orders, or is officially deemed by the starter to have taken no part in the race, then stakes will be returned on the withdrawn horse and winning bets will be subject to deductions in accordance with Rule 4 (Deductions). The rate of deduction will be based on the price of the withdrawn horse at the time of its withdrawal on the following scale:

#### **Rule 4 (Deductions) Table**

Deduction table for withdrawals other than AntePost

1/9 or shorter - £0.90

2/11 to 2/17 - £0.85

1/4 to 1/5 - £0.80

3/10 to 2/7 - £0.75

2/5 to 1/3 - £0.70

8/15 to 4/9 - £0.65

8/13 to 4/7 - £0.60

4/5 to 4/6 - £0.55

20/21 to 5/6 - £0.50

EVS to 6/5 - £0.45

5/4 to 6/4 - £0.40

8/5 to 7/4 - £0.35

9/5 to 9/4 - £0.30  
12/5 to 3/1 - £0.25  
16/5 to 4/1 - £0.20  
9/2 to 11/2 - £0.15  
6/1 to 9/1 - £0.10  
10/1 to 14/1 - £0.05p  
over 14/1 - no deduction

In the event of two or more horses being withdrawn before coming under starter's orders then the total deductions shall not exceed £0.90 in the £.

Should a horse be withdrawn, and a new market formed then any bets laid at show prices prior to the new show will be subject to the above deductions. In the event of a further withdrawal after the market has been reformed then bets placed at show prices in the original market will be subject to a further deduction based on the price of the withdrawn horse in the original market. Bets placed in the new market will be subject to a deduction based on the current price.

The above scale will also apply in the case of non-runners in early price races and will be used for other events where we specifically advertise that deductions in line with Rule 4 (Deductions) will apply.

### **ReRuns**

In the event of a false start, etc. resulting in a race being rerun, 'under starter's orders' is negated and stakes will be refunded on horses taking no part in the rerun. Returns on the remaining runners subject to Rule 4 (Deductions). The number of runners taking part in the rerun governs Place terms.

### **Walkovers and Void Horse Races**

Walkovers and void races count as races, but any horse so involved will be treated as a non-runner for settlement purposes.

### **Best Odds Guaranteed (BOG) Rules**

If you take the price and the starting price (SP) is bigger, we will pay you out at the bigger price. If you take a price of 4/1 and the selection wins with a SP of 5/1, we pay you 5/1. If the horse wins at odds of 3/1, we pay you 4/1.

This applies to UK and Ireland horse racing only.

This applies to early prices, board prices and for singles and multiples.

This offer applies to new and existing customers.

This offer does not include Ante-Post/Future Horse Racing, Tote/PMU Pool Bets, any packaged multiple, boosted odds or any other 'special' bets.

In the event of a Rule 4, we will pay out at the bigger odds if applicable, after the Rule 4 deduction has been applied.

### **First Past The Post (FPTP) rules**

First Past The Post (FPTP) or 'double result' concession means we will pay out on the horse that crosses the line first, even if they are later disqualified or downgraded in the race.

FPTP is offered for all UK and Irish Racing only to all single and multiple bets.

This applies to day of race win and each way markets only

Staking restrictions do not apply.

Dead Heat Rules May Apply.

Circumstances where FPTP does not apply:

Horses that are disqualified because they failed to weigh in correctly (including wrong weight or jockey failing to weigh in).  
Horses that are disqualified for taking the 'wrong course'.  
Any subsequent appeal or amendment not on day of the race.  
Races which are declared void.  
Bets on originally placed horses that are demoted.  
Any 'ante post' or 'future horse racing' bet.  
Bets that are placed on or settled using PMU or Tote odds.  
A correction to a result given in error by the judge prior to the weigh in.  
Any other markets offered including, but not limited to, forecast and tricasts, match bets, distance betting or special bets.

**Horse Racing Derivative/additional race markets.**

**Betting Without/ Winner Without Favourite**

Where we offer prices on an event without one or more nominated selections, for settlement purposes the finishing position of the 'without' selection(s) will be ignored.

If there are less than five runners (including named selection(s)) or at least one of the nominated selections is withdrawn, not under starter's orders, then all bets will be void.

In the event of a horse that isn't a named "without" selection being withdrawn, not under starter's orders, stakes on that selection will be returned. Bets for the remaining horses in the race will be subject to a deduction in accordance with Tattersall's R4 based on the price in the Betting Without market of the withdrawn horse(s) at the time of withdrawal.

Each way may be offered on this market and will use the standard each way terms. The number of runners will be those named in the market and will exclude the 'betting without' selection(s).

Dead Heat rules apply.

Best Odds Guaranteed (BOG) does not apply.

First Past The Post (FPTP) does not apply.

**Place Betting**

Place betting markets allow you to predict a horse to finish in the first number of specified places.

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

Price Range at the time of Withdrawal		Number of Places Offered		
Decimal	Fractional	2	3	4
Over 15.0	Over 14/1	0	0	0
Over 11.0	Over 10/1	5	0	0

Over 6.5	Over 11/2
Over 5.0	Over 4/1
Over 4.0	Over 3/1
Over 3.25	Over 9/4
Over 2.75	Over 7/4
Over 2.5	Over 6/4
Over 2.2	Over 6/5
Over 1.9	Over 10/11
Over 1.8	Over 4/5
Over 1.615	Over 8/13
Over 1.534	Over 8/15
Over 1.4	Over 2/5
Over 1.3	Over 3/10
Over 1.25	Over 1/4
Over 1.181	Over 2/11
1.181 or less	2/11 or less

5	5	5
10	5	5
15	5	5
20	10	5
20	10	10
25	15	10
25	15	10
25	20	10
30	20	15
30	20	15
35	25	20
35	30	20
40	30	20
50	35	25
50	40	25
50	50	25

The number of places being paid shall remain constant e.g. If we are originally paying three places and the race is reduced to 7 or less runners we shall still pay 3 places. The only exception to this is when the number of runners is equal to or less than the number of places on offer. In this instance all bets are void.

Dead Heat rules apply.

Best Odds Guaranteed (BOG) does not apply.

First Past The Post (FPTP) does not apply.

### Cover Bets

- **2 Places** - a price will be offered for the horse to win the race. If the horse finishes second, stakes on that selection will be returned.
- **3 Places** - a price will be offered for the horse to win the race. If the horse finishes second or third, stakes on that selection will be returned.
- **4 Places** - a price will be offered for the horse to win the race. If the horse finishes second or third or fourth, stakes on that selection will be returned.

In the event of a horse being withdrawn, not under starter's orders, stakes on that selection will be returned. Bets for the remaining horses in the race will be subject to a deduction in accordance with Tattersall's R4 based on the price in the Cover Bet market of the withdrawn horse(s) at the time of withdrawal.

Dead Heat rules apply.

Best Odds Guaranteed (BOG) does not apply.

First Past The Post (FPTP) does not apply.

### Favourites v Outsiders

These markets are grouped match bets whereby a runner (or runners) with short prices (Favourites) are matched against all other runners in the race (Outsiders). The group containing the winning runner is settled as a winning selection. If a named Favourite is withdrawn, not under starter's orders, then all bets will be voided/returned. If an Outsider with a price of 6/1 or shorter is withdrawn, not under starter's orders, then all bets will be voided/returned.

Dead Heat rules apply.

Best Odds Guaranteed (BOG) does not apply.  
First Past The Post (FPTP) does not apply.

### **Threesomes**

These markets are grouped match bets whereby three named runners are matched against another three named runners in a race. Betting is on which group has the highest finishing runner.

If a named runner is withdrawn, not under starter's orders, then all bets will be voided/returned.

Dead Heat rules apply.

Best Odds Guaranteed (BOG) does not apply.  
First Past The Post (FPTP) does not apply.

### **Match Bets**

Betting is on which horse has the best finishing position (1st being the best).

If one horse in a match fails to complete, or takes the wrong course, the other will be considered to have won the match. If neither horse finishes, bets will be void.

If a named runner is withdrawn, not under starter's orders, then all bets will be voided/returned.

Dead Heat rules apply.

Best Odds Guaranteed (BOG) does not apply.  
First Past The Post (FPTP) does not apply.

### **Distance Betting**

The winning distance is the distance between the official winner and the official 2<sup>nd</sup> placed horse. Distances are taken from the official race result and are in 'lengths'. Where the distance is less than a ¼ length the following fractions apply – Short head (0.1), Head (0.2), Neck 0.3.

### **UK and Ireland Horse Racing**

Horseracing data licensed from the British Horseracing Board Limited.

If no official SP is returned, if no price is taken, then all bets will be settled at the last Industry show passed. If no Industry show is given, then bets will be settled at Tote odds.

If on the day of a race the surface is altered (e.g. Turf to All Weather or vice versa), then bets will stand.

### **Non UK and Ireland**

For some of the major overseas horse races an industry SP and Forecast/Tricast may be declared. In these cases, if no price is taken and Tote (Pari-mutuel) is not requested, then bets will be settled based on the industry declared SP and Forecast/Tricast dividends. Normal place terms will apply for Each-way betting.

If on the day of a race the surface is altered (e.g. Turf to All Weather or vice versa), then bets will stand.

### **Horse Racing Specials**

For 'Final/Declared Field' specials such as Daily Boosts, Special enhanced prices etc. Best Odds Guaranteed and Rule 4 does not apply. If a named selection is a non runner, bets are void/returned. For 'Final/Declared Field' Special Double/Multiples if any of the named selections does not run the entire bet is void/returned. Best Odds Guaranteed (BOG) and Rule 4 does not apply. For Ante Post/Future Horse Racing specials, selections are all in run or not.

### **Ice Hockey**

These rules are also applicable to E-Ice Hockey

All games must start on the scheduled date (local stadium time) for bets to have action. If a match venue is changed, bets already placed will stand providing the home team is still designated as such.

If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.

### **All Competitions/Matches (unless otherwise stated) - All Markets Pre-Game and In-Play/Live**

All bets include overtime/shootouts unless otherwise stated.

In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This does not apply to markets that exclude overtime/shootouts if played.

In 2-Way markets Push rules apply. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

3-Way markets are settled on the score at the end of regulation time, with the exception of When Will Game End which is a 3-Way market that includes overtime/shootouts.

Team Totals Odd or Even - If your team doesn't score bets will be settled as Even.

Will there be overtime in the match – Overtime (where applicable) must start for bets to stand.

The following markets exclude overtime/shootouts for settlement purposes:

Asian Handicap

Asian Goal Line

Draw No Bet

Puck Line (3-Way)

Game Total (3-Way)

Double Chance (3-Way)

Money Line (3-Way)

Team Totals (3-Way)  
Race to Markets  
Total/Team Goals Exactly  
Team To Score First/Last  
To Score Last in Regulation  
Next Goal Scored  
Who Will Win Most Periods  
Total/Home and Away Goals Scored  
Period Betting  
10 Minute Markets In-Play/Live  
Highest Scoring Period  
Highest Scoring Period - If 2 or more periods have the same score, Tie will be settled as the winner.  
Period Betting - The relevant period must be completed for bets to have action, unless the specific market outcome is already determined.  
10 Minute Markets In-Play/Live - The designated 10 minute match duration e.g. 31-40 minutes must be completed for bets to have action, unless the specific market outcome is already determined. For settlement purposes the 51-60 minute duration will not include overtime if played.

### **Match Winner**

Bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

### **Matches Listed as Club Friendlies (Regulation Only) and International Friendlies (Regulation Only) - All Markets Pre-Game and In-Play/Live**

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

Game Totals Odd or Even - If there is no score all bets will be settled as Even.  
Team Totals Odd or Even - If your team doesn't score bets will be settled as Even.  
The following markets include overtime/shootouts for settlement purposes:-

To Win Match (including overtime/shootout)

To Lift Trophy

To Qualify

When Will Game End

Penalty Shootout Winner

Penalty Shootout Correct Score

IIHF World Championships and Olympic Games

Settlement of match-up bets will be determined by positions in the Official Final Ranking at the conclusion of the specified Tournament. If teams are still ranked level, bets will be void.

Top Tournament/Team Goalscorer - Player who scores most goals during the competition will be deemed the winner. All-in, play or not. Dead-heat rules apply.

To Qualify From Group - Team to progress to Qualifying Round from Preliminary Round will be deemed winner.

### **Player Statistics**

Markets may be offered

Regardless of the country and the tournament all bets on Player Statistics are calculated based on the results in regular time, excluding the result of the overtime

and penalty shootout.

If a player has not participated in the match bets on that player are void/returned.

### **In Game Number of Suspension markets**

For the calculation of how many 2-minute suspensions will there be in the given period or match? each 2 minute suspension counts as 1.

Double Minor Penalty (double minor) (2 +2 minutes) counts as 2 suspensions each lasting 2 minutes.

All penalties occurring before the start of the period refer to the previous period.

Penalties assigned at the end of the game, also belong to the previous period (the 3rd period or the overtime).

Delayed suspensions which have not come into force due to the fact that the goal was scored are not counted, regardless of whether or not they were included in the official record of the match.

### **Goalscorer Markets (First/Last/Any)**

Forecast the name of the scorer of the first/last goal or to score anytime in the game.

Bets on a player taking any part in the given match stand.

### **Futures/Ante Post**

**NHL Regular Season Points/Match-Ups/Wins** - Team must complete at least 80 regular season games for bets to have action/stand unless the specific market outcome is already determined.

**NHL To Win Conference** - The team that progresses to the Stanley Cup Final will be deemed the winner.

### **Outright/Conference/Divisional Betting**

All bets stand regardless of team relocation, team name change or season length.

### **Series Betting**

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

## **Motor Racing (Cars)**

### **F1/Formula One Racing**

All race bets are settled on the official classification from the Federation Internationale de l'Automobile (FIA), the sport's governing body, at the time of the podium presentation. These include bets on Free Practice and Qualifying sessions.

### **Drivers/Constructors Championship**

Each participant is priced to be the top driver over the Formula 1 season in accordance with Drivers/Constructors Championship standings, and rules as specified by the FIA. Each-way terms may apply.

### **Match Betting/Group Betting**

Two drivers or constructors may be paired/put in a group for betting purposes and prices offered on which of them will finish in a higher position in the Drivers/Constructors Championship standings, as specified by the FIA, and in accordance with their official rules. Minimum 16 races must take place for bets to stand.

### **Individual Grand Prix Betting**

All drivers who start the formation lap are deemed as runners. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes.

### **Qualification Markets**

Official qualifying times as recorded by the FIA will be used for settlement. For Fastest Qualifier, times recorded in the third phase count. If for some reason the third phase does not take place we will settle on the official grid as formed by the FIA. Grid position penalties / subsequent disqualifications do not apply for settlement purposes. However, qualifying time penalties (as specified by the FIA) will. Drivers must start the first phase of qualifying for bets to stand. For fastest in qualifying session 1 and 2, drivers must start the specified phase of qualifying for bets to stand.

### **Start of the Race**

The start of any race is defined as the signal to start the formation lap.

### **Number of Classified Drivers/Groups to Finish/To Finish Last/To Be Classified/Not to Finish the Race/Both Cars To Be Classified**

Drivers that have completed 90% or more of the number of laps completed by the winner (rounded down to the nearest whole number of laps) are regarded as finishers in line with the official FIA classification at the time of the podium presentation.

### **Finish in the Points/Podium Finish**

The result for settlement is at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

### **Highest Finishing Position/Race Match Up**

If both drivers fail to complete the race, then the driver completing the most laps will be deemed the winner. If both drivers retire on the same lap, then bets will be settled on the official classification at the time of podium presentation.

### **Finishing Position Markets**

If both drivers fail to complete the race, then the driver completing the most laps will be deemed the winner. If both drivers retire on the same lap, then bets will be settled on the official classification at the time of podium presentation.

### **Race Match Betting**

Bets will be settled on the official classification at the time of podium presentation.

### **Winning Car**

All cars will be deemed as runners. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes.

## **Winning Margin/Qualifying Winning Margin**

Bets will be settled on the official FIA result at the time of the podium presentation.

## **Fastest Lap**

The official FIA result at the time of the podium presentation for the race will be used.

## **Will There Be a Safety Car Period During the Race?**

A Safety Car Period is defined as the need for the Safety Car to run in front of the leading car during a specified race. Should the race start under the Safety Car, then all bets concerning the Safety Car market will be settled as Yes. If the race finishes under Safety Car conditions but the safety car has not had time to get to the front of the leading car this market will be settled as Yes. Virtual Safety Car periods do not count.

## **Virtual Safety Car During the Race**

A Virtual Safety Car Period is defined as the need for all cars to be slowed down to a set speed limit in order to make the track safe to continue racing. Unlike the normal Safety Car procedure, no actual car will lead the cars around but instead drivers will see VSC messages around the track and will slow down to the required speed. Should the race start or end under a Virtual Safety Car condition the market will be settled as Yes. Normal Safety Car periods do not count for the purposes of this market.

## **Race Group Betting**

The winner is the driver achieving the highest placing at the time of the podium presentation. If all drivers in the group fail to be classified, then the driver completing the most laps will be deemed the winner. If all drivers in the group fail to be classified and two or more drivers retired on the same lap, then dead-heat rules apply. Drivers are grouped together for betting purposes only. Non-runner no-bet deductions in line with Rule 4 (Deductions) will apply. Bets will be settled on the official FIA result at the time of the podium presentation.

## **First Driver/Car to Retire (Formation Lap Counts)**

Driver must start 1st formation lap. Bet settlement will be determined by which lap number a car retires on. Should more than one car retire on the same lap then dead-heat rules apply.

## **First Constructor Retirement (Formation Lap Counts)**

Bets will have action once the 1st formation lap starts. The winner is the constructor of the first car to retire. Should more than one car retire on the same lap then dead-heat rules apply.

## **First Lap Markets**

Bets are settled on the first completed lap of the original race start. Any official restarts are disregarded, unless in the original race the first lap is not completed fully. In this case bets will be settled on the first fully completed lap.

## **Leader After 1 Lap**

For settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after one classified race lap (formation lap not included). In the event of one lap not being fully completed all bets will be void.

### **Leader After Specified Laps**

For settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after the specified race lap in accordance with the FIA's official Race Lap Chart. In the event of the specified number of laps not being fully completed all bets will be void.

## **NASCAR/BUSCH RACING**

### **Outright Race Betting**

The Field includes any driver who is not listed. Any drivers who do not qualify for the race will be deemed no action/void. The race must be run within one week of the scheduled off time for there to be action. The official NASCAR winner of the race shall be the winner of the race for wagering purposes (this includes all races which are halted prematurely for any reason).

### **Race Driver Match-Ups**

All match-ups will be settled as per the official NASCAR result. If one driver fails to complete the race, then the other driver will be declared the winner. Where both drivers fail to complete the race then the number of full laps completed will determine the result. If both drivers fail to complete on the same lap, then the official placing as assigned by the controlling authority will determine the result.

Both named drivers must start the race (e.g. cross the start line) for bets to be action. If any driver is replaced before the start of the race, then all match-ups will be void. If a driver is replaced during the race, then bets will stand on his replacement.

### **Race Props**

Race props will be settled on official NASCAR results.

## **CART AND INDY RACING**

### **Outright Race Betting**

The Field includes any driver who is not listed. Any drivers who do not qualify for the race will be deemed no action/void. The race must be run within one week of the scheduled off time for there to be action/bets to count. The winner, as deemed by the official ruling body of the race, shall be the winner of the race for betting/wagering purposes. This includes all races which are halted prematurely for any reason.

## **TOURING CARS**

All race bets are settled on the official classification from the relevant governing body, at the time of the podium presentation. This will not be affected by any subsequent enquiries. Please refer to Formula One rules above regarding bet settlement on specific markets.

### **Driver Championship**

Each participant is priced to be the top driver over the relevant Touring Car season in accordance with the Driver Championship standings, and rules as specified by the governing body.

### **Individual Race Betting**

All drivers who start the warm-up lap are deemed as runners. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes.

#### **A1**

All race bets are settled on the official classification from the A1GP organisation, the sport's governing body, at the time of the podium presentation. This will not be affected by any subsequent enquiries. Please refer to Formula One rules above regarding bet settlement on specific markets.

#### **RALLY**

All race bets are settled on the official classification as defined by the official race organisers and will not be affected by any subsequent enquiries.

#### **MOTORBIKES**

For all results the official podium result immediately following the race is final. Subsequent alterations and disqualifications do not count for betting purposes.

### **Individual Race Betting**

All riders in place to start the warm up lap count as participants.

### **Match Betting**

Both must start for bets to stand. If both fail to complete on the same lap, bets are void. The rider completing the most laps is deemed the match winner.

### **First Lap Betting**

Bets are settled on the first completed lap of the original race. Any official restarts are ignored unless the original first lap is not completed fully. In this instance bets will be settled on the first fully completed lap.

### **Group Betting**

All named riders must start for bets to stand or all bets are void.

## **NETBALL**

### **Game Betting**

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

A game must be completed in full for bets to stand, unless settlement of bets is already determined.

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

### **Pre-Game Bets**

All pre-game bets exclude overtime, if played unless otherwise stated.

### **In-Play/Live Game Bets**

EXCLUDE Overtime Unless Stated Otherwise.

In-Play/Live Quarter/Half Bets EXCLUDE Overtime

The designated quarter/half must be completed for bets to stand, unless settlement of bets is already determined.

Match Winner; where offered, bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

### **OLYMPICS**

Any betting relating to the podium/medal betting will be based on the official podium finishing order.

Any subsequent disqualifications will not count for betting purposes.

For general rules betting on a sport by sport basis, normal sports betting rules for that sport will apply where applicable.

### **PADEL**

Tennis rules also apply to Padel.

### **POKER**

#### **Outright Betting**

Non-runner no-bet. Markets may be subject to a Rule 4 (Deductions).

All other bets settled according to official tournament result where available.

### **POOL**

#### **Outright Betting**

All participants in a tournament will be priced to win the tournament outright.

Non-runner no-bet.

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

#### **Match Betting**

In the event of a match starting but not being completed then the player progressing to the next round, or the player awarded the victory (points) in a team competition, will be deemed the winner for settlement purposes.

#### **Handicap / Total Rack Betting**

If the statutory number of racks in a match are not completed, then all bets will be void. In the event of a match starting but not being completed, bets will be void unless the outcome is already determined.

### **RUGBY LEAGUE**

Unless otherwise stated all Rugby bets are settled on 80 minutes play. The term 80 minutes play includes any stoppage time.

In the event of a change of opponent from the one advertised then all bets for that match are void.

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

### **Abandoned Matches**

All bets are void apart from markets where the outcome is already determined.

### **Outright Betting**

Regular season only unless otherwise stated. The finishing position of teams at the end of the scheduled programme of matches will determine placings with no allowance for playoffs or subsequent enquiries (and potential point deductions) by the respective leagues.

To Finish Bottom - Will be settled on the team who finish in the bottom position of the stipulated league upon the completion of the regular season.

To Be Relegated - Where a market is offered, settlement is based upon the rules of the specified league.

### **Match Betting**

#### **Handicap Betting/Alternative Handicap Betting (Including In-Play/Live)**

In 2-Way markets bets are void in the event of a tie.

#### **Total Points 2-Way/Alternative Total Points 2-Way/Team Total Points 2-Way**

Where scores are level with the total points taken then bets will be void.

#### **Match and Team Totals/Alternative Totals (Including In-Play/Live)**

In 2-Way markets, where scores are level with the total points taken then bets will be void.

### **Draw-No-Bet**

If the game finishes in a draw then bets will be settled as void/ a push/returned.

### **Match Winner**

Bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

### **1st/2nd Half Draw-No-Bet**

If the 1st/2nd half of a specified match finishes in a draw then bets will be settled as void/a push/returned.

### **Next Try 2-Way**

Where there is no next try scored then bets will be void.

### **Total Tries/Team Total Tries/Most Tries Markets (including alternatives)**

In 2-Way markets where scores are level with the quote taken then bets will be void. For these markets, tries includes penalty try.

**First Scoring Play/Team First Scoring Play/First Scoring Play 2nd Half/Score First (2nd Half)/Team to Score First/Team to Score 1st Try/Last Scoring Play of 1st Half/Last Scoring Play of Match/Team to Score Last/Team to Score Last Try/Try of 1st Try/Team Time of 1st Try;**

For all these markets, try includes penalty try. For all scoring play markets conversions do not count.

### **Team Scoring First Wins Game**

Includes extra-time if played.

### **Double Result**

Predict the outcome of the specified match at half-time and full-time.

### **Winning Margin Including Exact and Alternative**

For settlement purposes the margin at full-time is used (Tie option is available).

### **Race to Markets**

Predict the team to reach a specified points total first (Neither is an available option).

### **Half Betting**

1st half markets are settled at the end of the 1st half. 2nd half markets are settled at the end of regulation time and exclude extra-time if played.

### **Other Markets**

#### **In-Play Live To Win in Overtime/To Qualify/To Lift Trophy**

Where offered, all markets will be settled including all periods of Overtime if played.

#### **In-Play Live Half Betting**

For In-Play/Live half betting, the designated half must be completed for bets to stand (unless the outcome of the specific market is already determined). In-Play/Live half bets exclude overtime if played, and in the event of 2-Way half markets finishing in a draw then bets will be settled as void/a push/returned.

### **Total Team Tries**

Penalty tries count. Bets stand on regulation time only.

### **Team to Win Both Halves/To Win Both Halves/Team to Win Either Half**

Both halves must be completed for bets to stand.

### **Will Either/Any Team Score 3 Unanswered Tries?**

Either/Any team must score 3 tries in the game without the opposition scoring a try in between. Penalty tries count.

Any other markets that are affected by incomplete tournament schedules will be void. The exceptions will be on markets which are already determined.

**Lance Todd Trophy** - Applies to the Rugby League Challenge Cup Final. The Man

of the Match is decided at the end of the game and awarded the Lance Todd Trophy. Prices are offered for each player participating in the match.

### **Rugby League Nines**

Unless otherwise stated Rugby League nines match bets are settled on the specific tournament regulation play and exclude extra-time if played.

## **RUGBY UNION**

### **General Rules**

Unless otherwise stated all Rugby, bets are settled on 80 minutes play. The term 80 minutes play includes any stoppage time.

Unless otherwise stated Rugby sevens and tens match bets are settled on the specific tournament regulation play and exclude extra-time if played.

In the event of a change of opponent from the one advertised then all bets for that match are void.

### **Abandoned Matches**

All bets are void apart from markets where the outcome is already determined.

### **Match Betting**

#### **Handicap Betting/Alternative/Additional Handicap Betting (Including In-Play/Live)/Match and Team Totals/Alternative Totals (Including In-Play/Live)**

For 2-Way markets void/a push/returned rules apply.

For 3 way markets with a tie involved one option will be calculated as a winner.

#### **Total Points Odd/Even and Team Total Points Odd Even**

Zero counts as Even for settlement purposes.

### **Draw-No-Bet**

If the game finishes in a draw then bets will be settled as void/a push/returned.

### **Match Winner**

Bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

**1st/2nd Half Draw-No-Bet** - If the 1st/2nd half of a specified match finishes in a draw then bets will be settled as void/a push/returned.

### **Next Try 2-Way**

Where there is no next try scored then bets will be void.

#### **Total Tries/Team Total Tries/Most Tries markets (including alternatives)**

In 2-Way markets where scores are level with the quote taken then bets will be void. For these markets try includes penalty try.

### **Team Totals Odd/Even 2-Way**

Zero counts as Even for settlement purposes.

**First Scoring Play/Team First Scoring Play/First Scoring Play 2nd Half/Score First (2nd Half)/Team to Score First/Team to Score First Try/Last Scoring Play of First Half/Last Scoring Play of Match/Team to Score Last/Team to Score Last Try**

For all these markets try includes penalty try. For all scoring play markets conversions do not count.

**Score 1st Try/1st Half Result**

Predict the Team to score 1st try, combined with the 1st Half Result. A price may be quoted for No Tryscorer. For this market try includes penalty try.

**Team to Score 1st and Match Result**

Predict the team to score 1st combined with the match result, excluding extra-time if played.

**Highest Scoring Half/Team with Highest Scoring Half**

The second half total excludes extra-time if played. The Tie is an option.

**Double Result**

Predict the outcome of the specified match at half-time and full-time.

**Winning Margin inc. Exact and Alternative**

For settlement purposes the margin at full-time is used (Tie option is available).

**Race to Markets**

Predict the team to reach a specified point total first (Neither option is available).

**Red Cards**

A 20 minute red card is considered as a red card for betting purposes

**Half Betting**

1st half markets are settled at the end of the 1st half. 2nd half markets are settled at the end of regulation time and exclude extra-time if played. The relevant half must be completed for bets to have action, unless the specific market outcome is already determined.

**Match Outcome (4-Way)/Win in Extra-Time/To Lift Trophy/To Qualify/Match to Go to Overtime**

Settlement will include extra-time/sudden death and kicking competition if played.

**In-Play/Live Half Betting**

For In-Play/Live half betting, the designated half must be completed for bets to stand (unless the outcome of the specific market is already determined). In-Play/Live half bets exclude overtime if played.

**Team to Score First/Last Try**

Market includes No Try Scored option.

### **Team to Score First/Last**

Includes extra-time if played.

### **Team to Win Both Halves/To Win Both Halves/Team to Win Either Half**

Both halves must be completed for bets to stand.

### **First/Last/Anytime Tryscorer Markets**

Bets on players taking no part in the match will be void/returned.

#### **First Tryscorer**

If your player takes the field after a try has been scored your bet will be void/returned. If your player has taken to the field at any time prior to the first try being scored your bet stands. Penalty try does not count for this market. If the first try is a penalty try, the scorer of the second try will be deemed the winner for settlement/calculation purposes.

#### **Last Tryscorer**

Bets will stand on players that take any part in the match for last tryscorer purposes. If the last try is a penalty try, bets will be settled on the previous tryscorer.

#### **Anytime Tryscorer (including two or more, three or more)**

Bets will stand on players that take ANY part in the match. Bets on players in a match that is not completed will be void/returned except for those where the outcome is already determined (i.e., have scored a try already).

### **Outright Betting**

Regular season only unless otherwise stated. The finishing position of teams at the end of the scheduled programme of matches will determine placings with no allowance for playoffs or subsequent enquiries (and potential point deductions) by the respective leagues.

To Finish Bottom - Will be settled on the team who finish in the bottom position of the stipulated league upon the completion of the regular season.

To Be Relegated - Where this market is offered settlement is based upon the rules of the specified league.

### **Season Betting**

Top Tryscorer - Settled on regular season only (playoffs do not count).

To Finish Bottom - Settled on team finishing bottom of table (regardless of whether they are relegated or not).

Any other markets that are affected by incomplete tournament schedules will be void. The exceptions will be on markets which are already determined.

### **Rugby Specials**

In the event of two or more teams reaching the same stage of the competition then dead-heat rules will apply.

For 'total/match/team try' related markets, penalty tries count for settlement purposes.

If two teams finish joint top of any given league/group where applicable, then official competition rules will determine the winner for settlement purposes.  
Any other markets that are affected by incomplete tournament schedules will be void. The exceptions will be on markets which are already determined.

## **Snooker**

### **Outright Betting**

Non-runner no-bet - With the exception of Ante-Post bets placed on any player who takes part in a given tournament's qualifying but fails to qualify for the main tournament. Such bets will be deemed losers for settlement purposes. All participants in a given tournament will be priced to win the tournament outright. Outright markets may be subject to a Rule 4 (Deductions).

### **Match Betting**

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

### **First Legally Potted Colour/To Pot First Ball/To Pot Last Ball (Excluding Free Ball)**

In the event of a re-rack the original frame will count for settlement purposes providing a colour/ball has been potted. Betting does not include foul shots.

### **First Frame Player Total Points Odd/Even**

For settlement purposes zero counts as Even.

### **Leader After First 4 Frames/Score After First 4 Frames**

The first 4 frames must be completed for bets to stand.

### **Highest Break in Match**

In the case of a re-rack only the highest break in the officially counting frame will determine settlement. Dead-heat rules apply. If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void.

### **Match Total Frames Odd/Even**

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void.

### **Session Betting (Pre-match and in-Play/Live)**

All session betting refers to a specified number of frames - as designated on each market e.g. Frames 1-4; 5-9; 10-13; 14-19 etc, and will be settled on results relating to the specified frame band quoted. The first frame of the specified mini session must be played for bets to stand.

If the match ends naturally during the session then bets will stand (e.g. a player wins 10-2; bets on frames 10-13 will be settled based on the results of frames 10-12).

For the following mini-session markets; in the event of abandonment, retirement or disqualification, bets will be void unless markets are already determined. Bets on

markets not completed, even if there is no conceivable way the frame(s) and/or match could be played to its natural conclusion without unconditionally determining the result of that market are void.

### **Highest Break in a Tournament**

Dead-heat rules apply.

### **147 Break in a Match/Total 50+ Breaks in Match**

In the event of a match starting but not being completed bets will be void, unless the outcome of the specific market is already determined.

### **A Break of 50 or More in Frame 1/A Century Break in Frame 1**

In the event of the first frame not being completed bets will be void, unless the outcome of the specific market is already determined.

### **Race to 3,4,5 Frames**

The respective frame must be completed for bets to stand.

### **Individual Highest Break (Match/Tournament)**

Player must complete at least one frame/match for bets to stand.

### **Number of Frames in the Match**

If the statutory number of frames in a match are not completed, then bets will be void unless already determined even if there is no conceivable way the match could be played to its natural conclusion without unconditionally determining the result of this market.

### **Revised Match Betting**

Where revised match betting is offered (between sessions) one frame of the following session must be completed for bets to stand.

### **Nationality of Winner**

Bets stand irrespective of withdrawals.

### **Stage of Elimination**

Player must play one shot in the tournament for bets to stand.

### **In-Play/Live**

### **First Legally Potted Colour in the Frame/Next Frame First Colour Potted (Excluding Free Ball)**

In the event of a re-rack the original frame will count for settlement purposes providing a colour has been potted. Betting does not include foul shots.

### **Player to Pot the First Ball/Next Frame to Pot First Ball**

In the event of a re-rack the original frame will count for settlement purposes providing a ball has been potted. Betting does not include foul shots.

### **Next Frame Markets**

If the nominated frame is not played bets will be void.

## **Next Frame/Next Frame Handicap (Points)/Current Frame Winner/Next Frame Winning Margin**

In the event of a frame starting but not being completed then all bets will be void. Bets stand in the event of a re-rack.

## **Next Frame Total Points/Next Frame Highest Break**

In the event of a frame starting but not being completed then all bets will be void, unless the outcome has already been determined. Bets stand in the event of a re-rack.

## **In-Play/Live Mini Session**

Winner - Predict the result of the specified mini session

Handicap - Predict the result of the specified mini session after a handicap has been applied

Score - Predict the match score after the specified mini session

## **Speedway**

### **Team/Club Speedway**

Pre-Game - If match is abandoned before full completion of meeting then all bets stand assuming the running of the match would not have affected the result, or the event is rescheduled/resumes within 24 hours, otherwise bets are void.

All markets will be settled based on the result after the completion of the final heat (league fixtures) or podium presentation (Individual/Grand Prix competitions).

Subsequent appeals, disqualifications and point deductions do not count.

## **Squash**

### **Match Betting**

In the event of a match starting but not being completed then all bets will be void unless after the start of the match a player is disqualified in which case the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. In the event of the statutory number of games being changed or differing from those offered for betting purposes then the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

### **Handicap Betting/Match Totals**

In the event of retirement or disqualification, bets will be void unless the outcome is already determined. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.

### **In-Play/Live Point Betting**

Is offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void. If the

nominated point is awarded as a penalty point, all bets on that point will be void.

#### **Current and Next Game Odd or Even**

In the event of a game starting but not being completed then all bets will be void.

#### **Player Total Points/Match Total Points**

In the event of retirement or disqualification, bets will be void unless the outcome is already determined. Bets on markets not determined, even where a natural conclusion would cause an indisputable result, are void.

#### **Current and Next Game Winner/Current and Next Game/Winning Margin, Total Points/Current and Next Game Race(s)**

In the event of a game starting but not being completed then all bets will be void unless the outcome is already determined.

The below markets are based on a statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void: -

Correct Game Score/Player Total Points/Match Total Points/Current and Next Game Winner/Current and Next Game Total Points/Current and Next Game Race(s)/Current and Next Game Winning Margin.

### **Table Tennis**

Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

In the event of any of the named players in a match changing before the match starts then all bets are void. In the event of a match starting but not being completed, all bets will be void, unless the specific market outcome is already determined. Bets on markets not determined, even where a natural conclusion would cause an indisputable result, are void.

#### **In-Play/Live Game Markets (Current and Next)**

The specified game must be completed for bets to stand, unless the specific market outcome is already determined.

#### **In-Play/Live Race to Markets**

Bets are settled based on the first player to reach the nominated number of points in the relevant game. In the event of neither player reaching the number of points required (because of abandonment) then bets on that market will be void. If the relevant game is not played, then all race markets for that game will be void.

#### **In-Play/Live Point Betting**

Bets are offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void.

#### **Total Point Betting markets**

Are based on the statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.

### **In-Play/Live Handicap Betting**

Markets are based on the statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.

## **Tennis**

These rules are also applicable to E-Tennis and Padel

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

A change of schedule and/or day of match

A change of venue

A change from indoor court to outdoor court or vice versa

A change of surface (either before or during a match)

In the event of a match starting but not being completed then all bets will be void, unless the specific market outcome has already determined. Bets on markets not determined, even where a natural conclusion would cause an indisputable result, are void.

### **Match Betting Including In-Play/Live**

In the event of a match starting but not being completed then all bets will be void (including due to injury or disqualification).

A delayed, unplayed or postponed match will only be treated as a non-runner and cancelled/returned for settling purposes when the match or event/competition is cancelled.

### **Match Winner (Retirement Insured)**

Bets on a player to win are paid out as a win if the opponent retires due to injury after the first point has been played.

### **Outright Betting/Without Favourite Betting/Quarter Betting/Half Betting**

Non-runner no-bet. Markets may be subject to a Rule 4 (Deductions).

### **Winning Quarter/Winning Half**

Name the tournament quarter the winner will come from (1st/2nd/3rd/4th). Name the tournament half, the winner will come from (Top/Bottom).

The specified tournament must be completed in full for bets to stand.

### **Name The Finalists/Final Forecast/Reach The Final**

Non-runner no-bet. The specified tournament must be completed in full for bets to stand.

### **Tournament Match Betting**

Both players in a specified match-up must play 1 point in the tournament for bets to stand. If players progress to the same round of the tournament bets will be void.

### **Set Betting**

Bets are void if the statutory number of sets are not completed or are changed.

### **First Set Winner**

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

### **Tie-Break in First Set**

In the event of the first set not being completed bets will be void, unless tie-break has begun, in which case bets will be calculated as "Yes".

### **Tie-Break in Match**

In the event of the match starting but not being completed all bets are void unless a tie-break has already occurred, or it is impossible for a tie-break to occur.

### **Double Result**

Prices may be offered on a named player to Win or Lose the 1st set and then go on to Win or Lose the match. In the event of match starting but not being completed all bets are void.

### **Total Sets**

Both 2-Way and 3-Way markets may be offered. 3-Way has 'Exactly' as an option. Bets are void if the statutory number of sets are not completed or are changed.

### **Most Aces**

In the event of a disqualification or retirement all bets will be void, unless settlement of the bet has already been determined. Bets settled from official tournament statistics.

### **1st Service Game**

2-Way market offered for a named player to hold or break on the 1st Service Game of the match. The 1st Service Game must be completed in full for bets to stand.

### **1st Break Of Serve**

Name the first player to break serve in the match. If there is no break of serve in the match, bets will be settled as a push/void.

### **To Have a Break Point**

Betting is offered on if a player has a break point; for example 0-40, 15-40, 30-40. Where the format dictates that after 40-40 there is a minimum of two points to be played, the "Yes" selection will be calculated as Won when the non-serving player has a one point 'advantage'

Where the format dictates that after 40-40 that only one point to be played, the "Yes" selection will be calculated as Won when score reaches 40-40

### **Number of Sets Including In-Play/Live**

In the event of a disqualification or retirement all bets will be void unless the final set has begun or settlement of the bet has already been determined.

## **Markets Based on Total Games/Handicap Games Including In-Play/Live**

These general rules apply to Games in Individual Sets, Games in Match, Player Games, and Handicap Betting (based on games won). In the event of forfeited points/games, these will count for final settlement.

For the purposes of all such markets a tie-break or Match tie-break is counted as one game.

The Handicap, Total Games In Match and Player Games markets are based on a statutory number of sets (see related Set Betting). In the event of the statutory number of sets being changed or differing from those offered for betting purposes then all bets are void.

At the end of the match all of the games each individual player wins are totalled, and the handicap applied to determine the handicap winner.

## **Nationality of Winner**

Nationality as displayed by the sport's governing body. Bets stand irrespective of withdrawals.

## **Fastest Serve Tournament**

Player must serve 1 ball for bets to stand. Bets will be settled on official tournament results.

## **Number of Aces/Double Faults**

In the event of a disqualification or retirement all bets will be void, unless settlement of the bet has already been determined. Bets settled from official tournament statistics.

## **How Many Sets Will Player Drop During Tournament**

In the event of the player retiring from the match/not starting a match (forfeit) it will count as a loss of 2 sets for best-of-3 matches and 3 sets for best-of-5 matches.

## **Stage of Elimination**

Player must play 1 point in the tournament for bets to stand.

## **Match Tie Breaks**

In some competitions, matches that reach one set all are decided by a Match tie-break.

If a match is decided by a Match tie-break then the Match tie-break will be considered to be the 3rd set. Set Betting will be settled as 2-1 to the winner of the Match tie-break.

Any bets taken in error for the Correct Score or Number of Games in the 3rd set will be void.

## **International Premier Tennis League**

Match Tie Betting - Settlement will be based on the official result.

Single-Set Match betting - Specifically for the final single-set match of a Match Tie, settlement of markets will be based on the first player(s) to reach 6 games (and the score at that point), and will ignore any subsequent 'catch up' games played in the set.

If during a set a player is substituted, all bets will stand.

## **In-Play/Live Game Markets (Current and Next)**

The player who is serving in the relevant game is denoted by (Server/Svr/•).

If the wrong player is indicated as (Server/Svr/•), then any bets taken on Current or Next Game, Current or Next Game Score, Current or Next Game to Deuce, Point Betting or Next Game First Point will be void, regardless of the result.

In the event of the next scheduled game being a tie-break or Match tie-break all bets on that game will be void, with the exception of Next Game First Point.

Game to Deuce will be settled as Yes if either player/team wins the game to 40 or the score reaches 40-40 at any stage.

If any game includes the awarding of a penalty point(s) by the umpire, all bets on that game will stand. If the umpire awards a penalty game, or in the event of a game not being completed through player injury, all bets on that game will be void, with the exception of Game to Deuce if settlement has already been determined. In the event of forfeited points/games, these will count for final settlement.

## **In-Play/Live Set Betting**

Match must be completed for bets to stand. In the event of a disqualification or retirement all bets will be void.

## **In-Play/Live Set Winner (Current and Next)**

In the event of a set starting but not being completed then all bets will be void unless settlement of bets is already determined.

## **In-Play/Live 3rd/4th/5th Set Yes/No**

In the event of a set starting but not being completed then all bets stand as long as one point of the specified set is played.

## **In-Play/Live Set Score (Current and Next)**

If no next set played, then bets on that set will be void. The nominated set must be completed for bets to stand. In the event of forfeited points/games, these will count for final settlement.

In some competitions, matches that reach one set are decided by a Match tie-break. If a match is decided by a Match tie-break then the Match tie-break will be considered to be the 3rd set. Set Betting will be settled as 2-1 to the winner of the Match tie-break, and 3rd set winner will also be settled accordingly. Any bets taken on Next Game Winner or Next Game Score will be void if the next game turns out to be a Match tie-break, though any bets on Next Game First Point will stand. Any bets taken in error for the Correct Score or Number of Games in the 3rd set will be void.

## **In-Play/Live Total Games in Next Set**

If no next set played, then bets on that set will be void. See also the general rules on Total Games markets. In the event of forfeited points/games, these will count for final settlement.

## **In-Play/Live Point Betting**

Bets are offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void. In the event of forfeited points, these will count for final settlement.

If the nominated point is awarded as a penalty point, all bets on that point will be void.

Bets stand regardless of whether or not a point takes place in a tie-break.

### **In-Play/Live Tie-Break Markets (Including Match Tie-Breaks)**

If a tie-break is not played in the nominated set, all bets on these markets are void. All bets stand irrespective of whether or not the tie-break includes the awarding of a penalty point.

If the umpire awards the tie-break as a penalty game prior to the game starting, all bets on the tie-break will be void.

If the tie-break is awarded as a penalty game whilst in progress, bets on tie-break winner will stand, but bets on tie-break score will be void. Bets on tie-break total points will only be settled if the tie-break has already exceeded the relevant line. Bets on markets not determined, even where a natural conclusion would cause an indisputable result, are void.

In the event of the tie-break not being completed through disqualification or retirement, all bets on the tie-break will be void, with the exception of tie-break total points as detailed above.

If the official outcome of a tie-break is unspecified (e.g. either awarded as a penalty game or via disqualification) then all bets on the tie-break will be void, with the exception of tie-break total points as detailed above.

### **In-Play/Live - Player to be Broken During Match**

In the event of disqualification or retirement, bets will be void if the player has not yet been broken (unless there is no conceivable opportunity for them to serve again - in which case bets will be settled on the player having not been broken).

### **In-Play/Live - Incorrect Server**

If the wrong player is indicated as (Server/Svr/•), then any bets taken on Current or Next Game, Current or Next Game Score, Point Betting or Next Game First Point will be void, regardless of the result.

## **Volleyball**

These rules are also applicable to E-Volleyball

### **Pre-Match**

The following markets will be void if the match is not completed, unless the specific market outcome is already determined:

To Win Match

Match Total Odd/Even

Correct Set Score

Double Result (Outcome of 1st Set and Match)

Match Handicap - Sets

Match Handicap - Points

Total Points

Team Total Points

For individual set markets, in the event of the set not being completed bets will be void, unless the specific market outcome is already determined:

First Set Winner

First Set Total Odd/Even

First Set Handicap

First Set Total Points

First Set Winning Margin

First Set Correct Score

Score After 2/3 Sets

In the event of referee enforced point deductions, official results will be used for settlement purposes, on all markets.

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.

To qualify will be settled on the team progressing to the next round of the specified competition and includes the outcome of a Golden Set if played.

For competitions where two legged ties do have a Golden Set to decide which team progresses, the Golden Set does not count towards settlement of regular match/set markets.

### **In-Play/Live**

The following markets will be void if the match is not completed, unless the specific market outcome is already determined:

To Win Match/Set Betting/Total Match Points/Team Total Match Points/Handicap Set Betting

For individual set markets, in the event of the set not being completed bets will be void, unless the specific market outcome is already determined.

For In-Play/Live Point Betting, bets are offered for a team to win the nominated point. In the event of the point not being played, due to the game or set ending, all bets on that point will be void.

Current/Next Set Leader After: If the quoted number of points is not reached in the specified set, then the team who wins the set will be settled as the winner.

In the event of referee enforced point deductions, official results will be used for settlement purposes, with the exception of Race to Markets and Point Betting that have already been determined.

Golden Set (where applicable and where offered) is calculated based only on what happens in that specific (golden) set.

### **Water Polo**

Outright Betting is all-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

All match markets will be settled on regulation time, unless stated otherwise.

Regulation time must be completed for bets to stand unless otherwise stated. In the event of a match starting but not being completed then bets will be void, unless the specific market outcome is already determined.

### **Odd/Even Markets**

Any score of zero is deemed to be even for settlement purposes.

### **In-Play/Live Markets**

Bets are settled on regulation time, unless stated otherwise. Regulation time must be completed for these bets to stand, unless the specific market outcome is already determined:

Handicaps/Full-Time Result/Total Goals/Alternative Handicaps/Next Goal/Team Total Goals/Double Chance/Winning Margin/Double Result/Race to Markets/Total Goals Odd-Even/Team Total Goals Odd-Even/Draw-No-Bet

The following In-Play/Live markets will be settled at the end of overtime/shootout:  
Match Winner 2-Way/To go to Overtime/Overtime Total/To go to Penalties/To Win Shootout/Team Score Next Penalty

Match Winner; bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

The following props may be offered for each half or quarter and will be settled at the end of the designated half/quarter. In the event of a specific half/quarter not being completed bets will be void, unless the specific market outcome is already determined.

## **Winter Sports**

### **Sports:**

Alpine Skiing

Biathlon

Bobsleigh

Cross-Country Skiing

Freestyle Skiing

Luge

Nordic Combined

Skating

Skeleton

Ski Jumping

Snowboarding

Event Markets (including Outright/Podium/Winning Continent/Winning Nationality)

All bets are settled on the official results/rankings of the International Ski Federation (FIS), the International Skating Union (ISU), the International Biathlon Union (IBU), the Official Olympic Committee or any official body deemed to have such authority for competitions. Subsequent disqualifications and/or appeals will not affect bets.

If the conditions of a specific event are changed from those originally listed by the official governing body then bets will be void, unless settlement of the bet(s) is already determined, e.g. altered official distance (note: for Cross-Country and Biathlon bets will be void if the official (listed) distance is changed, but will stand if the actual course distance is changed)/fewer rounds or order of events, with the exception of Ski Jumping events, where results will stand for markets providing one round is completed in full (including if the event/round is subject to a re-start, but excluding Winning Margin - see below rule).

Specifically, for In-Play/Live Ski Jumping, if an event is abandoned during the 2nd round, meaning that 1st round results become the official event result; then any bets placed after the completion of the 1st round will be void.

Specifically, for Cross-Country Skiing, Tour de Ski and Ski Tour Canada Outright markets; settlement will be based on the official final ranking published by the governing body, irrespective of whether or not all scheduled events are held.

If a specific event (determined as: after a final competitor list is known) is suspended or postponed bets remain valid until the event is completed.

Participants must pass starting line/gate for bets to stand otherwise bets will be void and stakes returned. In the case of a competitor withdrawing/being disqualified prior to the specific event a Rule 4 (Deductions) may be applied to bets.

Bets on any participant who takes part in qualifying for a specified event but then fails to qualify for the main Round(s) will be classed as losers.

For settlement purposes the result is at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

Specifically, for Nordic Combined betting, if the results of the provisional competition round are used for the start of the cross-country race, all event bets are void. Round/Jump 1 Markets In-Play/Live - If an event is abandoned prior to the completion of Round 1 then bets will be void, unless settlement of the bet(s) is already determined.

If an event re-starts during the 1st Round/Jump, all bets placed on markets offered In-Play/Live prior to the re-start will be void, unless settlement of the bet(s) is already determined.

### **Group Betting**

If one or more participants fail to take part in a specified event, then bets will be void. Dead-heat rules apply.

### **Qualification Markets**

Where markets are offered (including match betting) specifically relating to qualifying stages/rounds the results of the official governing bodies are used. Qualification rankings are dependent on times/distances and/or points (FIS) where appropriate. (In the event of two participants getting the same time the winner will be deemed the participant with the least FIS points). Where FIS points are not applicable participants with the same time/distance will be settled as a Push.

### **Match Betting**

Both participants must leave the start line/gate for bets to stand. If an event comprises of just one round, then official results from that round will be used for settlement purposes. If a player is disqualified or withdraws after starting that round the other player will be deemed the winner.

Round 1 match betting (Run 1 or Jump 1); both participants must leave the start line/gate for bets to stand. If an event is abandoned prior to completion of the 1st round, then bets will be void.

In-Play/Live Ski Jumping Overall match betting; if an event is abandoned during the 2nd round, meaning that 1st round results become the official event result; then any bets placed after the completion of the 1st round will be void.

For multiple round events, if both participants fail to qualify for the next round then settlement will be based on official 1st round/run standings.

If both participants fail to register a result in the official 1st round/run standings, either by failing to finish or being disqualified during the 1st round/run, then bets will be void.

If both participants qualify for the next round but neither completes the event, then bets will be void. For Cross-Country sprint event match-ups the final official placing for the event will be used to determine settlement.

If a player is disqualified or withdraws after starting either prior to the completion of the first round, or after both players have qualified for a further round, the other player is deemed the winner, assuming that player completes the respective round.

If a player is disqualified during a subsequent round, when the other player in the match bet has already not qualified for that round, the disqualified player is deemed the winner.

If the conditions of a specific event are changed from those originally listed by the official governing body then bets will be void, e.g. shorter course distances/fewer rounds or jumps/order of events; with the exception of ski-jumping events, where results will stand for match betting providing one round is completed in full (including if the event/round is subject to a re-start).

### **Biathlon Time Match-Ups**

Settlement will be based on course time only (not overall time including shooting penalties).

### **Cross Country Leg Match-Ups**

Settlement will be based on fastest specified leg time.

## Other Sports

### **Air Hockey**

Matches are played on a best of 5 or best of 7 basis. Each set is first to 7 points to determine the set winner (there is no two clear two points rule). In the event of a match starting but not being completed, markets will be void unless the specific market outcome is already determined.

### **Archery**

Outright Betting is all-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Match Betting - In the event of a match starting but not being completed markets will be void, unless the specific market outcome is already determined.

An arrow just touching a scoring boundary line, known as a Line Breaker or Line Cutter, is awarded the higher score.

An arrow that rebounds or hangs from the target will still score based on the mark it makes on the target face.

Arrows missing the target altogether score 0 (they count as missed).

All other decisions are at the judge's discretion.

### **Individual Shooting (Archery Shooting)**

During this round, all archers shoot with 36 arrows (6 sets of 6 shots each).

If archers get the same points, the tie-breaker will have the archer who scored more 10s (if equal then 9s, 8s etc).

### **Popular Markets**

#### **Match Points Total Over/Under**

#### **1<sup>st</sup> Set Points Total Over/Under**

#### **1<sup>st</sup> Set 1<sup>st</sup> Shot 10, 9, 8, 7, 6, 5, Any Other (Missed included)**

#### **1<sup>st</sup> Set 1<sup>st</sup> Shot Total Points Over/Under**

#### **1<sup>st</sup> Set 1<sup>st</sup> Shot Exact Color Yellow/Red/Blue/Black/White**

#### **1<sup>st</sup> Set Total Points Odd/Even**

### **Head-to-Head (H2H) Shooting (Recurve)**

In these rounds, participants shoot 3 arrows in each set (possible 5 sets).

Athletes receive two points for winning each set after three arrows have been shot.

If both athletes earn the same score after shooting three arrows in a set, both get one point.

The first athlete to score six points wins the game.

If the match ends in a draw, 5-5, the match is decided by one arrow; a Shoot Off/Overtime. Each athlete fires one arrow; highest score wins. If both shoot the same number, or miss, then a new arrow is required.

Total and handicap markets do not include Shoot-Off/Overtime.

### **Head-to-Head (H2H) Shooting (Compound)**

In these rounds, participants shoot 3 arrows in each set possible 5 sets).

Athletes receive two points for winning each set after three arrows have been shot.

There is cumulative score system in this variation.

The athlete to have higher score after 15 shots wins the game.

If the match ends in a draw (e.g. 145-145), the match is decided by one arrow; a Shoot Off/Overtime. Each athlete fires one arrow, highest score wins. If both shoot the same number, or miss, a new arrow is required.

Total and handicap markets do not include Shoot-Off/Overtime.

### **Popular Markets**

**Match Winner** W1/W2

**Set Winner** W1/X/W2

**Match Points Total** Over/Under

**Set Points Total** Over/Under

**1<sup>st</sup> Set 1<sup>st</sup> Shot** 10, 9, 8, 7, Any Other

**1<sup>st</sup> Set 1<sup>st</sup> Shot Total Points** Over/Under

**1<sup>st</sup> Set 1<sup>st</sup> Shot Exact Color** Yellow/Red/Blue

**1<sup>st</sup> Set Total Points** Odd/Even

### **Team Round**

Each match for recurve consisting of the best of four sets of six arrows (two per athlete) and for compound consisting of four ends of six arrows (two per athlete) in cumulative score culminating in the Team match.

If the match ends in a draw, a three-arrow shoot-off for score, a single arrow by each team member; If the score is tied, the team with the arrow closest to the centre shall win; If still tied the second arrow (or third) closest to the centre shall determine the winner.

Total and handicap markets do not include Shoot-Off/Overtime.

### **Team Mixed Round**

Each match for recurve consisting of the best of four sets of four arrows (two per athlete) and for compound consisting of four ends of four arrows (two per athlete) in cumulative score.

If the match ends in a draw, a two-arrow shoot-off for score, a single arrow by each team member; If the score is tied, the team with the arrow closest to the centre shall win; If still tied the second arrow (or third) closest to the centre shall determine the winner.

Total and handicap markets do not include Shoot-Off/Overtime.

In the Olympic Games, the Medal matches of the World Archery Championships and Archery World Cup Events, the teams shoot alternately in three arrow segments. For other events alternating shooting is optional.

### **Athletics**

For all athletics' events we use the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications, for whatever reason, do not count.

We reserve the right to apply a Rule 4 deduction in the event of a withdrawal prior to the start of an event.

### **Basketball Shots**

Is played between numerous players making 2 or 3 point throws in a number of rounds with elimination until a final winner. If points are level all players with the same score progress to next round.

Each player in turn takes 10 two-point throws from the free throw line with two points if successful and zero if not. This is followed by players, in turn, taking 10 throws from the same three-point positions with three points if successful and zero if not.

### **Canoe/Kayak**

All-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

### **Chess**

All bets are based on the official game result. If a game is postponed or a player replaced, all bets are void.

The game must be completed for bets to stand, unless the specific market outcome is already determined.

Match Winner; when offered bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

### **Combat Sports**

Outright Betting is all-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Prices are offered for each fighter to win the fight and in the event of a draw all bets will be void, and stakes returned. If either fighter is replaced with another fighter all bets will be void and stakes returned.

### **Curling**

Outright Betting - All-in, compete or not.

Match Betting - All matches will be settled on the final score. For betting purposes extra ends will count.

End Betting - For end betting purposes, if a Blank End price is not offered for a specific end, all bets will be void if the end is blank (0-0)

### **Diving**

Participants must make one dive for bets to have action otherwise bets will be void, and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

## **Equestrian**

All-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. Bets stand regardless of riders changing named horses during an event.

## **Fencing**

Outright Betting is all-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

To Win Match - Prices are offered for each participant to win the duel and in the event of a draw all bets will be void, and stakes returned. If either participant is replaced with another fighter all bets will be void and stakes returned.

## **Gymnastics**

Competitors must attempt one discipline/round for bets to stand. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

## **Judo**

All bets will be settled according to the official result at the time. Subsequent disqualifications/amendments will not count for betting purposes.

## **Kabaddi**

The game must be completed for bets to stand, unless the specific market outcome is already determined.

Match Winner; when offered, bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

## **Lacrosse**

Tournament Outright Betting - All bets will have action.

Match Betting - Games must go full 60 minutes for bets to have action. Overtime is included for settlement purposes. All bets will be void if the match is not played on the scheduled date.

Proposition Involving Players - Both players must take some part in the game for bets to have action.

Player Markets - Both Player Points and Player Match-Ups are determined by the goals and assists for each player, as stated by the box score from the official Website of each league or tournament.

In-Play/Live - Overtime is included for settlement purposes. The game must be completed for bets to stand, unless the specific market outcome is already determined.

## **Modern Pentathlon**

Participants must pass the starting line for bets to have action otherwise bets will be void, and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

## **Pelota**

For markets that are already determined, in the event of early abandonment, cancellation, suspension, etc. any bets accepted on these markets will stand.

### **Pesapallo**

All games must start on the scheduled date for bets to have action. For settlement purposes extra innings do not count. If a game has been postponed or cancelled before its due start time, then all bets are deemed no action. Match Winner; where offered, bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

### **Rowing**

All-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. In the event of a race starting but not being completed (e.g. there is no deemed winner) then all bets will be void.

### **Sailing /Yachting**

All-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. To Win Match - In the event of a race starting but not being completed then the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

### **Shooting/Pistol Shooting**

All-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

In the event of a match starting but not being completed markets will be void, unless the specific market outcome is already determined.

Countback may apply in the case of a tie; from the final set number of 10's, then number of 10's in previous sets and 9's etc if required.

### **Pistol Shooting Individual**

Ten shots for each Set

The target consists of points 1-10 (minimum 1 maximum 10)

The target has 2 colours (1-6 White) and (7-10 Black)

For Each set, player can earn a maximum of 100 points, for a game maximum of 300 points.

Miss scores 0.

### **Popular Markets**

**Match Points Total Over/Under**

**1<sup>st</sup> Set Points Total Over/Under**

**1<sup>st</sup> Set 1<sup>st</sup> Shot 10, 9, 8, 7, Any Other (Missed included)**

**1<sup>st</sup> Set 1<sup>st</sup> Shot Total Points Over/Under**

**1<sup>st</sup> Set 1<sup>st</sup> Shot Exact Color** Black/White

**1<sup>st</sup> Set Total Points** Odd/Even

### **Pistol Shooting H2H**

The game consists of 1 set

Ten shots are fired by each player

The target consists of points 1-10.9 (minimum 1, maximum 10.9)

The target has 2 colours (1-6.9 White) and (7-10.9 Black)

Player can earn a maximum of 109 points.

Miss scores 0.

At the end of the game, if the points are equal, players will shoot one more time.

(Shoot-Off) Winner is the player who earns more points. If the points are equal, players will shoot again.

Total and handicap markets do not include Shoot Off/Overtime.

### **Popular Markets**

**Match Winner** W1/W2

**Match Points Total** Over/Under

**1<sup>st</sup> Set 1<sup>st</sup> Shot** 10, 9, 8, 7, Any Other

**1<sup>st</sup> Set 1<sup>st</sup> Shot Total Points** Over/Under

**1<sup>st</sup> Set 1<sup>st</sup> Shot Exact Color** Black/White

**1<sup>st</sup> Set Total Points** Odd/Even

### **Sumo**

Bout/Fight winner will be determined at the end of the bout/fight by the chief judge/referee. Any subsequent disqualifications or changes will not count for betting purposes.

If any bout/fight does not take place within 24 hrs of the scheduled start time, bets will be void.

### **Surfing**

Outright Betting - May be subject to a Rule 4 (Deduction). Participants must start Round 1 of a specified competition for bets to stand. Otherwise, bets will be void, and stakes returned. The classification at the time of the podium presentation (as per official ASP result) will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. If a specified event is not fully completed, then bets will be void, and stakes returned.

Match-Ups - Will be settled upon the surfer progressing furthest in a specified competition. If both quoted participants are knocked out in the same round of a specified tournament, then the winner, for betting purposes, is deemed the surfer with the highest score. In the event of scores being tied bets will be void. Both quoted surfers in a match-up must compete in Round 1 for bets to stand.

Heat Betting - All surfers must enter the Water for the specified Heat for bets to stand, otherwise bets will be void, and stakes returned.

### **Swimming (and Artistic Swimming)**

All-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

### **Taekwondo**

All bets will be settled according to the official result at the time. Subsequent disqualifications/amendments will not count for betting purposes.

### **Triathlon**

Participants must pass the starting line for bets to stand otherwise bets will be void and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

### **Ultimate Frisbee**

For markets that are already determined, in the event of early abandonment, cancellation, suspension, etc. any bets accepted on these markets will stand.

### **Weightlifting**

All-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

### **Wrestling (Greco-Roman, FreeStyle and Olympic)**

The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

To Win Match - In the event of a draw all bets will be void, and stakes returned. If either fighter is replaced with another fighter all bets will be void and stakes returned.

### **WWE Wrestling**

Matches are settled on the final ruling given during the broadcast. Any subsequent changing after the broadcast do not count for betting purposes.

Any bets on non-tag team events with five or more entrants (for example The Royal Rumble) are All in Run or Not, Stakes on any non-participants are lost and any unquoted competitor will count for betting purposes.