

GENERAL BETTING RULES

S.C. BET MASTER S.R.L.

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Sole Registration Number: 33623617

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I. GENERAL CONDITIONS

- 1.** The conditions below, accepted by the bettor upon the placement of the bet, are valid for all the bets.
- 2.** The parties who participate in the bet are The Organiser, S.C. BET MASTER S.R.L. or the persons acting on its behalf (hereinafter known as "Organiser") and the person who is betting, who is, mandatorily, a natural person. The Organiser establishes the events, for which bets may be placed.
- 3.** These conditions are published by the Organizer in their adequate form, in the locations destined for sports betting or they can be viewed on the self-serving sports betting terminals or on the organiser's own web page.
- 4.** The connection between the bettor and the Organiser is regulated by the law concerning bets in force in Romania. In lack of other binding regulations referring to the authority for bets, the competent court of law has the right to regulate the disputes arising pursuant to the placement of

bets or gambling, or in relation thereof, having competence in accordance with the seat of the organiser's county.

5. The bettor guarantees that:

6. a. In the moment of placing the bet, in compliance with the regulations in force, he has reached the legal age (18 years) and he complies with all the legal requirements (capacity of exercise), pursuant to which he may conclude the agreement;

b. Regarding the event that makes the object of the bet, he does not have any kind of information about the result before the conclusion of the agreement;

c. For the conclusion of the agreement, he may dispose of the stake in his sole discretion, and the amounts placed do not originate from activities that are contrary to the law.

d. Before the beginning of the commercial activity concluded with the Organiser, he has read, accepted and understood the conditions displayed, respectively, viewed on the terminal. The organizer does not take responsibility for the participation in betting activities that are not legal from the standpoint of the judicial regulation in force.

e. He is fully edified regarding the legal dispositions that concern his own person. The Organiser draws attention to the fact that participating in bets or placement of bets are illegal for persons under the age of 18. For the compliance with this legal disposition, the Organiser reserves the right to establish the age of the person who bets; concerning this matter, it may require the presentation of an official identity document.

f. He is not under the influence of alcohol or narcotics.

g. He is not a family member (1st degree relative) of any of the Organiser's employees.

6. The Organiser has the right to reject a bet, if one of the conditions listed under point 5 is not fulfilled; also, before accepting the bet, it can require the modification of the stake and/or it can modify the gain coefficients (the odds) before the placement of the bet. In addition, the Organiser may set to his sole discretion, the gain coefficients and the payment/gain limits associated with the bettor, respectively, without any subsequent motivation, it may forbid to some of its clients to use its services, in the event in which they have repeatedly breached the provisions of the regulation hereof.

7. In accordance with gambling legislation, persons under the age of 18, partners, significant shareholders, members of the management team and the body of control of the licensed gambling organizer, the owner or tenant of a gambling establishment, employees the gambling operator may not participate in the gambling organized by the legal entity with which it is in an interdependent relationship. O.N.J.N. cannot participate in gambling operated in Romania by private legal entities. Persons under 18 years of age do not have the right of access inside the Organizer's agencies. For this, the Organizer reserves the right to request the potential client to present the identity document.

It is forbidden for people who do not have valid identity documents to participate in gambling.

8. The Organizer reserves the right to select customers and has the possibility to order the measure of exclusion of a Customer from its premises, for any of the situations listed below:

- Disrupting public order and tranquility, by bringing insults, threats to its employees;

- Threatening its employees;

- Committing by the Client, within his locations, obscene deeds, acts or gestures, offensive or vulgar expressions;

- Destruction of the Company's assets or the Organizer's Partners;

- The challenge or the effective participation by a Client, in the scandal, within the Organizer's locations;

- Violation of the legal provisions regarding the smoking ban within the locations;

- Access while intoxicated and / or with alcoholic beverages, within the locations by the Clients.

9. The conclusion of the betting agreement presumes the fact that the person who is betting has been approved by the Organiser.

9. In what regards the interpretation of the agreement, only the records and the documents of the Organisers are decisive. Upon realization of a bet, the bettor accepts the exactness of the records and of the documents of the Organisers. The organizer does not take into account subsequent complaints.

10. In the event in which- for any reason- the agreement has not been established, or can no longer be established, the bet is declared void and the betting amount is returned to the bettor.

11. After the conclusion of the betting agreement, the person who is betting does no longer dispose of the right to unilateral renunciation, unless data that are equivocally erroneous have been noted on the betting slip. In this case, the renunciation may be realized in 5 minutes from the formulation of the bet (to the extent to which an event for which the bet was set has not begun yet). In this case, the betting amount shall be returned to the respective person.

12. The person who makes the bet is prohibited from betting on events in which he is the person in question. In addition, he cannot make bets for persons who are in question for the given event. If this condition is breached, the Organiser has the right to cancel the bets or to refuse payment of the winnings, as well as to refund of the amounts paid for the bet. It is not the Organiser's responsibility to know whether the bettor had breached the over condition or not; this is why the Organiser has the right to take the proper measures at any moment after taking knowledge of the breached condition.

13. After the official homologation of the result of the last choice/event for which the bet was placed, the Organiser commits to pay the winnings within 3 (three) working days, at the latest.

14. The bettor does not have the right to make free or paid claims against the Organiser, claims arising from the betting agreement or to use these claims for the performance of any other transaction. Also, the claims submitted by the Organiser cannot be balanced with such claims.

15. The Organiser has empowered the company or the person ("Operator") who ensures the operation of the betting agency and that of the self-service terminals for sports bets, respectively, to place bets for the persons who are betting, in the name of the Organiser.

16. The bets are formulated, received and accomplished in the location whose operation is ensured by the Operator.

17. By accepting the present General Conditions, the person who makes the bets confirms that his/her participation in a bet/game has a personal character and that he/she uses the terminals exclusively for his/her personal pleasure. The Organiser rejects any professional or commercial interest from the person who bets.

18. All the dates and the hours which appear during the bet are based on Eastern European Time (GMT+2)

19. The present General Conditions appear on the terminals in Romanian.

20. A bet submitted at the right time is normally received by the Organiser by pressing the "Bet" button, supposing that the terminal is provided with a sufficient amount for the placing of the bet. Thus, any other subsequent statement of accept from the Organiser cannot influence the conclusion of the agreement.

21. In the event in which, upon the placement of the bet in the terminal, the terminal is not provided with enough money, and if the rest is not granted on time into the terminal, the Organiser may refuse the bet or it can accept it with the amount that has just been made available on the terminal.

22. During the bets, the betting amounts are received in RON and the payments shall be made in the same currency.

23. Upon the formulation of the offers for sports bets, the organiser takes into account the provisions of Government Decision no. 111/2016, according to which, during its activity, the organizer of bets must pay out at least 60% of the amounts deposited for the bets.

In the event in which the amount of the paid winnings does not reach 60% from the amount paid for bets, the organiser must hold, at the end of the year, a special drawing of lots for the losing betting slips, through which the legal percentage of payment is achieved. Regarding the special drawing of lots (conditions for participation, winnings, time and place of the draw) the bettors can find information on the Organiser's official webpage.

24. The following data are written on the betting slip:

- The Organizer's company data (logo, name, seat, tax identification number, registration number, the number of the organizer's authorization)
- The time and place of the placement of the bet.
- The competitors of the event (abbreviations are allowed)
- The prognosis chosen by the client;

- Winning factors associated with each event (odds);
- The amount placed for the bet;
- Potential gain or any other information (e.g. N/A) in the event in which the slip is system bet or if it contains mathematical combinations, so that the exact gain is set according to the results obtained.
- The identification number and the bar code of the betting slip
- Other details.

25. In the event in which the client requires the refund of the money introduced into the betting terminal, this option is possible by pressing the "Cash in"/ "Incasare" button. By pressing this button, the terminal shall issue a coupon, called "Cupon Rest" with the value available from the terminal, displayed in the credit position in the moment of its issuance. The client has the obligation to go to the cashier from the location that issued this "Cupon Rest" in order to collect its counter value. The validity of this "Cupon Rest" expires in 5 calendar days from the moment of its issuance.

26. The number of tickets that can be requested by a client is unlimited, but the Organizer reserves the right not to accept a second identical ticket (or several identical tickets) from the same client. Also, the Organizer, without being obliged to give explanations on its reasons, reserves the right not to accept bets from some Players or to request the reduction of the stake for a ticket.

27. The organizer reserves the right to request to leave the site to persons who do not participate in the gambling games held there.

28. It is forbidden to use mobile phones near the devices. It is also forbidden to photograph or shoot in the locations, regardless of the technical means used, excepting the video surveillance system with which the work point is provided.

29. For your safety, the locations are protected and video monitored 24 hours, 7 days a week, according to the provisions of Art. 16, APPENDIX no. 1 to the Methodological Norms of 2012 implementing Law no. 333/2003 regarding the protection of the objectives, goods, values and protection of persons, Chapter II Minimal security requirements, by functional areas and categories of units, art. 16 according to which:

"(1) In the gambling halls and gambling premises with the payment of prizes on site, except where there are less than 3 slot machines or bingo machines in the TV system, as well as spaces where related activities are involved, collecting gambling fees, paying prizes, or storing winnings will ensure these minimum security requirements.

(2) The Intrusion Alarm Subsystem must ensure that the hazard states are reported to the persons and the value areas are protected.

(3) Closed-circuit television equipment shall ensure the taking of images from the cashier's areas, the storage of values and the exterior of the unit, ensuring the storage of the images for a period of 20 days. The recorded images must be of the quality required to recognize the persons who access the space.

(4) Monetary or other values are deposited in certified vaults with a specified burglary class, anchored according to the manufacturer's instructions.

(5) If the objectives of this range are not permanent physical security, the Burglar Alarm system shall be connected to an alarm monitoring and intervention center. "

30. Destruction of gaming equipment is forbidden. The offense of destruction shall be sanctioned with imprisonment from 3 months to 2 years or with a criminal fine in accordance with the provisions of the applicable Criminal Code.

31. The company is a personal data processor and processes the biometric data (image) of all customers participating in gambling organized by the Company. The purpose of this processing is to meet the legal requirements for the conduct of gambling activities. The legal basis on which the Company processes these data is Art. 16 of Chapter II of ANEXE no. 1 to the Methodological Norms of 2012 implementing Law no. 333/2003 regarding the guarding of objectives, goods, values and protection of persons.

II. GENERAL BETTING RULES

1. Gain factors (Odds).

All prices are subject to change and may, on occasion, be restricted to certain stake levels. The prices offered via our different business channels may vary. Prices on all selections change regularly to reflect fluctuations in the market or changes in the events themselves, such as a goal being scored. Changes to the odds do not have any bearing upon bets that have already been placed and confirmed.

Prices offered on live betting are not guaranteed to be available through an event and a user placing a bet on an in-play event accepts further in play bets on the event may not be available.

2. Minimum stakes/maximum winnings

- o The minimum accepted stake is that of 1 RON.
- o With a slip, the maximum amount which can be won is 100 000 RON.

3. Events which were not carried out/which were postponed.

Unless the rules of the given sport provide otherwise, the bets made for the meetings that were not carried out or which were postponed lose their validity, unless the meeting is rescheduled and it is held within 24 hours. In this case, the bets keep their validity. All bets that have already been set by the moment of interruption or abandonment will be set in accordance with the result recorded in the moment of the abandonment or interruption.

4. Change of venue

In the event in which a team does not play in the place stated initially, the bets made stay valid, unless the meeting is moved onto the field of the adversary (in case of international meetings, the bets are valid as long as the meeting takes place in the same country). The Organiser reserves the right, in this case, too, to cancel the bets, if it considers that the change of venue has a significant influence on the odds of the meeting.

5. Errors

The organizer does anything so that the declaration and acceptance of bets is carried out without errors. In exchange, in case of a human error or equipment failure, a bet is approved at a significantly modified price as opposed to the price published on the general market, valid during the placement of the bet (which contains the gain factor, the handicap clause and other conditions and details related to the bet), the Organiser reserves the right to cancel the accepted choices. The bets placed and accepted in the right time-frame may not be withdrawn or modified. As a result, the duty of the user is to make sure that all the details of the placed bets are correct.

6. Unforeseen events

In the case of multi/system bets, bets whose results influence the results of other bets are not allowed. If it is accidentally accepted, the event with the lowest coefficient is cancelled. If the coupled events are organized at different dates, the event with the later date is cancelled. (e.g.: bet on the pilot, that he will win the British Grand Prix and bet on the same pilot that he will also win the championship)

7. Delayed bets

The bets can be placed only for future events. If the outcome is already known, but it does not appear yet in the offer, the bets which refer to this are cancelled (for instance: if a bet is made with reference to the first goal, after the first goal has already been scored). If a bet is made after the beginning of the event or the betting amount has not yet been paid, the bet loses its validity (except the bets that can be placed during the event) (In live betting)

8. Regulation of homologation/bet.

After the completion of an event, to the purpose of bet regulation, the final results published immediately after the end of the match/event are taken into account by the adequate official body. Unless the rules of a sport provide otherwise, the over rule is valid for any event. Any subsequent amendment of the result, which appears during a disciplinary procedure, is neglected. If an official address concerning the event is not available, the organizer decides the result, based on the data that are available to him. If a match is void, when an event has more than one winner than initially established, the Organiser reserves the right to declare the coefficients for an event void, receiving the odd of 1.00.

9. The data regarding the results of the bets in progress.

During "the live betting", the matter which must be taken into account is that the momentary results, the time elapsed and the remaining time of the event are displayed on the terminals through the use of their respective menus, which are supplied by third parties, meaning that these may be delayed and/or may be unpunctual. If, for the establishment of a bet, the user relies on these data, he does this on his own responsibility and the organizer does not assume liability for any loss (direct or indirect) arising from this.

10. Secret agreement.

The clients can place the bets themselves. The repeated statement of the same options may lead to the loss of their validity. At the same time, the Organiser can withdraw the validity of certain bets, if it considers that the clients had a secret agreement or if the bets have been placed by one or more clients in a very short period of time.

11. Unfair advantage (Rigging).

If the organizer suspects that an event is manipulated, at his sole discretion, it reserves its right to: - Suspend the offers referring to any event or series of events; - To postpone and/or to retain payment for the events or series of events in question, until the integrity of the event or series of events receives confirmation from the valid, official sports association. Also, if the manipulation of the event is confirmed by the sports association in question and the bet was placed for the event or the series of events, the Organiser, to its discretion, reserves the right to cancel the bets placed for the given event with the persons identified as having internal information or with persons who, according to the company, are in relation with the event or collaborate with the person mentioned.

12. Ineligible Bettors

Bets on events in which the bettor is participating ("participating" includes persons involved as a sportsperson, athlete, as an owner, trainer or functionary of a participating club) or those which are commissioned by any person participating, are not permitted. In addition, bets on league, cup or other events in which the respective club/organisation is participating may not be placed or commissioned by those persons considered to be participating in the respective event. In the case of violation of these regulations, the company reserves the right to refuse payment of any winnings and invested stakes as well as to cancel any bets. The company takes no responsibility for knowing if the user is a participant as described above. Accordingly <OPERATOR> is entitled to reclaim monies at any time using any necessary measures after an ineligible bettor or connected parties become known to <OPERATOR> and to report such business to the relevant sports authorities.

13. Each Way (E/W)

1. All bets are settled to win unless each way is stated.
2. An each way bet is a bet of twice the selected stake and contains one bet of the value of your stake on the selection 'to win' and one bet of the value of your on the selection 'to be placed' according to the terms advertised for the event.
3. Unless otherwise advertised, the 'to be placed' part of each way bets is settled according to the stated place terms.

Settlement

Each-way accumulative bets are settled win-to-win and place-to-place.

14. Bet Builder

Bet Builder allows players to create and place their own personalized bets.

This feature is available pre-event on selected Soccer major events and markets, which are identified with an icon.

All selections must be from one event only and the Bet Builder bet cannot be combined with other Bet Builder bets or events in multiples. Your Bet Builder bet will be placed as a Single bet.

All selections inside the Bet Builder bet must win to gain earnings. If one selection within a Bet Builder bet is void, then the entire Bet Builder bet is deemed void.

In case of a palpable error the entire Bet Builder bet is deemed void.

Cash out is not available for Bet Builder bets.

All other regular betting rules apply.

The operator is not responsible if the Bet Builder feature is not available for technical reasons. The operator reserves the right to amend, suspend or remove the Bet Builder feature for any sport, league, event, market, or customer at any time. The operator reserves the right to limit stakes at any time.

15. Types of bets according to sports events:

a) Individual or Simple bet:

- Bet on a single event
- Bet on a single event with 3 possible results (1, X, 2) and double bet 1X, 2X.
- Bet on a single event with 2 possible results (1, 2)
- Bet on winner or place/position in a ranking
- Bet on the final result or the result at half-time.
- Bet on the score of an event.
- Bet only on the number of goals in a match/half-time.
- Bet on the win of a team by determining the number of goals, sets etc.
- Other types of bets.

b) The Multiple or Cumulative bet

They represent bets that allow the betting on multiple events on a single slip. The total odd is the product of the odds associated with each event on the slip. The gambler wins if he predicted the correct results for all the bets on the slip and if he complies with these rules for betting.

The void bets, respectively the bets which are cancelled are multiplied by 1, as it is the case with the interrupted events (due to the weather, insulting the referee etc.), with the exception of any situation which might occur in compliance with the norms of a sport. Making bets which are solidary is not possible. For instance, winning the championship by a football team and the win of the same football team in a special handicap bet 0:1 (e.g.: AC Milan winner of the championship and AC Milan: Ascoli, prognosis 1)

c) System or combination bets

Let's suppose that from the available offer, a slip contains various events (3-7). The gambler wins if from the events he bet on, he indicates correctly at least 2/3, 2/4, 2/5, 4/5, 2/6, 3/6, 4/6, 5/6, 2/7, 3/7, 4/7, 5/7, 6/7. The system displays the bets and winnings forecasted based on the coefficients (success rates) listed over , from which the gambler can choose the most suitable one.

16. Tip&Cash PLUS la Câştig:

Tip&Cash PLUS la câştig bets are bets that qualify for the minimum number of events and their minimum stake. The advantage of Tip&Cash PLUS la câştig is the increase in potential earnings in direct correlation with specific conditions. The information on these PLUS la câştig bets and the terms of the award are made available to customers at the Organizer's locations.

S.C Bet Master S.R.L reserves the right to modify or stop the PLUS la câştig grid at any time any modification will be made available at the Organizer's locations at least 24 hours prior to the date of entry into force. If an event receives a 1.00 share in accordance with this regulation, the event will not be considered for the minimum requirements for the Tip&Cash PLUS la câştig bet.

The PLUS la câştig grid will not apply if the ticket is triggered by the "Early Cash Out" function.

It does not fit into the PLUS la câştig grid bets on numbers and virtual bets.

The potential gain of the PLUS la câştig bet will be recorded on the betting slip so that customers get acquainted with it. Tickets issued prior to the end of the payout period will be considered for the conditions prevailing at the time of issue imposed on the PLUS la câştig bet.

17. COMBO Bet

The COMBO Bet option is the bet that allows the customer to select multiple bet types for the same event. In correlation with the selections made, the system will generate a super quota, which will be offered for acceptance to the customer.

The COMBO Bet option can include up to 10 types of bets for a single event.

If a bet type of the COMBO Bet is cancelled, then the entire bet will be cancelled. For example, if your selection for the bet type - the Marker does not play, then the entire COMBO bet will be canceled regardless of the outcome of the other selections.

SC Bet Master S.R.L. will not be liable if the COMBO bet option is not available for technical reasons.

SC Bet Master S.R.L. reserves the right to revoke a bet created with the COMBO betting option if the bet or bet selection has been erroneously validated.

SC Bet Master S.R.L. reserves the right to accept or decline any bet requested for any competition, bet type or bet category that is included in the COMBO betting option.

SC Bet Master S.R.L. reserves the right to change, suspend or remove the COMBO Bet (or any part of it) at any time for any event, match, bet type or customer.

SC Bet Master S.R.L. reserves the right to cancel the COMBO Bet for any customer or group of customers if there are reasonable grounds for believing that that customer or group of customers is abusively using the option.

III. SPECIAL RULES ACCORDING TO SPORTS

1. American Football

1.1. General Rules

All sports, including those played in North America, are listed as Home Team vs. Away Team.

1.1.1. Settlement

Unless specified otherwise, all markets are settled after overtime.

If a result is a draw, but no odds were offered for that result, all bets on this market are void. E.g.

If a match ends in a draw (after OT), all bets on the market "Money Line", will be void.

1.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. All markets which have been decided at the time of interruption or abandonment will be settled according to the result at time of interruption or abandonment. E.g. all bets on Total Points where the value (e.g. 34.5) has already been reached will be settled. All bets on markets with undecided results will be void.

1.2. Money Line

Select the winner of the game. If the Result is a draw at the end of overtime, bets will be void.

Possible selections: Home Team, Away Team.

1.3. Fulltime Result (excl. OT)

Select the result of the match at the end of regular time, not including overtime.

Possible selections: Home Team, Draw, Away Team.

1.4. Point Spread/Handicap

Select the winner after handicap spread has been applied to the official end result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

1.5. Winning Margin

Select the margin by which the specified team wins the match including overtime. Two different ranges are possible.

1. Possible selections: Home Team with 1-6 points, Home Team with 7-12 points, Home Team with 12+ points, Draw, Away Team with 1-6 points, Away Team with 7-12 points, Away Team with 12+ points.

2. Possible selections: Home Team with 1-7 points, Home Team with 8-14 points, Home Team with 15+ points, Draw, Away Team with 1-7 points, Away Team with 8-14 points, Away Team with 15+ points

1.6. 1st Half – Result

Select the result at half time.

Possible selections: Home Team, Draw, Away Team.

1.7. 1st Half – Draw no Bet

Select which team will win the first half. Possible

selections: Home Team, Away Team

1.8. 1st Half - Point Spread/1st Half - Handicap

Select the winner of the first half, after handicap spread has been applied to the 1st half – result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied. Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team. Possible selections for 3-Way: Home Team, Draw, Away Team.

1.9. Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct. Overtime does **not** count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw / Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

1.10. First Team to Score

Select whether the Home or the Away team will score 1st in the match. No score in the match is available to bet on.

Selections: Home team, Away team, No score.

1.11. Total Points (2way)

Select the total number of points scored in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 points, Under x.5 points.

1.12. Total Points (3way)

Select the total number of points scored in the match to be over (more than), between or under (less than) the given points value.

Possible selections: Under x Points, Between x and y Points, over y Points.

1.13. Total Points – Home Team (2way)

Select the total number of points scored in the match by the Home Team to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

1.14. Total Points – Home Team (3way)

Select the total number of points scored in the match by the Home Team to be over (more than), between or under (less than) the given points value.

Possible selections: Under x Points, Between x and y Points, over y Points.

1.15. Total Points – Away Team (2way)

Select the total number of points scored in the match by the Away Team to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. Possible selections: Over x.5 points, Under x.5 points.

1.16. Total Points – Away Team (3way)

Select the total number of points scored in the match by the Away Team to be over (more than), between or under (less than) the given points value.

Possible selections: Under x Points, Between x and y Points, over y Points.

1.17. Total Field Goals

Select the total number of Field Goals in the match.

Possible selections: Over x.5 Field Goals, Under x.5 Field Goals.

1.18. Total Touchdowns

Select the total number of Touchdowns in the match.

Possible selections: Over x.5 Touchdowns, Under x.5 Touchdowns.

1.19. Total Touchdowns Home Team

Select whether the total number of Touchdowns scored by the Home team in the match will be over (more than) or under (less than) the specified touchdowns value.

Possible selections: Over x.5 touchdowns, Under x.5 touchdowns. Over x.0 touchdowns, Under x.0 touchdowns.

1.20. Total Touchdowns Away Team

Select whether the total number of Touchdowns scored by the Away team in the match will be over (more than) or under (less than) the specified touchdowns value.

Possible selections: Over x.5 touchdowns, Under x.5 touchdowns. Over x.0 touchdowns, Under x.0 touchdowns.

1.21. Point Spreads & Total Points/Handicap & Total Points

Select the winner after handicap spread has been applied and the total points being scored in the whole match. Bets must indicate both.

Possible selections: Home Team & Over, Home Team & Under, Away Team & Over, Away Team & Under.

1.22. 1st Half - Total Points

Select the total number of points scored in the first half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams for this period will be combined.

Possible selections: Over x.5 points, Under x.5 points.

1.23. 1st Half – Total Points – Home Team

Select the total number of points scored in the first half by the home team to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. Possible selections: Over x.5 points, Under x.5 points.

1.24. 1st Half – Total Points – Away Team

Select the total number of points scored in the first half by the away team to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. Possible selections: Over x.5 points, Under x.5 points.

1.25. Highest Scoring Half

Select the half which will contain the highest number of points scored. Overtime does **not** count.

Possible selections: 1st Half, 2nd Half, Equals.

1.26. Highest Scoring Quarter

Select the quarter which will contain the highest number of points scored. Overtime does **not** count for 4th Quarter.

Possible selections: 1st Quarter, 2nd Quarter, 3rd Quarter, 4th Quarter, Equals.

Quarters are equals, if at least two quarters share the highest amount of points.

1.27. Will there be overtime?

Select if there will be overtime in the match.

Possible selections: Yes, No.

1.28. Odd/Even (incl. OT)

Select the total number of points scored in the match to be either odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

1.29. Odd/Even (excl. OT)

Select the total number of points scored in the match **after regular time** to be either odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

1.30. 1st Half - Odd/Even

Select either the number of total points scored in the first half will be odd or even. Score of both teams will be combined.

Possible selections: odd, even.

1.31. 1st Half - Total Touchdowns

Select whether the total number of Touchdowns scored by both teams in the 1st Half will be over (more than) or under (less than) the specified touchdowns value.

Possible selections: Over x.5 touchdowns, Under x.5 touchdowns. Over x.0 touchdowns, Under x.0 touchdowns.

1.32. 1st Half - Total Touchdowns Home Team

Select whether the total number of Touchdowns scored by the Home team in the 1st Half will be over (more than) or under (less than) the specified touchdowns value.
Possible selections: Over x.5 touchdowns, Under x.5 touchdowns. Over x.0 touchdowns, Under x.0 touchdowns.

1.33. 1st Half - Total Touchdowns Away Team

Select whether the total number of Touchdowns scored by the Away team in the 1st Half will be over (more than) or under (less than) the specified touchdowns value.

Possible selections: Over x.5 touchdowns, Under x.5 touchdowns. Over x.0 touchdowns, Under x.0 touchdowns.

1.34. 2nd Half – Point Spread/2nd Half – Handicap

Select the winner of the 2nd Half, after handicap spread has been applied to the 2nd Half result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

1.35. 2nd Half – Total Points

Select whether the total number of points scored in the 2nd Half will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void. The result is determined based on the total number of points scored by both teams.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

1.36. 2nd Half – Total Points (3way)

Select whether the total number of points scored in the 2nd Half by both teams will be over (more than), exactly or under (less than) the specified points value.

Possible selections: Under x points, Exactly x points, Over x points.

1.37. 2nd Half – Total Points – Home Team

Select whether the total number of points scored in the 2nd Half by the Home team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

1.38. 2nd Half – Total Points – Away Team

Select whether the total number of points scored in the 2nd Half by the Away team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

1.39. 2nd Half - Odd/Even

Select whether the total number of points scored in the 2nd Half by both teams will be odd or even.

Possible selections: Odd, Even.

1.40. 2nd Half - Total Touchdowns

Select whether the total number of Touchdowns scored by both teams in the 2nd Half will be over (more than) or under (less than) the specified touchdowns value.

Possible selections: Over x.5 touchdowns, Under x.5 touchdowns. Over x.0 touchdowns, Under x.0 touchdowns.

1.41. 2nd Half - Total Touchdowns Home Team

Select whether the total number of Touchdowns scored by the Home team in the 2nd Half will be over (more than) or under (less than) the specified touchdowns value.

Possible selections: Over x.5 touchdowns, Under x.5 touchdowns. Over x.0 touchdowns, Under x.0 touchdowns.

1.42. 2nd Half - Total Touchdowns Away Team

Select whether the total number of Touchdowns scored by the Away team in the 2nd Half will be over (more than) or under (less than) the specified touchdowns value.

Possible selections: Over x.5 touchdowns, Under x.5 touchdowns. Over x.0 touchdowns, Under x.0 touchdowns

1.43. Xth Quarter - Winner

Select the result of the specified quarter. A draw is possible. Overtime does **not** count for betting on the 4th Quarter.

Possible selections: Home Team, Draw, Away Team.

1.44. Xth Quarter – Point Spreads/ Xth Quarter – Handicap

Select the winner of the specified quarter (X), after handicap spread has been applied to the quarter result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied. Overtime does **not** count for betting on the 4th Quarter.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

1.45. Xth Quarter – Total Points (2way)

Select the total number of points scored in the specified quarter (X) to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Overtime does **not** count for betting on the 4th Quarter.

Possible selections: Over x.5 points, Under x.5 points.

1.46. Xth Quarter – Total Points (3way)

Select the total number of points scored in the specified Quarter (X) to be over (more than), between or under (less than) the given points value.

Overtime does **not** count for betting on the 4th Quarter.

Possible selections: Under x Points, Between x and y Points, Over y Points.

1.47. Xth Quarter – Total Points – Home Team (2way)

Select whether the total number of points scored in the specified Quarter (X) by the Home Team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

1.48. Xth Quarter – Total Points – Away Team (2way)

Select whether the total number of points scored in the specified Quarter (X) by the Away Team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

1.49. Xth Quarter – Odd/Even Points

Select whether the total number of points scored in the specified Quarter (X) by both teams will be odd or even.

Possible selections: Odd, Even.

1.50. Xth Quarter – Field Goal

Select if there will be a Field Goal in the specified Quarter (X) or not.

Overtime does **not** count for betting on the 4th Quarter.

Possible selections: Yes, No.

1.51. Xth Quarter – Touchdown

Select if there will be a Touchdown in the specified Quarter (X) or not.

Overtime does **not** count for betting on the 4th Quarter.

Possible selections: Yes, No.

1.52. Xth Quarter - Total Touchdowns

Select whether the total number of Touchdowns scored by both teams in the 1st Quarter will be over (more than) or under (less than) the specified touchdowns value.

Possible selections: Over x.5 touchdowns, Under x.5 touchdowns. Over x.0 touchdowns, Under x.0 touchdowns.

1.53. Xth Quarter - Total Touchdowns Home Team

Select whether the total number of Touchdowns scored by the Home team in the 1st Quarter will be over (more than) or under (less than) the specified touchdowns value.

Possible selections: Over x.5 touchdowns, Under x.5 touchdowns. Over x.0 touchdowns, Under x.0 touchdowns.

1.54. Xth Quarter - Total Touchdowns Away Team

Select whether the total number of Touchdowns scored by the Away team in the 1st Quarter will be over (more than) or under (less than) the specified touchdowns value.

Possible selections: Over x.5 touchdowns, Under x.5 touchdowns. Over x.0 touchdowns, Under x.0 touchdowns.

1.55. Next Points (Team)

Select which team will score next.

Possible selections: Home Team, None, Away Team.

1.56. 1st Half - Next Points (Team)

Select which team will score next in the first half.

Possible selections: Home Team, None, Away Team.

1.57. Next Points (kind)

Select how the next points will be scored by any team.

Possible selections: Touchdown, Field Goal, Safety, None.

1.58. Race to X points

Select which team will score a specified (X) number of points first.

If neither teams score this number (X) of points, bets will be void.

Possible selections: Home Team, Away Team.

1.59. Field Goals Miss

Select if there will be a Field Goal Miss in the match or not.

Possible selections: Yes, No.

1.60. Field Goal #X

Select who scores the Xth Field Goal.

Possible selections: Home Team, No Xth Field Goal, Away Team.

1.61. Touchdown #X

Select who scores the Xth Touchdown.

Possible selections: Home Team, No Xth Touchdown, Away Team.

1.62. Double Chance (1X - 12 - X2)

Select one of three options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team). Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

1.63. Overtime 3way

Select the winner of the overtime.

Possible selections: Home Team, Draw, Away Team.

1.64. Player X – Least Number Of Passing Yards

Select the minimum number of passing yards a player scores.

Possible selections: x+ passing yards.

1.64.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

1.65. Player X – Least Number Of Pass Completions

Select the minimum number of pass completions a player scores.

Possible selections: x+ pass completions.

1.65.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

1.66. Player X – Least Number Of Passing Touchdowns

Select the minimum number of passing touchdowns a player scores.

Possible selections: x+ passing touchdowns.

1.66.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

1.67. Player X – Least Number Of Carries

Select the minimum number of carries a player scores.

Possible selections: x+ carries.

1.67.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

1.68. Player X – Least Number Of Rushing Touchdowns

Select the minimum number of rushing touchdowns a player scores.

Possible selections: x+ rushing touchdowns.

1.68.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

1.69. Player X – Least Number Of Rushing Yards

Select the minimum number of rushing yards a player scores.

Possible selections: x+ rushing yards.

1.69.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

1.70. Player X – Least Number Of Receiving Yards

Select the minimum number of receiving yards a player scores.

Possible selections: x+ receiving yards.

1.70.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

1.71. Player X – Least Number Of Receiving Touchdowns

Select the minimum number of receiving touchdowns a player scores.

Possible selections: x+ receiving touchdowns.

1.71.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

1.72. Player X – Least Number Of Receptions

Select the minimum number of receptions a player scores.

Possible selections: x+ receptions.

1.72.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

1.73. Outrights

Select which team will win a Championship/League/Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

1.73.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

2. Athletics

2.1. General Rules

2.1.1. Abandoned/Postponed Information

If an event is postponed and rescheduled to occur within 24 hours of the original start time, all bets will stand. If it is rescheduled for more than 24 hours later bets will be void.

2.1.2. Settlement

For all athletics' events the result is declared at the time of the podium presentation (or official IAAF result at conclusion of event where there is no medal ceremony). Any subsequent disqualifications or alterations, for whatever reasons, will be disregarded.

Bets on athletics outright betting are all in, compete or not, unless otherwise stated. We reserve the right to apply a Rule 4 (Deduction) in the event of a withdrawn participant prior to the start of an event.

Head-to-Head / Match/Group Betting

Where a reduced field on 2-4 competitors is available for betting, all listed competitors must start for bets to stand; if a listed competitor does not start all bets are void.

In a multi round competition the winning athlete will be the one progressing furthest, or recording the best mark if eliminated in the same round.

Betting on the championship medal table will be settled following the final event and according to the published list. Any subsequent disqualifications or alterations will not be included.

3. Aussie Rules

3.1. General Rules

3.1.1. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

3.1.2. Settlement

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.

3.2. Match Betting

Select which team will win the match. If any match ends in a draw, including overtime if played, then stakes will be refunded unless a price is offered for the draw. Possible selections: Home Team, Away Team.

3.3. Half Winner

Select which team will win the specific half (first half or second half).

A possible Overtime does not count for betting on the 2nd half.

Possible selections: Home Team, Away Team.

3.4. Quarter Winner

Select which team will win the specific quarter.

A possible Overtime does not count for betting on the 4th Quarter.

Possible selections: Home Team, Away Team

3.5. Total Score (2 Way)

Select whether the total number of points scored in the match by both teams will be over (more than) or under (less than) the specified points value. If a whole number is offered as the quoted points value and the total score is equal to this value, bets will be void.

The market covers every score e.g. goal/behind.

Possible selections: Over, Under

3.6. Race to (X) points

Select which team will reach first the specified number of points.

The market covers every score e.g. goal/behind.

Possible selections: Home team, Away team

3.7. First Scoring Method

Select what will be the method of scoring the first point in the match.

Possible selections: Goal, Behind.

3.8. First Scoring Play

Select which team will score first and what will be the method of scoring.

Possible selections: Home Goal, Away Goal. Home Behind, Away Behind.

3.9. Total Score Home Team

Select whether the total number of points scored in the match by the Home Team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

The market covers every score e.g. goal/behind.

Possible selections: Over, Under

3.10. Total Score Away Team

Select whether the total number of points scored in the match by the Away Team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

The market covers every score e.g. goal/behind.

Possible selections: Over, Under

3.11. Total Goals

Select whether the total number of goals scored in the match by both teams will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified goals value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under

3.12. First Team to score a Goal

Select which team will score first a goal in the match.

Possible selections: Home Team, Away Team.

3.13. Last Team to score a Goal

Select which team will score last a goal in the match.

Possible selections: Home Team, Away Team.

3.14. Total Goals Home Team

Select whether the total number of points scored in the match by the Home Team will be over (more than) or under (less than) the specified goals value. If a whole number is offered as the specified goals value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under

3.15. Total Goals Away Team

Select whether the total number of points scored in the match by the Away Team will be over (more than) or under (less than) the specified goals value. If a whole number is offered as the specified goals value and the total score is equal to this value, bets will be void

Possible selections: Over, Under

3.16. Total Behinds

Select whether the total number of behinds scored in the match by both teams will be over (more than) or under (less than) the specified behinds value. If a whole number is offered as the specified behinds value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under

3.17. Total Behinds Home Team

Select whether the total number of behinds scored in the match by the Home Team will be over (more than) or under (less than) the specified behinds value. If a whole number is offered as the specified behinds value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under

3.18. Total Behinds Away Team

Select the total number of behinds scored by the away team in the match to be over (more than) or under (less than) the given behinds value. If a whole number is offered as the given behinds value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under

3.19. Handicap

Select the winner, after the given handicap has been applied to the official end result. In 2 Way markets bets are void in the event of a tie after handicap spread has been applied.

Possible selections for 2-Way: Home Team, Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

3.20. Winning Margin

Select the margin by which the specified team wins the match including overtime if offered. Four different ranges are possible.

1. Possible selections (15 points): Home Team Over x.5 points, Away Team Over x.5 points, Either Less Than x.5 points

2. Possible selections (25 points): Home Team with 1-24 points, Home Team with 25+ points, Away Team with 1-24 points, Away Team with 25+ points. Draw

3. Possible selections (40 points): Home Team with 1-39 points, Home Team with 40+ points, Away Team with 1-39 points, Away Team with 40+ points. Draw

4. Possible selections: Home Team with 1-12 points, Home Team with 13-24 points, Home Team with 25-36 points, Home Team with 37-48 points, Home Team with 49-60 points, Home Team with 61-72 points, Home Team with 73+ points, Away Team with 1-12 points, Away Team with 13-24 points, Away Team with 25-36 points, Away Team with 37-48 points, Away Team with 49-60 points, Away Team with 61-72 points, Away Team with 73+ points, Draw

3.21. Team to Score Point X

Select which team will score a specific (X) point. (e.g. Team to Score Point 3)

The market covers every score e.g. goal/behind.

Possible selections: Home Team, Away Team

3.22. Team to Score Goal X

Select which team will score a specific (X) goal. (e.g. Team to Score Goal 3)

Possible selections: Home Team, Away Team

3.23. Team to Score Behind X

Select which team will score a specific (X) behind. (e.g. Team to Score Behind 3)

Possible selections: Home Team, Away Team

3.24. 1st Half Total Score

Select the total number of points scored in the first half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

The market covers every score e.g. goal/behind.

Possible selections: Over, Under

3.25. 1st Half Total Score Home Team

Select the total number of points scored by the home team in the first half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

The market covers every home team score e.g. goal/behind.

Possible selections: Over, Under

3.26. 1st Half Total Score Away Team

Select the total number of points scored by the away team in the first half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

The market covers every away team score e.g. goal/behind.

Possible selections: Over, Under

3.27. 1st Half Total Goals

Select the total number of goals scored in the first half to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void. The goals of both teams will be combined.

Possible selections: Over, Under

3.28. 1st Half Total Goals Home Team

Select the total number of goals scored by the home team in the first half to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under

3.29. 1st Half Total Goals Away Team

Select the total number of goals scored by the away team in the first half to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under

3.30. 1st Half Total Behinds

Select the total number of behinds scored in the first half to be over (more than) or under (less than) the given behinds value. If a whole number is offered as the given behinds value and the total score is equal to this value, bets will be void. The behinds of both teams will be combined.

Possible selections: Over, Under

3.31. 1st Half Total Behinds Home Team

Select the total number of behinds scored by the home team in the first half to be over (more than) or under (less than) the given behinds value. If a whole number is offered as the given behinds value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under

3.32. 1st Half Total Behinds Away Team

Select the total number of behinds scored by the away team in the first half to be over (more than) or under (less than) the given behinds value. If a whole number is offered as the given behinds value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under

3.33. 1st Half Handicap

Select the winner of the 1st half after the given handicap has been applied to the official half time result. In 2 Way markets bets are void in the event of a tie after handicap spread has been applied.

Possible selections for 2-Way: Home Team, Away Team

Possible selections for 3-Way: Home Team, Draw, Away Team

3.34. 1st Half Winning Margin

Select the margin by which the specified team wins the 1st Half.

Possible selections: Home Team with 1-6 points, Home Team with 7-12 points, Home Team with 13-18 points, Home Team with 19-24 points, Home Team with 25-30 points, Home Team with 31+ points, Away Team with 1-6 points, Away Team with 7-12 points, Away Team with 13-18 points, Away Team with 19-24 points, Away Team with 25-30 points, Away Team with 31+ points, Draw

3.35. 2nd Half Total Score

Select the total number of points scored in the second half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined. A possible Overtime does not count for betting on the 2nd half.

The market covers every score e.g. goal/behind.

Possible selections: Over, Under

3.36. 2nd Half Total Score Home Team

Select the total number of points scored by the home team in the second half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. A possible Overtime does not count for betting on the 2nd half.

The market covers every home team score e.g. goal/behind.

Possible selections: Over, Under

3.37. 2nd Half Total Score Away Team

Select the total number of points scored by the away team in the second half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. A possible Overtime does not count for betting on the 2nd half.

The market covers every away team score e.g. goal/behind.

Possible selections: Over, Under

3.38. 2nd Half Total Goals

Select the total number of goals scored in the second half to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void. The score of both teams will be combined. A possible Overtime does not count for betting on the 2nd half.

Possible selections: Over, Under

3.39. 2nd Half Total Goals Home Team

Select the total number of goals scored by the home team in the second half to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void. A possible Overtime does not count for betting on the 2nd half.

Possible selections: Over, Under

3.40. 2nd Half Total Goals Away Team

Select the total number of goals scored by the away team in the second half to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void. A possible Overtime does not count for betting on the 2nd half.

Possible selections: Over, Under

3.41. 2nd Half Total Behinds

Select the total number of behinds scored in the second half to be over (more than) or under (less than) the given behinds value. If a whole number is offered as the given behinds value and the total score is equal to this value, bets will be void. The score of both teams will be combined. A possible Overtime does not count for betting on the 2nd half.

Possible selections: Over, Under

3.42. 2nd Half Total Behinds Home Team

Select the total number of behinds scored by the home team in the second half to be over (more than) or under (less than) the given behinds value. If a whole number is offered as the given behinds value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under

3.43. 2nd Half Total Behinds Away Team

Select the total number of behinds scored by the away team in the second half to be over (more than) or under (less than) the given behinds value. If a whole number is offered as the given behinds value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under

3.44. 2nd Half Handicap

Select the winner of the 2nd half after the given handicap has been applied to the official second half result. In 2 Way markets bets are void in the event of a tie after handicap spread has been applied. A possible Overtime does not count for betting on the 2nd half.

Possible selections for 2-Way: Home Team, Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

3.45. 2nd Half Winning Margin

Select the margin by which the specified team wins the 2nd Half.

Possible selections: Home Team with 1-6 points, Home Team with 7-12 points, Home Team with 13-18 points, Home Team with 19-24 points, Home Team with 25-30 points, Home Team with 31+ points, Away Team with 1-6 points, Away Team with 7-12 points, Away Team with 13-18 points, Away Team with 19-24 points, Away Team with 25-30 points, Away Team with 31+ points, Draw

3.46. Quarter X Total Score

Select the total number of points scored in the specific (X) quarter to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined. A possible Overtime does not count for betting on the 4th Quarter.

Possible selections: Over, Under

3.47. Quarter X Total Score Home Team

Select the total number of points scored by the home team in the specific (X) quarter to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. A possible Overtime does not count for betting on the 4th Quarter.

Possible selections: Over, Under

3.48. Quarter X Total Score Away Team

Select the total number of points scored by the away team in the specific (X) quarter to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. A possible Overtime does not count for betting on the 4th Quarter.

Possible selections: Over, Under

3.49. Quarter X Total Goals

Select the total number of goals scored in the specific (X) quarter to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void. The score of both teams will be combined. A possible Overtime does not count for betting on the 4th quarter

Possible selections: Over, Under

3.50. Quarter X Total Goals Home Team

Select the total number of goals scored by the home team in the specific (X) quarter to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given

goals value and the total score is equal to this value, bets will be void. A possible Overtime does not count for betting on the 4th quarter.

Possible selections: Over, Under

3.51. Quarter X Total Goals Away Team

Select the total number of goals scored by the away team in the specific (X) quarter to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void. A possible Overtime does not count for betting on the 4th quarter.

Possible selections: Over, Under

3.52. Quarter X Total Behinds

Select the total number of behinds scored in the specific (X) quarter to be over (more than) or under (less than) the given behinds value. If a whole number is offered as the given behinds value and the total score is equal to this value, bets will be void. The score of both teams will be combined. A possible Overtime does not count for betting on the 4th quarter

Possible selections: Over, Under

3.53. Quarter X Total Behinds Home Team

Select the total number of behinds scored by the home team in the specific (X) quarter to be over (more than) or under (less than) the given behinds value. If a whole number is offered as the given behinds value and the total score is equal to this value, bets will be void. A possible Overtime does not count for betting on the 4th quarter.

Possible selections: Over, Under

3.54. Quarter X Total Behinds Away Team

Select the total number of behinds scored by the away team in the specific (X) quarter to be over (more than) or under (less than) the given behinds value. If a whole number is offered as the given behinds value and the total score is equal to this value, bets will be void. A possible Overtime does not count for betting on the 4th quarter.

Possible selections: Over, Under

3.55. Quarter X Handicap

Select the winner of the specific (X) quarter after the given handicap has been applied to the official quarter (X) result. In 2 Way markets bets are void in the event of a tie after handicap spread has been applied. A possible Overtime does not count for betting on the 4th quarter.

Possible selections for 2-Way: Home Team, Away Team.

3.56. Quarter X Winning Margin

Select the margin by which the specified team wins the specific (X) quarter.

Possible selections: Home Team with 1-6 points, Home Team with 7-12 points, Home Team with 13-18 points, Home Team with 19-24 points, Home Team with 25-30 points, Home Team with 31+ points, Away Team with 1-6 points, Away Team with 7-12 points, Away Team with 13-18 points, Away Team with 19-24 points, Away Team with 25-30 points, Away Team with 31+ points, Draw

3.57. Outrights

Select which team will win a League/ Premiership

Possible selections: All teams which have the chance to win the League/ Premiership.

2.3.1. Settlement

All bets will be settled according to the official result after the last match of the League/ Premiership.

Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

4. Badminton

4.1. General Rules

4.1.1. Settlement

All markets are settled according to the official end result of the match. The match must be completed for bets to stand. Bets will be voided in the event of a disqualification, retirement or other form of non-completion. If a market already has been established before a match has been abandoned (e.g. Winner of the 1st Set), all bets on this markets will stand.

If the total number of sets to be played is changed, match bets will stand, but bets on Correct Score, Total Sets and Total Points will be void.

4.1.2. Abandoned/Postponed Information

If a match is postponed or re-scheduled, the bets will stand provided the match is completed before the end of the competition.

Interrupted or postponed matches, which do not take place within a tournament (e.g. exhibition matches), will be declared invalid if not resumed and completed within 24 hours.

4.2. Match Betting

Select which player will win the match.

Possible selections: Player 1, Player 2.

4.3. Set Betting

Select the final result of the match in sets.

Possible selections: 2:0, 2:1, 1:2, 0:2.

4.4. Total Points

Select how many points will be played in the match.

Possible selections: Over x.5 points, Under x.5 points.

4.5. Total Points Home Team

Select whether the total number of points for the Player 1/Home Team scored in the match will be over (more than) or under (less than) the quoted points value. If a whole number is offered as the quoted points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

4.6. Total Points Away Team

Select whether the total number of points for the Player 2/Away Team scored in the match will be over (more than) or under (less than) the quoted points value. If a whole number is offered as the quoted points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

4.7. Odd/Even Points

Select whether the total number of points scored in the match will be odd or even. The result is determined based on the total number of points scored by both players/teams.

Possible selections: Odd, Even.

4.8. Point Handicap

Select which player will have won more Points in the match after the handicap spread has been applied to the official match point score of any player.

Possible selections: x.x Handicap for Player or Team A, x.x Handicap for Player or Team B

4.9. Total Sets

Select how many sets will be played in the match.

Possible selections: 2, 3.

4.10. Set X Winner

Select which player/team will win the specified set (X).

Possible selections: Player 1, Player 2, Home Team, Away Team.

4.11. Set X – Correct Score

Select the result of the specified set.

Possible selections: Player 1 21-14, Player 1 21-5, Player 1 21-16, Player 1 21-17, Player 1 21-18, Player 1 21-19, Player 1 Wins After Extra Points, Player 1 Any Other Win, Player 2 21-14, Player 2 21-15, Player 2 21-16, Player 2 21-17, Player 2 21-18, Player 2 21-19, Player 2 Wins After Extra Points, Player 2 Any Other Win

4.12. Xth Set - Race to Y Points

Select which Player/Team will be the first one to score a specified (Y) number of points in the specified Set (X)

If neither Player/Team scores this number (Y) of points, bets will be void.

Possible selections: Player 1, Player 2, Home Team, Away Team.

4.13. Xth Set – Lead After Y Points

Select which player/team will lead after the specified point (Y) in the specified set (X).

Possible selections: Player 1, Player 2. Home Team, Away Team.

4.14. Set X – Total Points

Select whether the total number of points scored in the specified Set (X) will be over (more than) or under (less than) the quoted points value. The result is determined based on the total number of points scored by both players/teams.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

4.15. Xth Set – Odd/Even Points

Select whether the total number of points scored in the specified Set (X) will be odd or even. The result is determined based on the total number of points scored by both players/teams.

Possible selections: Odd, Even.

3.16. Set X – Handicap

Select the winner of the specified set (X) after handicap spread has been applied to the official point score of the specified set (X).

Possible selections: x.x Handicap for Player or Team A, x.x Handicap for Player or Team B

4.17. Set X – Winning Margin

Select the margin by which the specified player (or team) wins the set.

Possible selections: Player 1 by 1-2, Player 1 by 3-5, Player 1 by 6-8, Player 1 by 9+, Player 2 by 1-2, Player 2 by 3-5, Player 2 by 6-8, Player 1 by 9+.

4.18. Xth Set – Point Y Winner

Select which player/team will win the specified point (Y) in set (X).

Possible selections: Player 1, Player 2. Home Team, Away Team.

4.19. Xth Set Winner

Select which player will win the specified set (X).

Possible selections: Player 1, Player 2.

4.20. Xth Set - Race to Y Points

Select which Player/Team will be the first one to score a specified (Y) number of points in the specified Set (X)

If neither Player/Team scores this number (Y) of points, bets will be void.

Possible selections: Player 1, Player 2.

4.21. Xth Set – Total Points

Select the number of points scored in the specified set (X) to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both Players/Teams in this set will be combined.

Possible selections: Over x.5 points, Under x.5 points.

4.22. Xth Set – Odd/Even Points

Select whether the total number of points scored in the specified set (X) will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

4.23. Xth Set – Handicap

Select the winner of the specified set (X) after handicap spread has been applied to the official point score of the specified set (X).

Possible selections: x.x Handicap for Player or Team A, x.x Handicap for Player or Team B

5. Bandy

5.1. General Rules

5.1.1. Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description.

5.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

5.2. Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

5.3. Total Goals

Select the total goals scored in the match to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 goals, Under x.5 goals.

6. Baseball

6.1. General Rules

All sports, including those played in North America, are listed as Home Team vs. Away Team.

1. All matches must start on the scheduled date (always at the local time) for the bets to be valid. If a match is suspended or rescheduled before the scheduled start time, all bets will be void.

2. Baseball other than MLB (including minor baseball leagues): All bets (including specific pitcher) will be valid regardless of who is the pitcher of each team. The rule of 8½ innings will apply although in the case of the decision to apply the 'Mercy rule', all bets will be settled based on the score at that time. The 6½ innings rule will apply to all 7 innings games played.

3. In the '2-way' markets, the Push rules will apply unless specified otherwise. The amount wagered on single bets will be returned, while on multiple / combined bets (parlays), the selection will be considered as 'Void'.

6.1.1. MLB Bets

4. It is the client's responsibility to be aware of any pitching changes.

5. Money Line (Action): Team against team, regardless of the pitcher who starts the game. For betting purposes, the pitcher who makes the first throw is considered as the starting pitcher. When placing bets, pitchers can be specified.

6. A designated pitcher: A bet is made for or against a specified pitcher to be the starting pitcher of one of the teams, regardless of who is the starting pitcher of the opposing team. The listed pitcher must start the game, otherwise the bet will be void.

7. Both Listed Pitchers must start: A bet that specifies both pitchers start. If any change occurs, the bet will be void.

8. In the event of a change in one of the initial pitchers before the start of the match, the bets may be adjusted to totals and the handicap.

9. Double change of pitchers: When changing a pitcher that appears in the list and is put back for the determination of bets, these will be considered as a normal change of the pitcher.

6.1.2. Way to deal with pitcher changes

10. When the bets are placed in Money Line Action, 5 Innings Money Line and there is a change of starting pitcher, the bets will remain active and bets for total races (over / under), Team totals (over / under), run line (handicap) and alternative run line (alternative handicap) will be considered void.

11. A pitcher is considered official after making the first pitch.

12. For any MLB play-off suspended event, which is completed within 72 hours, all bets will stand and will be determined after the game is completed. If the match is not completed within 72 hours of the suspension, all bets will be void, unless the result has already been determined.

13. If the game venue changes, bets will remain valid as the home team stands as the host. If the home or away team change, bets based on the original event will be void.

6.1.3. Rule of the four and a half innings (4½ innings rule)

14. Money 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 after the last full inning (unless the team batting second scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called). 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.

6.1.4. Rule of six and a half innings (6½ innings rule)

15. Total and 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 be valid. 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.

6.1.5. Rule of eight and a half innings (8½ innings rule)

16. Total and 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 be valid. 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).

6.1.6. Betting before the start of the game

17. All bets on the match include extra innings, unless otherwise specified.

18. If the 'Mercy rule' is applied, all bets will be determined based on the current score.

19. Bet on 'Money line': It will depend on the rule of the 4½ innings.

20. 'Handicap', 'Handicap - 3 Options' and 'Handicap - Alternative': Will depend on the rule of 8½ innings.

21. Game Total, Team Totals, 3-Way Totals and Alternative Game Totals - Subject to 8 ½ innings rule except where the total has already gone over, (if 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) or where the natural conclusion of the game would have meant the outcome of the total quoted would be determined, e.g. MLB game is called, or suspended at 5-5, bets on Game Totals of Over 10 or 10.5 would be settled as winners, with bets on Under 10 or 10.5 being settled as losers, since any natural conclusion to the match would have at least 11 runs. Specifically for MLB Spring Training matches settlement will be based on 9 innings only, in instances when the natural conclusion rule could apply.

22. Most hits (Home team, Away team, Tie), Total hits (Over/Under), Team total hits (Over/Under): The rule of 8½ innings (8 ½ innings rule) will apply. If, however, the total has already gone Over then it will be settled as a winning bet, while bet on the Under deemed as a losing bet.

23. 4½ innings - Totals: Bets will be settled by the combined total score of both teams in the middle of the 5th innings (break between top and bottom inning). Unless the score of the match has already reached more than the specified total. In such cases, over bets will be determined as winners, while under bets will be determined as losers.

24. 4½ innings - Handicap: Bets will be settled by the score in the middle of the 5th inning (break between top and bottom inning). Unless the team that bats at the top of the 5th inning is already ahead at the end of 4th inning (with any run line applied). In that case, the team batting first will be declared the winner.

25. 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 the specified number. In such cases 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".

26. 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.

18.1.7. Advanced propositions including player props

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

28. Listed pitchers must start for bet to have action. Extra innings count unless specified otherwise.

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

30. Double result: result after 4½ innings, in addition to the result of the entire game.

31. Odd/Even Match total runs: if the combined final game result is zero (score 0), bets will be void.

32. Period with the highest score: the rule of 8½ innings.

33. Odd/Even Team total runs: if the combined final game result is zero (score 0), bets will be void. Extra innings (Overtime) included.

34. Winning margin: subject to the rule of 8½ innings. The determination includes extra innings in the MLB. In the case of non-MLB matches, if the game can end in a draw, that option will be available. If an MLB game ends in a tie when cancelled / suspended, bets will be void.

35. Leader after X innings (Home team, Away team, Tie): The team leading after the specified inning will be settled as a winner.

36. First to Score/Race to x Runs - The first team to reach the required number of runs will be settled as the winner. Bets on Neither require the 8½ innings rule to apply to be settled as winners.

37. Team Scoring First Wins Game - 8½ innings rule applies.

38. Last to Score - 8½ innings rule applies.

39. Team with Highest scoring Inning - Team with the highest score: the result will be determined based on the highest score of half game inning. If both teams had the same high score, the 'Draw' option will be considered a winner (even if one team has achieved this result more frequently than the other). The rule of 8½ innings applies.

40. Extra Innings - Yes / No: will be determined as 'Yes' in case of a tie after 9 innings (or the quoted number of innings in case it was not 9), even if subsequent innings are not made for any reason.

41. When will more runs be scored? The 8½ innings rule will apply.

42. Moment of the first home run: it will be determined based on the first home run in the game. All markets related to the "Without home run" option, will be settled in line with the 8½ innings rule as winning ones.

43. Player - Performance: (Total bases / Total hits / Total strikeouts / Score a home run / Score a base per ball / Score an RBI / Score a run). The player must appear on the team's official list at the start of the match, and the opponent's selected pitcher (at the time of placing the bet) must start the match so that the bets are valid. The rule of 8½ innings will apply, unless the bets have already been determined, either by the player who has reached the specified line in question or has been substituted in the match without obtaining the quoted score.

44. Total Bases are calculated by adding all hits a player makes as per Single = 1 Base, Double = 2, Triple = 3, Home Run = 4. Only these count.

45. Starting pitcher - innings completed: the pitcher must start for bets to be valid. Bets will be settled based on the number of completed innings. Bets will be void if the game is suspended with the starting pitcher still present in the game, and without reaching the required number of innings.

6.1.8. Daily Props

46. These markets refer to a group of games played on a certain date. If there are no listed pitchers, bets will stand regardless of Pitchers changes.

47. Grand Salami is the total of all runs scored in the relevant games. All games must be played and go at least 8½ innings to be valid, even if the total goes over with some games postponed or called.

48. Home vs Away - All games must be played and go at least 8½ innings for action.

49. Highest Scoring Team - All games must be played and go at least 8½ innings to be valid.

6.1.9. Live Betting

50. If the 'Mercy rule' is applied, all bets will be determined based on the current score.
51. All bets will be valid regardless of pitcher changes. Extra innings will count.
52. Bet on 'Money line': It will depend on the rule of the 4½ innings.
53. Run Line/Alternative Handicap - Subject to 8½ innings rule.
54. Game Totals/Alternative Totals - Subject to 8 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) or where the natural conclusion of the game would have meant the outcome of the total quoted would be determined, e.g. MLB game is called, or suspended at 5-5, bets on Over 10 or 10.5 would be settled as winners, with bets on Under 10 or 10.5 being settled as losers, since any natural conclusion to the match would have at least 11 runs. Specifically for MLB Spring Training matches settlement will be based on 9 innings only, in instances when the natural conclusion rule could apply
55. Team Totals - Subject to 8 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).
56. 3-Way Handicap - Includes Handicap Tie price. Extra innings count. Subject to 8½ innings rule.
57. 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.
58. 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.
59. 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.
60. 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.
61. A Score in the Inning (Current/Next) - Top and bottom of the specified inning must be completed, unless settlement of bets is already determined.
62. A Score in Half Inning/Hit in Half Inning (Current/Next) - Specified half inning (top or bottom) must be completed unless a run has already been scored/hit has already occurred when the game is called/suspended.
63. 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 incompleting innings leader markets, will be deemed to be won by match winner.
64. 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.
65. 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.
66. Next team to score: If the game is abandoned all markets on runs already scored will stand. Bets on the next run at time the game is called/suspended will be no action.
67. 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.
68. First team to score X runs - If the team you select does not score the specified number of runs, the bet will be considered as losing regardless of whether the other team has not scored the specified number of runs either.

6.1.10.Future Bets - General Rules

69. Regular Season Wins - Team must complete at least 160 regular season games for bets to be valid unless the remaining games during the course of the season do not affect the result.

70. 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.

71. Player to Hit the most Home Runs - Refers to the number of Home Runs recorded by the MLB official scorers.

6.1.11. Betting on the Series

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

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.

6.2. Money Line

Select which team will win the match. If any match ends in a draw, including overtime if played, bets on Money Line market are void.

Possible selections: Home Team, Away Team.

6.3. Money Line (Listed Pitcher must start)

Select which team will win the match. If one of the stated pitchers do not start, the bet is void.

Possible selections: Home Team, Away Team.

6.4. Money Line (Listed Home Pitcher must start)

Select which team will win the match. If the stated Home Pitcher does not start, the bet is void.

Possible selections: Home Team, Away Team.

6.5. Money Line (Listed Away Pitcher must start)

Select which team will win the match. If the stated Away Pitcher does not start, the bet is void.

Possible selections: Home Team, Away Team.

6.6. Run Spread/Handicap/Runline

Select the winner after handicap spread has been applied to the official end result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

6.7. Total Runs

Select the total number of runs scored in the match to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 runs, Under x.5 runs.

6.8. Total Runs (3-way)

Select the total number of runs scored in the match. The score of both teams will be combined.

Possible selections: Over X, Exactly X, Under X.

6.9. Total Runs (bands)

Select the total number of runs scored in the match. The score of both teams will be combined.

Possible selections: 0-5, 6-7, 8-9, 10-11, 12 or More Runs.

6.10. Total Runs – Home Team

Select the total number of runs scored in the match by the Home Team to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void. Possible selections: Over x.5 runs, Under x.5 runs.

6.11. Total Runs – Away Team

Select the total number of runs scored in the match by the Away Team to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void. Possible selections: Over x.5 runs, Under x.5 runs.

6.12. Odd/Even Runs

Select whether the total number of runs including extra innings will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

6.13. Odd/Even Runs Home Team

Select whether the total number of runs of the Home Team will be odd or even including extra innings.

Possible selections: Odd, Even.

6.14. Odd/Even Runs Home Team (excluding extra innings)

Select whether the total number of runs of the Home Team will be odd or even excluding extra innings.

Possible selections: Odd, Even.

6.15. Odd/Even Runs Away Team

Select whether the total number of runs of the Away Team will be odd or even including extra innings.

Possible selections: Odd, Even.

6.16. Odd/Even Runs Away Team (excluding extra innings)

Select whether the total number of runs of the Away Team will be odd or even excluding extra innings.

Possible selections: Odd, Even.

6.17. Total Runs - Odd/Even

Select whether the total number of runs will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

6.18. Winning Margin

Select the margin by which the specified team wins the match.

Possible selections: Home Team > 4, Home Team 3-4, Home Team 1-2, Away Team 1-2, Away Team 3-4, Away Team > 4.

6.19. Fulltime Result (excl. Extra Innings)

Select the winner of the match after regular Innings.

Extra Innings do **not** count.

Possible selections: Home Team, Draw, Away Team.

6.20. To win the rest of the match

Select the winner of the period from the time the bet was placed until the end of the match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2)

is the current match score. Only runs scored after bet placement will count. Any runs scored prior to the time of bet placement do not count for the purpose of this wager. Possible selections: Home Team, Draw, Away Team.

6.21. Race to X runs

Select which team will score a specified (X) number of runs first.

If neither team scores this number (X) of runs, bets will be void.

Possible selections: Home Team, Away Team.

6.22. Xth Innings Result

Select the result of the Xth Inning.

Possible selections: Home Team, Draw, Away Team.

6.23. Inning X – Handicap

Select the winner after handicap spread has been applied to the official end result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

6.24. 1st Innings - Handicap

Select the winner after handicap spread has been applied to the first Innings score. Bets are void in the event of a tie after handicap spread has been applied.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

6.25. Innings X - Total Runs

Select the total number of runs scored in the specified inning (X) to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void. The score of both teams for this inning will be combined.

Possible selections: over x.5 runs, under x.5 runs.

6.26. Innings X - Total Runs Home Team

Select the total number of runs scored by the home team in the first Innings to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void.

Possible selections: over x.5 runs, under x.5 runs.

6.27. Innings X - Total Runs Away Team

Select the total number of runs scored by the away team in the first innings to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void.

Possible selections: over x.5 runs, under x.5 runs.

6.28. Runs In Inning X

Select the exact number of runs scored in the specified inning (X).

Possible selections: 0, 1, 2, 3+.

6.29. Run in Inning X

Select whether there will be a run in the stated Inning or not.

Possible selections: Yes, No.

6.30. Highest Scoring Innings

Select the Inning with the highest score in the match.

Possible selections: 1st Inning, 2nd Inning, 3rd Inning,

6.31. Xth Inning - Winner

Select the result of the Xth Inning.

Possible selections: Home Team, Draw, Away Team.

6.32. Xth Inning - Total Runs (2way)

Select the total number of runs scored in the specified inning (X) to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void. The score of both teams for this inning will be combined. Possible selections: over x.5 runs, under x.5 runs.

6.33. Runs In Inning X

Select the exact number of runs scored in the specified inning (X).

Possible selections: 0, 1, 2, 3+.

6.34. Highest Inning Total Runs

Select the total runs of the highest scoring Inning. The score of both teams will be combined.

Possible selections: 1, 2, 3, 4 and 5+.

6.35. Leading Team After X Innings

Select the team which will lead after the stated Innings.

Possible selections: Home Team, Draw, Away Team.

6.36. Run X Scorer

Select which team will score at the stated run.

Possible selections: Home Team, Away Team, Neither.

6.37. First Team To Score

Select which team will score the first run.

Possible selections: Home Team, Away Team.

6.38. Last Team To Score

Select which team will score the last run.

Possible selections: Home Team, Away Team.

6.39. 1st 3 Innings Winner

Select which team will be in the lead after the first three innings. In the event of a draw, bets will be void.

Possible selections: Home Team, Away Team.

6.40. 1st 3 Innings – Handicap

Select the winner after handicap spread has been applied to the first three Innings result. Bets are void in the event of a tie after handicap spread has been applied.

Possible selections: x.x-spread for Home Team, x.x-spread for Away Team.

6.41. 1st 3 Innings – Total Runs

Select the total number of runs scored in the first three innings to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 runs, Under x.5 runs.

6.42. 1st Half – Money Line

Select which team will be in the lead after the first half of the match (4 ½ Innings). In the event of a draw, bets will be void.

Possible selections: Home Team, Away Team.

6.43. 1st Half – Handicap

Select the winner after handicap spread has been applied to the first 4 ½ Innings. Bets are void in the event of a tie after handicap spread has been applied.

Possible selections: x.x-spread for Home Team, x.x-spread for Away Team.

6.44. 1st 5 Innings Winner

Select which team will be in the lead after the first five innings.

Possible selections: Home Team, Draw, Away Team.

6.45. 1st 5 Innings Draw no Bet

Select which team will be in the lead after the first five innings. In case of a draw all bets are void.

Possible selections: Home Team, Away Team.

6.46. 1st 5 Innings Handicap/1st 5 Innings Run Spread

Select the winner after handicap spread has been applied to the first 5 Innings result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied. Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

6.47. 1st 5 Innings Runs

Select the total number of runs scored in the first five innings to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 runs, Under x.5 runs.

18.43. 1st 5 Innings – Total Runs (3way)

Select the total number of runs scored in the first five innings. The score of both teams will be combined.

Possible selections: Over X, Exactly X, Under X.

18.44. 1st 5 Innings – Total Runs Home Team

Select the total number of runs scored by the Home Team in the first five innings to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void

Possible selections: Over x.5 runs, Under x.5 runs.

18.45. 1st 5 Innings – Total Runs Away Team

Select the total number of runs scored by the Away Team in the first five innings to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void

Possible selections: Over x.5 runs, Under x.5 runs.

18.46. 1st 5 Innings – Winning Margin

Select the margin by which the specified team will lead after the first five innings.

Possible selections: Home Team by 1, Home Team by 2, Home Team by 3 Or More, Away Team by 1, Away Team by 2, Away Team by 3 Or More, Draw.

6.48. 1st 7 Innings Winner

Select which team will be in the lead after the first seven innings.

Possible selections: Home Team, Draw, Away Team.

6.49. 1st 7 Innings Draw no Bet

Select which team will be in the lead after the first seven innings. In case of a draw all bets are void.

Possible selections: Home Team, Away Team.

6.50. 1st 7 Innings Handicap/1st 7 Innings Run Spread

Select the winner after handicap spread has been applied to the first 7 Innings result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied. Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

6.51. 1st 7 Innings Runs

Select the total number of runs scored in the first seven innings to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 runs, Under x.5 runs.

6.52. Money Line & Total Runs

Select the full-time result and total runs scored. Bets must indicate both the full-time winner and total goals.

Possible selections: Under x.5 Runs and Home Team, , Under x.5 Runs and Away Team, Over x.5 Runs and Home Team, Over x.5 Runs and Away Team.

6.53. Extra Inning Yes/No

Select whether there will be at least one Extra Inning or not.

Possible selections: Yes, No.

6.54. Will There Be End Of 9th Inning

Select whether the home team will play at the bottom of the 9th inning?

Possible selections: Yes, No.

6.55. To Hit A Home Run – Home Team

Select which player will hit a Home Run.

Possible selections: Home Team Players.

6.56. To Hit A Home Run – Away Team

Select which player will hit a Home Run.

Possible selections: Away Team Players.

6.57. To Record A Hit – Player X

Select if the stated player will record a hit or not.

Possible selections: Yes, No.

6.58. Total Hits, Runs & RBI's – Player X

Select if the number will be over (more than) or under (less than) the given value for the stated player.

Possible selections: over x.5, under x.5.

6.59. Total Strikeouts – Player X

Select if the number of strikeouts will be over (more than) or under (less than) the given value for the stated player.

Possible selections: over x.5, under x.5.

6.60. Least Number Of Batter Hits

Select the number of Hits the stated player will make during the match.

Possible selections: 1 or more, 2 or more, 3 or more, etc.....

6.61. Least Number Of Batter Home Runs

Select the number of Home Runs the stated player will make during the match.

Possible selections: 1 or more, 2 or more, 3 or more, etc.....

6.62. Least Number Of Pitcher Strikeouts

Select the number of Strikeouts the stated pitcher will make during the match.

Possible selections: 4 or more, 5 or more, 6 or more, etc.....

6.63. Least Number Of Batters Total Bases

Select the number of Total Bases the stated player will make during the match.

Possible selections: 1 or more, 2 or more, 3 or more, etc.....

6.64. Least Number Of Batters Runs and RBI's

Select the number of Runs and RBI's the stated player will make during the match.

Possible selections: 1 or more, 2 or more, 3 or more, etc.....

6.65. Least Number Of Pitchers Earned Runs

Select the number of Runs the stated player will make during the match.

Possible selections: 1 or more, 2 or more, 3 or more, etc.....

6.66. Outrights

Select which team will win a Championship/ League

Possible selections: All teams which have the chance to win the Championship/ League. *10.14.1 Settlement*

All bets will be settled according to the official result after the last match of the Championship/ League. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

7. Basketball

7.1. General Rules

All games, including those played in North America, are listed as Home Team vs. Away

7.1.1. Settlement

All markets are settled according to the official result including overtime if played unless otherwise stated in the market description. The length of each quarter is not stated on the terminal.

In case of match abandonment after play has started, bets will be void. All bets on established winning or losing markets prior to that moment will stand. Certain minutes of play time must elapse for bets to be valid, as follows:

- Tournaments with 12 min. play time per Quarter – 43min. play time in total. (e.g. NBA)
- Tournaments with 10 min. play time per Quarter – 35 min. play time in total. (e.g. WNBA, NCAAB, European basketball).

All Second Half bets include overtime, unless otherwise specified.

If the result of a 2-Way market is a draw or tie, bets will be void unless odds are quoted for the draw or tie.

In the event that a match had ended in a draw, but no overtime was played, the markets will be settled according to the result at the end of regular time.

In case „Elam Ending“ rule is used, game clock is shut down at a pre-determined time of play. A target score is set by adding designated number of points to the current result of the leading team. The first team to reach the target score wins the game.

Time of game clock stop and target score may vary between competitions.

7.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

7.2. Match Betting/Moneyline

Select the team which will win the match.

Possible selections: Home Team, Away Team.

7.3. Fulltime Result (excl. OT)

Select the full-time result of the match.

Overtime does **not** count.

Possible selections: Home Team, Draw, Away Team.

7.4. Point Spread/Handicap

Select the winner after the handicap spread has been applied to the official end result.

Overtime counts.

Possible selections: Home Team (+/- x.x), Away Team (+/- x.x).

7.5. Total Points

Select the total points scored in the game to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 points, Under x.5 points.

19.6. Total Points (range)

Select what will be the exact range of scored points by both teams in the match.

Possible selections: 0 - 99, 100 - 109, 110 - 119, 120 - 129, 130 - 139, 140 - 149, 150 - 159, 160 - 169, 170 - 179, 180+.

7.6. Totals Home Team

Select the total points scored by Home Team in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

7.7. Totals Away Team

Select the total points scored by Away Team in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

7.8. Odd/Even Points

Select whether the total number of points scored in the game will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

7.9. Total Points & Money Line

Select the full-time result and total points scored. Bets must indicate both the full-time winner and total points.

Possible selections: Under x.5 points and Home Team, Under x.5 points and Draw, Under x.5 points and Away Team, Over x.5 points and Home Team, Over x.5 points and Draw, Over x.5 points and Away Team.

7.10. Winning Margin

Select the margin by which the specified team wins the match including overtime.

Possible selections (3way): Home Team by 6+, Away Team by 6+, Any Other Result (which is Home Team by 1-5 points and Away Team by 1-5 points).

Possible selections (6way): Home Team 1-5, Home Team 6-10, Home Team 11 or more, Away Team 1-5, Away Team 6-10, Away Team 11 or more.

Possible selections (7way, no team split): by 1 - 5, by 6 - 10, by 11 - 15, by 16 - 20, by 21 - 25, by 26 - 30, by 31+.

Possible selections (10way): Home Team 1-5, Home Team 6-10, Home Team 11-15, Home Team 16-20, Home Team 21+, Away Team 1-5, Away Team 6-10, Away Team 11-15, Away Team 16-20, Away Team 21+.

Possible selections (12way): Home Team 1-5, Home Team 6-10, Home Team 11-15, Home Team 16-20, Home Team 21-25, Home Team 26+, Away Team 1-5, Away Team 6-10, Away Team 11-15, Away Team 16-20, Away Team 21-25, Away Team 26+.

7.11. Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct.

Overtime does **not** count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw

/ Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

7.12. Will there be Overtime?

Select if there will be overtime in the match or not. Possible selections: Yes, No.

7.13. Highest Scoring Quarter

Select the quarter which will contain the highest number of points scored. Overtime does **not** count. Possible selections: 1st Quarter, 2nd Quarter, 3rd Quarter, 4th Quarter, Equals. Quarters are 'equals' if at least two quarters share the highest amount of points.

19.15. First Team to Score

Select which team will score first in the match.

Possible selections: Home team, Away team.

19.16. First Scoring Play

Select which team will record the first score of the match and what will be the method of scoring.

Possible selections: 2 Points shot, 3 Points shot, Free throw.

7.14. Race to X Points

Select which team will score a specified (X) number of points first. If neither team scores this number (X) of points, bets will be void. Possible selections: Home Team, Away Team.

7.15. 1st Half - Betting/1st Half - Money Line

Select which team will win the first half. On 2-way markets bets will be void if the halftime-score is tied at the end of first half.

Possible selections: Home Team, Away Team.

7.16. 1st Half – Result

Select the result of the first half including a draw.

Possible selections: Home Team, Draw, Away Team.

7.17. 1st Half - Point Spread/1st Half - Handicap

Select the winner of the first half, after the handicap spread has been applied to the 1st half – result. Possible selections: Home Team (+/- x.x), Away Team (+/- x.x).

7.18. 1st Half – Total Points

Select the total number of points scored in the first half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 points, Under x.5 points.

7.19. 1st Half – Odd/Even

Select whether the total number of points in the first half will be odd or even. The score of both teams for this period will be combined.

Possible selections: Odd, Even.

7.20. 2nd Half - Draw no Bet

Select which Team will win the second half. On 2-way markets bets will be void if the 2nd half-score is tied.

Possible selections: Home Team, Away Team

7.21. 2nd Half – Result

Select the result of the second half including a draw.

Possible selections: Home Team, Draw, Away Team.

7.22. 2nd Half – Total Points

Select the total number of points scored in the second half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 points, Under x.5 points.

19.22. 1st Half – Totals Points Home Team

Select whether the total number of points scored in the 1st Half by the Home team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

19.23. 1st Half – Total Points Away Team

Select whether the total number of points scored in the 1st Half by the Away team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

7.23. 2nd Half - Odd/Even Points

Select whether the total number of points scored in the second half will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

7.24. Xth Quarter – Winner/Xth Quarter – Moneyline (2Way)

Select which team will win the specified quarter. On 2-way markets bets will be void if the quarter-score is tied at the end of the quarter.

Overtime does **not** count for betting on the 4th Quarter.

Possible selections: Home Team, Away Team.

7.25. Xth Quarter - Result (3Way)

Select which team will win the specified quarter (X) including a draw.

Overtime does **not** count for betting on the 4th Quarter.

Possible selections: Home Team, Draw, Away Team.

7.26. Xth Quarter - Point Spread/ Xth Quarter – Handicap

Select the winner of the specified Quarter (X), after the handicap spread has been applied to the official Quarter result.

Overtime does **not** count for betting on the 4th Quarter.

Possible selections: Home Team (+/- x.x), Away Team (+/- x.x).

7.27. Xth Quarter - Total Points

Select the total number of points scored in the specified quarter to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams for this period will be combined.

Overtime does **not** count for betting on the 4th Quarter.

Possible selections: over x.5 points, under x.5 points.

7.28. Xth Quarter - Odd/Even

Select whether the total number of points scored in the specified quarter (X) will be odd or even. The score of both teams for this period will be combined. Overtime does **not** count for betting on the 4th Quarter.

Possible selections: Odd, Even.

7.29. Xth Quarter – Winning Margin

Select the margin by which the Home or Away team will win the specified Quarter.

Possible selections: Home team, Away team to win by (X) points or by Any Other Result.

7.30. Player performance

Select what will be the performance of a specified player in a certain category during the match.

Possible selections: Points, Rebounds, Free throws, Assists, Blocks.

7.31. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

7.32. Player X – Least Number Of Points

Select the minimum number of points a player scores.

Possible selections: x+ points.

7.32.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

7.33. Player X – Least Number Of Blocks

Select the minimum number of blocks a player scores.

Possible selections: x+ blocks.

7.33.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

7.34. Player X – Least Number Of Rebounds

Select the minimum number of rebounds a player scores.

Possible selections: x+ rebounds.

7.34.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

7.35. Player X – Least Number Of Steals

Select the minimum number of steals a player scores.

Possible selections: x+ steals.

7.35.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

7.36. Player X – Least Number Of 3-Pointer

Select the minimum number of 3-Pointer a player scores.

Possible selections: x+ 3-Pointer.

7.36.1. Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

7.37. Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

7.37.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not take part on the tournament, all outright bets on this team are void.

The time declared on terminals must not accord with the planned end of the competition.

7.38. Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/ Championship/ League/ Cup.

7.38.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all place-bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

8. Beach Soccer

8.1. General Rules

8.1.1. Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description.

8.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled within the next 24 hours. In this case, bets will stand. If a winning market has already been established prior to abandonment e.g. over 0.5 goals, all bets on this markets stand.

8.2. Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

8.3. Total Goals

Select the total goals scored in the match to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 goals, Under x.5 goals.

8.4. Handicap

Select the winner after the European Handicap (three-way) spread has been applied to the official fulltime result.

Possible selections: Home Team, Draw, Away Team.

8.5. Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

8.5.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

8.6. Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/ Championship / League / Cup.

8.6.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all place-bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

9. Beach Volley

9.1. General Rules

9.1.1. Settlement

All markets are settled according to the official end result of the match unless otherwise stated in the market description. In the event of an abandonment, if a market has already been determined before a match has been abandoned (e.g. Winner of the 1st Set), all bets on these markets will stand.

If the total number of sets to be played is changed, match bets will stand, but bets on Correct Score, Total Sets and Total Points will be void.

9.1.2. Abandoned/Postponed Information

If a match is postponed or re-scheduled, all bets will stand provided the match is completed before the end of the competition.

Interrupted or postponed matches, which do not take place within a tournament (e.g. exhibition matches), will be declared invalid if not resumed and completed within 24 hours.

9.2. Match Betting

Select which team will win the match.

Possible selections: Home Team, Away Team.

9.3. Set Handicap

Select which team will win the match after the handicap spread has been applied to the official match result.

Possible selections: Home Team, Away Team.

9.3. Total Points

Select the total number of points played in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 Points, Under x.5 Points.

9.4. Total Points Home Team

Select the total number of points for the Home Team played in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 Points, Under x.5 Points.

9.5. Total Points Away Team

Select the total number of points for the Away Team played in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 Points, Under x.5 Points.

9.6. Odd/Even Points

Select whether the total number of points scored in the game will be odd or even. The result is determined based on the total number of points scored by both teams.

Possible selections: Odd, Even.

9.7. Point Handicap

Select which player will have won more Points in the match after the handicap spread has been applied to the official match point score of any player.

Possible selections: Home Team (+/- x.x), Away Team (+/- x.x).

9.8. Set Betting

Select the final result of the match in sets.

Possible selections: 2:0, 2:1, 1:2, 0:2.

9.9. Total Sets

Select how many sets will be played in the match.

Possible selections: 2, 3.

9.10. Xth Set - Winner

Select which Team will win the specified set (X).

Possible selections: Home Team, Away Team.

9.11. Xth Set – Total Points

Select the total number of points scored in the specified set (X) to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 points, Under x.5 points.

9.12. Xth Set – Handicap

Select the winner of the specified set (X) after handicap spread has been applied to the final set score.

Possible selections: Home Team (+/- x.x), Away Team (+/- x.x).

21.14. Xth Set – Point Y Winner

Select which team will win the specified point (Y) in set X.

Possible selections: Home Team, Away Team.

9.13. Xth Set - Race to Y Points

Select which team will be the first one to score a specified (Y) number of points in the specified Set (X).

If neither team scores this number (Y) of points, bets will be void.

Possible selections: Home Team, Away Team.

9.14. Xth Set – Odd/Even Points

Select whether the total number of points scored in the specified set (X) will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

10. Bowls

10.1. General Rules

10.1.1. Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description.

10.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled within the next 24 hours. In this case, bets will stand. If a winning market has already been established prior to abandonment all bets on this markets stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

10.2. Match Betting

Select which player will win the match.

Possible selections: Player 1, Player 2.

10.3. Correct Score

Select the correct set score. If the full number of sets/ends is not completed, bets are void.

Possible selections: 2:0, 2:1, 1.5:0,5, 0,5:1,5, 1:2, 0:2.

10.4. Total number of sets

Select the total number of sets in the match

Possible selections: 2, 3.

10.5. Set Totals

Select the total points scored by Player 1 and Player 2 in the set to be over (more than) or under (less than) the value you choose.

Possible selections: Over x.5, Under x.5.

10.6. Xth Set Handicap

Select the winner of the specified set (X) after handicap spread has been applied to the final score of the set.

Possible selections: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

11. Boxing

11.1. General Rules

11.1.1. Settlement

Bets are settled on the official result of the fight on the night. Any later alterations to the official result will not effect settlement.

In the event of a 'No Contest' all bets are void with the exception of markets where settlement is already determined.

If the fight is deemed a 'technical draw' within the first four rounds, all bets are void with the exception of markets where settlement is already determined.

In the World Boxing Super Series bets will be determined on the scores from the first three judges. The fourth Judge and subsequent countback methods will not be used.

All bets on for round to round, grouped round, alternate round betting, over/ under round betting, Fight Goes The Distance and When Will The Fight End will be void should the scheduled number of rounds for the fight differ from the round betting offered when the fight was priced.

23.1.2. Abandoned/Postponed Information

Bets will stand for 30 days if a fight is postponed.

If one of the contestants is replaced by a substitute, bets on the original bout will be void.

11.2. Bout Betting

Select which fighter will win the bout.

Possible selections: Fighter 1, Draw, Fighter 2.

11.3. Draw No Bet

Select which fighter will win the bout. In the event of a draw all bets are void.

Possible selections: Fighter 1, Fighter 2.

11.4. Method of Victory

Select how which fighter will win the bout.

Possible selections: Fighter 1 Points or Decision, Fighter 1 KO/TKO, Fighter 2 Points or Decision, Fighter 2 KO/TKO, Draw.

11.4.1. Settlement

KO – A Fight will be considered a Knockout (KO) should the boxer fail to make the 10 count.

Technical Knockout (TKO) - A Fight will be considered a TKO should the referee or Corner stop the fight unless the fight is decided by the judges scorecards or is ruled a 'no contest'. All retirements from the Corner including 'throwing in the towel' or 'retiring the boxer' will be considered a TKO.

Disqualification (DQ) - A fight will be deemed a DQ should the referee stop the fight before a KO/TKO or judges decision because of persistent rules violations. The disqualified boxer loses the fight.

Decision/ Technical Decision – A fight will be considered a Decision or Technical Decision should the judges scorecards determine the fight winner at any point in the fight, so long as the fight is not scored a draw, majority draw or unanimous draw.

Draw – If the fight is scored a Draw.

Technical Draw - If the referee stops the fight for any reason other than KO/ TKO or DQ. If the fight is deemed a 'technical draw' within the first four rounds bets will be void.

In the event of a 'No Contest' all bets are void.

11.5. Exact Method of Victory

Select how which fighter will win the bout.

Possible selections: Fighter 1 by Unanimous Decision, Fighter 1 by Technical Decision, Fighter 1 by Majority Decision, Fighter 1 by Split Decision, Fighter 1 by KO, Fighter 1 by TKO, Fighter 1 by DQ, Fighter 2 by Unanimous Decision, ,Fighter 2 by Technical Decision, Fighter 2 by Majority Decision, Fighter 2 by Split Decision, Fighter 2 by KO, Fighter 2 by TKO, Fighter 2 by DQ, Draw.

23.5.1. Settlement

The market is resulted according to the official decision from the governing body for the fight.

Knockout (KO) - A Fight will be considered a Knockout (KO) should the boxer fail to make the 10 count.

Technical Knockout (TKO) - A Fight will be considered a TKO should the referee or Corner stop the fight unless the fight is decided by the judges scorecards or is ruled a 'no contest'. All retirements from the Corner including 'throwing in the towel' or 'retiring the boxer' will be considered a TKO.

Disqualification (DQ) - A fight will be deemed a DQ should the referee stop the fight before a KO/TKO or judges decision because of persistent rules violations. The disqualified boxer loses the fight.

Unanimous Decision – A Fight will be deemed a Unanimous Decision should all judges score the same boxer to have won the fight over his opponent when the scorecards are announced

Technical Decision – A Technical Decision will only come into effect should the judges scorecards determine the fight result at any point other than the end of the scheduled fight duration

Majority Decision – A fight will be deemed a Majority decision should the majority of judges score the same boxer to have won the fight, with the remaining judge(s) scoring the fight a Draw

Split Decision – A fight will be deemed a Split Decision should the majority of judges score the same boxer to have won the fight with the remaining judge(s) scoring the other boxer as the winner

Draw - For settlement purposes, Majority Draw, Unanimous Draw, Split Draw and Technical Draw will all be settled as a Draw within the 'Exact Method of Victory Market'. A Technical Draw will only come into effect should the judges scorecard determine the fight result at any point other than the end of the scheduled fight duration.

In the event of a 'No Contest' all bets are void.

11.6. How Bout Ends

Select how the bout will be decided.

Possible selections: KO, Points, Draw.

11.7. Grouped Bout End

Select when the bout will be decided.

Possible selections: Round 1-3, Round 4-6, Round 7-9, Round 10-12, goes the distance.

11.8. Round Betting

Select when which fighter will win the bout.

Possible selections: Fighter 1 To Win In Round 1, ... , Fighter 1 To Win In Round 12, Fighter 2 To Win In Round 1, ... , Fighter 2 To Win In Round 12, Draw, Fighter 1 To Win On Points, Fighter 2 To Win On Points.

23.6.1. Settlement

Regardless of any official decision, the fight will be deemed to of ended in the last completed round, should a fighter fail to answer the bell for the next round.

The boxer must win by KO, TKO or disqualification during that round or group of rounds. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision and therefore bets on any individual round or group rounds will be settled as a loser.

11.9. Grouped Round Betting

Select when which fighter will win the bout.

Possible selections: Fighter 1 Round 1-3, Fighter 1 Round 4-6, Fighter 1 Round 7-9, Fighter 1 10-12, Fighter 1 wins by decision or technical decision, Draw, Fighter 2 Round 1-3, Fighter 2 Round 4-6, Fighter 2 Round 7-9, Fighter 2 10-12, Fighter 2 wins by decision or technical decision.

23.7.1. Settlement

Regardless of any official decision, the fight will be deemed to of ended in the last completed round, should a fighter fail to answer the bell for the next round.

The boxer must win by KO, TKO or disqualification during that round or group of rounds. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision and therefore bets on any individual round or group rounds will be settled as a loser.

11.10. Bout Goes The Distance

Select whether the bout goes the distance or not.

Possible selections: Yes, No.

11.11. Total Round Over/Under

Select the total number of rounds completed to be over (more than) or under (less than) the given value.

Possible selections: Over x.5 rounds, Under x.5 rounds.

11.11.1. Settlement

Should a whole round instead of half a round be quoted the halfway point is deemed to be 1 minute and 30 second for a 3 minute round, 1 minute for a 2 minute round and 2 minutes and 30 seconds for a 5 minute round.

11.12. Total Rounds Completed

Select the total rounds completed to be less than or at least the value you choose.

Possible selections: Less than x Rounds, At Least x rounds.

23.10.1. Settlement

Regardless of any official decision, the fight will be deemed to of ended in the last completed round, should a fighter fail to answer the bell for the next round.

11.13. Bout Ends in Round X

Select if the fight will be decided before, in or after the given round.

Possible selections: Before X, In X, After X.

11.13.1. Settlement

Regardless of any official decision, the fight will be deemed to of ended in the last completed round, should a fighter fail to answer the bell for the next round.

11.14. To Score A Knocked Down

Select which fighters score a Knockdown.

Possible selections: Fighter 1 Yes, Fighter 1 No, Fighter 2 Yes, Fighter 2 No, Both Fighters.

11.14.1. Settlement

A knockdown will only count if a boxer is KO'd or is given a mandatory standing 8 count by the referee. If a boxer is deemed to have slipped it will not count as a knockdown.

11.15. Exact Number Of Knockdowns

Select the number of Knockdowns scored by a fighter.

Possible selections: Fighter 1 0, Fighter 1 1, Fighter 1 2, Fighter 1 3 or more, Fighter 2 0, Fighter 2 1, Fighter 2 2, Fighter 2 3 or more, No Knockdown.

11.15.1. Settlement

A knockdown will only count if a boxer is KO'd or is given a mandatory standing 8 count by the referee. If a boxer is deemed to have slipped it will not count as a knockdown.

11.16. To Be Knocked Down and Win

Select if a fighter will be knocked down and wins the bout.

Possible selections: Fighter 1 Yes, Fighter 1 No, Fighter 2 Yes, Fighter 2 No, No Knockdown.

11.16.1. Settlement

A knockdown will only count if a boxer is KO'd or is given a mandatory standing 8 count by the referee. If a boxer is deemed to have slipped it will not count as a knockdown.

11.17. To Win In the First 60 Seconds of Round One.

Select if a fighter wins within the first 60 seconds of the bout.

Possible selections: Fighter 1, Fighter 2.

11.17.1. Settlement

Settlement will be determined by the official time announced should the fight end within Round 1. If the fight is stopped due to a head clash within the first 60 seconds of Round 1 bets will be void.

11.18. Win by KO with Head Punch / Body Punch

Select whether a fighter wins by Head Punch or Body Punch.

Possible selections: Fighter 1 by Head Punch, Fighter 1 by Body Punch, Fighter 2 by Head Punch, Fighter 2 by Body Punch, Fight Goes the Distance.

11.18.1. Settlement

For the purposes of settlement the last punch landed on the boxer will determine the result.

A Head punch is deemed anything landed on the Chin or above.

A Body Punch is deemed any Punch landed below the Chin

Should the referee stop the fight after a knockdown it will be considered sufficient to be considered a KO for the purposes of the market and the last punch landed will result as a win.

If the referee stops the fight with the boxer on his feet in the absence of a knockdown bets will be considered losers.

11.19. Fighter 1 Wins Within X Rounds

Select if Fighter 1 wins before Round X is completed. Possible selections: Yes, No.

11.20. Fighter 2 Wins Inside X Rounds

Select if Fighter 2 wins before Round X is completed. Possible selections: Yes, No.

12. Cricket

General Pre-Match rules

Players sent off/retired out - A player being sent off is viewed as retired out, so counts as a wicket.

Concussion substitutions - When a player leaves the field as a concussion substitute, this does not count as a wicket. If the player does not return later, the final result will be as it stood when the player left the field. When a player enters the match as a concussion substitute, for settlement purposes both they and the player replaced are looked upon as to have played a full part in the match.

Penalty runs after the conclusion of an innings - Penalty runs added to a team's total after the start of the other team's innings do not count towards settlement of markets in the previous innings.

The Hundred - For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

General In-Play rules

Players sent off/retired out - A player being sent off is viewed as retired out, so will be settled as a wicket.

Concussion substitutions - When a player leaves the field as a concussion substitute, this will not count as a wicket. If the player does not return later, the final result will be as it stood when the player left the field. When a player enters the match as a concussion substitute, for settlement purposes both they and the player replaced will be looked upon as to have played a full part in the match.

Penalty runs after the conclusion of an innings - Penalty runs added to a team's total after the start of the other team's innings will not count towards settlement of markets in the previous innings.

The Hundred - For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

12.1. Pre-Match Markets

Match Betting - All match betting will be settled in accordance with official competition rules.

In matches affected by adverse weather, bets will be settled according to the official result.

If there is no official result, all bets will be void.

In the case of a tie, if the official competition rules do not determine a winner then dead-heat rules will apply. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result.

In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams. Bets on the draw will be settled as losers.

If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules.

If a match is cancelled then all bets will be void if it is not replayed or restarted within 48 hours of its advertised start time.

Double Chance - A tie will be settled as a dead heat.

All match betting will be settled in accordance with official competition rules.

If there is no official result, all bets will be void.

Draw No Bet - A tie will be settled as a dead heat.

All match betting will be settled in accordance with official competition rules.

If there is no official result, all bets will be void.

Tied Match - All bets will be settled according to the official result.

If the match is abandoned or there is no official result, all bets will be void.

For First Class matches a tie is when the side batting in the fourth innings is bowled out when the scores are level.

Toss Winner - If no toss takes place, all bets will be void.

Toss/Win Double - Toss Winner rules as above.

Match Winner rules as above.

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

Extras and penalty runs in the particular over count towards settlement.

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other formats.

Runs off First Delivery - The result will be determined by the number of runs added to the team total, off the first ball of the match.

For settlement purposes, all illegal balls count as deliveries. For example, if the over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over.

If the delivery leads to free hit, the runs scored off the additional delivery do not count.

All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery.

In First Class matches the market refers only to each team's first innings.

Runs in Groups of Overs - If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined before the reduction.

In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined.

In First Class matches the market refers only to each team's first innings.

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

Wickets in Groups of Overs - If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined before the reduction.

For settlement purposes, if a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal.

In First Class matches the market refers only to each team's first innings.

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

Runs in First Partnership - If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed.

For settlement purposes, a batsman retiring hurt does not count as a wicket.

In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, if it has not been possible to complete at least 80% of the overs scheduled to be bowled in the innings, unless settlement has already been determined, or goes on to be determined. Result will be considered determined if the lines at which the bet was placed is passed, or if a wicket has fallen.

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

In First Class matches the market refers only to each team's first innings.

Method of First Dismissal - Retired hurt will not count as the first wicket. If the first batsman retires out, all bets will be void. If the specified wicket does not fall, all bets will be void.

In First Class matches the market refers only to each team's first innings.

Caught and bowled is included in fielder catch.

Match Fours - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

Fours scored in a super over do not count.

Match Sixes - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count.

Sixes scored in a super over do not count.

Match Run Outs - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

Run outs in a super over do not count.

Maximum Over in Match - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined before the reduction.

All runs, including extras, count towards settlement.

Super overs do not count.

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

Match Ducks - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

A duck is classed as someone being dismissed for zero runs. Retired hurt does not count as a dismissal.

Ducks in a super over do not count.

Match Wides - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

Any runs resulting from a wide delivery, except penalty runs, will count towards the final total.

Wides in a super over do not count.

Match Extras - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

Extras in a super over do not count.

Match Wickets - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

Retired hurt does not count as a dismissal.

Wickets in a super over do not count.

Match Top Batsman - The result of this market is determined on the batsman with the highest individual score in the match.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in each innings at the time the bet was placed due to external factors, including bad weather.

Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless both first innings have been completed. If a player was named at the toss, but later is removed as a substitute, that player will still be counted, as will the replacement player.

If a batsman does not bat, but was named in the starting XI (or later introduced as a substitute), bets on that batsman will stand.

When two or more players score the same number of runs, dead-heat rules will apply.

Runs scored in a super over do not count.

Match Top Bowler - The result of this market is determined on the bowler with the most wickets in the match.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in each innings at the time the bet was placed due to external factors, including bad weather.

Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless both first innings have been completed. If a player was named at the toss, but later is removed as a substitute, that player will still be counted, as will the replacement player.

If a bowler does not bowl, but was named in the starting XI (or later introduced as a substitute), bets on that bowler will stand.

If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count.

Team of Top Batsman - Same rules apply as Match Top Batsman, with dead heat rules applying if the runs scored by the top batsman on both teams is the same.

Team of Top Bowler - Same rules apply as Match Top Bowler, with dead heat rules applying if the wickets taken by the top bowler on both teams is the same.

Man of the Match - Bets will be settled on the officially declared man of the match.

Dead-heat rules apply.

If no man of the match is officially declared then all bets will be void.

First Innings Lead - Both first innings must be completed. Dead heat rules apply in the case of a tie.

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

Fifty/Hundred in Match - Any score of 50 and above counts as a fifty. Similar for hundred.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

Fifty/Hundred in First Innings - Any score of 50 and above counts as a fifty. Similar for hundred.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in the first innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, the innings must be completed, or over 200 overs, unless settlement of the bet has already been determined before the reduction.

In First Class matches, this market refers to just the first innings of the match, not both teams' first innings.

Highest Individual Score - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

Dead heat rules apply.

Rabbit Runs - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled.

The number 11 is taken to be the last man to come out to bat in the innings, regardless of previously stated batting order. If more than 11 players bat, the market will be void unless this is due to concussion substitutions.

If the innings is completed without the number 11 coming to the crease, that batsman will be deemed to have scored 0.

12.1 In-Play Match Markets

Match Fours - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

Fours scored in a super over do not count.

Match Sixes - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count.

Sixes scored in a super over do not count.

Match Extras - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

Extras in a super over do not count.

Match Run Outs - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

Run outs in a super over do not count.

Maximum Over in Match - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

All runs, including extras, count towards settlement.

Super overs do not count.

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

Match Top Batsman - The result of this market is determined on the batsman with the highest individual score in the match.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather.

Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a batsman does not bat, but was named in the starting XI, bets on that batsman will stand.

If a batsman is substituted in after the in-play market has been offered, and scores the highest individual score, bets on the market will be void, unless there is a dead-heat.

When two or more players score the same number of runs, dead-heat rules will apply.

Runs scored in a super over do not count.

Match Top Bowler - The result of this market is determined on the bowler with the most wickets in the match.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather.

Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand.

If a bowler is substituted in after the in-play market has been offered, and takes the most wickets, bets on the market will be void, unless there is a dead-heat.

If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count.

If no bowlers take a wicket in an innings then all bets will be void.

Man of the Match - Bets will be settled on the officially declared man of the match.

Dead-heat rules apply.

If no man of the match is officially declared then all bets will be void.

12.2. *Pre-Match Head to Heads*

Most Runs in First Over - Same as Runs in First Over.

Most Runs in Groups of Overs - Same as Runs in Groups of Overs.

Highest First Partnership - Same as Runs in First Partnership.

Most Fours - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined before the reduction.

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

In First Class games, only first innings fours will count.

Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

Fours scored in a super over do not count.

Most Sixes - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined before the reduction.

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

In First Class games, only first innings sixes will count.

Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count.

Sixes scored in a super over do not count.

Batsman Matchbet - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

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

Both players must be named in the starting eleven. If either does not then subsequently bat all bets are void.

In First Class games, only first innings runs will count.

Runs scored in a super over do not count.

Bowler Matchbet - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

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

Both players must be named in the starting eleven. If either does not then subsequently bowl all bets are still settled.

In First Class games, only first innings wickets will count.

If no bowlers take a wicket in an innings then all bets will be void.

Wickets taken in a super over do not count.

All-Rounder Matchbet - Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled.

Both players must be named in the starting eleven. If either player does not then subsequently bat or bowl then all bets are still settled.

In First Class games, only first innings points will count.

Points scored in a super over do not count.

Keeper Matchbet - Points are scored as above.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled.

Both named players must start the match as a wicket keeper but if their playing role changes for any reason all bets will still be settled in accordance with scoring system above.

In First Class games, only first innings points will count.

Points scored in a super over do not count.

Most Keeper Catches - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined before the reduction.

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

If a team changes their wicket keeper mid innings, the catches taken by the replacement will count towards settlement.

In First Class games, only first innings catches will count.

Catches taken in a super over do not count.

Most Catches - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined before the reduction.

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

In First Class games, only first innings catches will count.

Catches taken in a super over do not count.

Most Stumpings - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined before the reduction.

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

In First Class games, only first innings stumpings will count.

Stumpings taken in a super over do not count.

Most Run Outs Conceded - A run out "conceded" means that a member of that team will be run out while batting.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined before the reduction.

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

In First Class games, only first innings run outs will count.

Run Outs in a super over do not count.

12.2 In-Play Head to Heads

Match Betting - All match betting will be settled in accordance with official competition rules.

In matches affected by adverse weather, bets will be settled according to the official result.

If there is no official result, all bets will be void.

In the case of a tie, if the official competition rules do not determine a winner then dead-heat rules will apply. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result.

In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams. Bets on the draw will be settled as losers.

If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules.

If a match is cancelled then all bets will be void if it is not replayed or restarted within 48 hours of its advertised start time.

Match Betting: Double Chance - A tie will be settled as a dead heat.

All match betting will be settled in accordance with official competition rules.

If there is no official result, all bets will be void.

Match Betting: Draw No Bet - A tie will be settled as a dead heat.

All match betting will be settled in accordance with official competition rules.

If there is no official result, all bets will be void.

Tied Match - All bets will be settled according to the official result.

If the match is abandoned or there is no official result, all bets will be void.

For First Class matches a tie is when the side batting second is bowled out for a second time with scores level.

Most Fours - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

Fours scored in a super over do not count.

In First Class games, only first innings fours will count.

Most Sixes - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

Only sixes scored from the bat (off any delivery – legal or not) will count towards the total sixes. Overthrows and extras do not count.

Sixes scored in a super over do not count.

In First Class games, only first innings sixes will count.

Most Extras - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

Extras in a super over do not count.

In First Class games, only first innings extras will count.

Most Run Outs Conceded - A run out "conceded" means that a member of that team will be run out while batting.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has already been determined before the reduction.

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

Run Outs in a super over do not count.

In First Class games, only first innings run outs will count.

Highest First Over - The first over must be completed for bets to stand unless settlement has already been determined. If during the first over the innings is ended due to external factors, including bad weather, all bets will be void, unless settlement has already been determined before the reduction.

In First Class matches the market refers only to each team's first innings.

Extras and penalty runs in the particular over count towards settlement.

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other formats.

Most Runs in Groups of Overs - If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the specified overs have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In First Class matches the market refers only to each team's first innings.

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

Highest First Partnership - If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed.

For settlement purposes, a batsman retiring hurt does not count as a wicket.

In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined before the reduction.

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

In First Class matches the market refers only to each team's first innings.

12.3. Pre-Match Team Markets

Runs in Team A First Over - Same as Runs in First Over.

Runs in Team A Group of Overs - Same as Runs in Groups of Overs.

Runs in Team A First Partnership - Same as Runs in First Partnership.

Team A Method of First Dismissal - Same as Method of First Dismissal.

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

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

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

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

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

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

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

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

Team A Top Batsman - The result of this market is determined on the batsman with the highest individual score in Team A's first innings.

Otherwise, same as Match Top Batsman, with the 50% of required overs only applying in Team A's innings.

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

12.4. Pre-Match Player Markets

Batsman Runs - If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void.

If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player has completed their innings, or result has already been determined.

In First Class games, only first innings runs will count.

Runs scored in a super over do not count.

Combined Batsman Runs - As "Batsman Runs", and if any of the named batsmen do not bat, the bet will be void, unless settlement of the bet has already been determined or goes on to be determined.

Batsman Fours - If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of fours will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void.

If a batsman retires hurt, but returns later, the total fours hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player has completed their innings, or result has already been determined.

Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

In First Class games, only first innings fours will count.

Fours scored in a super over do not count.

Batsman Sixes - If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of sixes will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void.

If a batsman retires hurt, but returns later, the total sixes hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player has completed their innings, or result has already been determined.

Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count.

In First Class games, only first innings sixes will count.

Sixes scored in a super over do not count.

Bowler Wickets - If a bowler does not bowl, he will be deemed to have taken 0 wickets. If a bowler is not in the starting 11, bets will be void.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined. Result will be considered determined if the line at which the bet was placed is passed.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player's bowling innings is complete.

In First Class games, only first innings wickets will count.

Wickets scored in a super over do not count.

Named Player Player Performance - Points are scored as in All-Rounder v All-Rounder Head to Heads.

If the player does not bat or bowl, but is in the starting eleven, all bets will still be settled. If the player is not in the starting eleven bets will be void.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. Result will be considered determined if the line at which the bet was placed is passed.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless both first innings have been completed.

In First Class games, only first innings points will count.

Points scored in a super over do not count.

12.4 In-Play Player Markets

Batsman Matchbet - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

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

Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bat all bets are still settled.

Runs scored in a super over do not count.

Bowler Matchbet - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

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

Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bowl all bets are still settled.

Wickets taken in a super over do not count.

All-Rounder Matchbet - Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

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

Both players must be named in the starting XI, or appear as a substitute. If either player does not then subsequently bat or bowl then all bets are still settled.

Points scored in a super over do not count.

Keeper Matchbet - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

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

Both named players must start the match as a wicket keeper, or appear as a substitute, but if their playing role changes for any reason all bets will still be settled in accordance with scoring system above.

Points scored in a super over do not count.

12.5. In-Play Delivery Markets

Runs off Delivery - The result will be determined by the number of runs added to the team total, off the specified delivery.

For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over.

If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count.

All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery.

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. For example, if there are no illegal deliveries, the 5th ball bowled in the innings will be displayed as "X runs off 5th delivery, 1st over" and the 6th ball bowled in the innings will be displayed as "X runs off 1st delivery, 2nd over". If there is an illegal delivery in the first five balls bowled, the 6th ball bowled in the innings will be displayed as "X runs off 6th delivery, 1st over". All other rules remain the same as other formats.

Exact Runs off Delivery - As "Runs off Delivery".

12.6. In-Play Over Markets

Runs in Over - The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

If the over does not commence for any reason, all bets will be void.

Extras and penalty runs in the particular over count towards settlement.

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other formats.

Boundary in Over - As "Runs in Over".

Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.

Wicket in Over - As "Runs in Over".

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

Over Odd/Even - As "Runs in Over".

Zero will be deemed to be an even number.

12.7. *In-Play Group Markets*

Runs in Groups of Overs - If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined before the reduction.

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

Wickets in Groups of Overs - If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined.

For settlement purposes, if a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal.

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

Runs in Session - The result is determined by the total number of runs scored in the specified session, regardless of which team has scored them.

If fewer than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

12.8. *In-Play Innings Markets*

Innings Runs - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.

In drawn First Class matches, will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Bets will also be void in drawn first class matches, if less than 60 overs have been bowled in an incomplete innings, unless settlement of the bet has already been determined. If a team declares, that innings will be considered complete for the purposes of settlement.

Innings Wickets - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

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

Retired hurt does not count as a dismissal.

Innings Fours - Same as Most Fours.

Innings Sixes - Same as Most Sixes.

Innings Extras - Same as Most Extras.

Innings Run Outs - Same as Most Extras.

Maximum Over in Innings - Same as Maximum Over in Match

Innings Runs, Odd or Even - If the innings is abandoned, forfeited or there is no official result, all bets will be void.

Innings to finish with a Boundary - Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.

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

If the match is abandoned or there is no official result, all bets will be void.

Exact Runs in Innings - Bets will be settled according to the official result.

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

If the match is abandoned or there is no official result, all bets will be void.

Top Batsman in Innings - The result of this market is determined on the batsman with the highest individual score in a team's innings.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather. Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a batsman does not bat, but was named in the starting XI, bets on that batsman will stand.

If a batsman is substituted in after the in-play market has been offered, and scores the highest individual score, bets on the market will be void, unless there is a dead-heat.

When two or more players score the same number of runs, in the innings dead-heat rules will apply.

Runs scored in a super over do not count.

Top Bowler in Innings - The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand.

If a bowler is substituted in after the in-play market has been offered, and takes the most wickets, bets on the market will be void, unless there is a dead-heat.

If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count.

If no bowlers take a wicket in an innings then all bets will be void.

Last Man Standing - If there are two or more batsmen who are not out upon completion of the innings, the winner for the purpose of settlement will be the last batsman to face a delivery (legal or not).

Players will not be deemed to have been not out if they were no longer at the crease having retired hurt or did not bat. If more than 11 players bat, the market will be void.

In limited overs matches, bets will be void if, subsequent to placing the bet, the innings has been reduced in any way due to external factors, including bad weather.

12.9. In-Play Batsmen Markets

Batsman Runs - If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting XI, bets will be void.

If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.

In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.

Runs scored in a super over do not count.

Combined Batsman Runs - As "Batsman Runs", and if any of the named batsmen do not bat, the bet will be void, unless settlement of the bet has already been determined or goes on to be determined.

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

Batsman Sixes - If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of sixes will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting XI, bets will be void.

If a batsman retires hurt, but returns later, the total sixes hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.

In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.

Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count.

Sixes scored in a super over do not count.

Batsman Milestones - As "Batsman Runs".

Method of Dismissal - If the specified batsman is not out, all bets will be void.

If the specified batsman retires, and does not return to bat later, all bets will be void. If that batsman does return to bat later and is out, bets will stand.

Caught and bowled is included in fielder catch.

12.10. In-Play Partnership Markets

Fall of Next Wicket - If the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls, the result will be the total amassed.

For settlement purposes, a batsman retiring hurt does not count as a wicket.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has already been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the wicket in question falls.

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

Next Man Out - If either batsman retires hurt or the batsmen at the crease are different from those quoted, the bets placed on both batsmen will be declared void.

If no more wickets fall, all bets will be void.

Batsman Match Bet - Bets will settle based on the official scores for the specified batsmen in the innings, as detailed in the "Batsman Runs" section above.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Method of Next Wicket Dismissal - The result will be determined by the dismissal method of the next wicket that falls.

A batsman retiring hurt does not count as a wicket. If a batsman is retired out, all bets will be void. If the specified wicket does not fall, all bets will be void.

Caught and bowled is included in fielder catch.

12.11. In-Play Pop Up Markets

Free Hit - The result will be determined by the number of runs added to the team total, off the specified delivery. If the free hit is re-bowled because of an illegal delivery, the runs scored off the second free hit do not count.

Extras and penalty runs will count towards settlement.

For example, if a wide is bowled on the free hit delivery specified, the result will be 1. Then another free hit market may be offered.

Race to 'X' Runs - All bets stand, regardless of any curtailment.

If neither batsman reaches the specified number of runs the markets will be settled as 'Neither'.

Next to Hit Six - All bets stand, regardless of any curtailment.

If neither batsman scores a six after the bet is offered, then the market will be settled as 'Neither'.

Overthrows and extras do not count.

Next to Take a Wicket - All bets stand, regardless of any curtailment.

If none of the named bowlers take a wicket the market will be settled as 'None of the above'.

For settlement purposes, a batsman retiring hurt does not count as a wicket.

Run outs, timed out, retired out and any other method of dismissal not awarded to a particular bowler will be settled as 'None of the above'.

Winning Over - All bets will be void if there is no official result.

In limited overs matches, all bets will be void if, subsequent to placing the bet, the maximum overs possible are reduced in any way.

12.12. Pre-Match One-sided Markets

Both Teams to Score 'X' Runs - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled in both innings at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 100 overs have been bowled in either teams first innings, unless settlement of the bet has already been determined. Only runs scored in the first innings count. If a team declares that innings will be considered complete for the purposes of settlement.

Batsman and Bowler Combo Milestones - For batsman - same as "Batsman Runs". In first class games, only runs scored in the first innings will count. If a batsman is not in the starting XI, or substituted in, bets will be void.

For bowler – if a bowler does not bowl, they will be deemed to have taken 0 wickets. If a bowler is not in the starting XI, or substituted in, bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player's bowling innings is complete. The result will be considered determined if the lines at which the bet was placed are passed.

In First Class games, only first innings wickets will count and runs.

Wickets and runs scored in a super over do not count.

Batsmen Combo Milestones - Same as "Combined Batsman Runs".

12.13 In-Play One-sided Markets

Both Teams to Score 'X' Runs - In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled in both innings at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 100 overs have been bowled in either teams first innings, unless settlement of the bet has already been determined. Only runs scored in the first innings count. If a team declares that innings will be considered complete for the purposes of settlement.

Either Batsman Method of Dismissal - All bets will settle, regardless of whether either batsman remains not out, or retired hurt, at the end of the innings.

Both Batsmen Method of Dismissal - As "Either Batsman Method of Dismissal".

Runs off Consecutive Deliveries - As "Runs off Delivery" except the specified number of runs must be scored off both named deliveries.

Wicket off Delivery - The specified delivery must be completed for bets to stand. For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

Both Batsmen to Score 'X' Runs in Over - The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

If the over does not commence for any reason, all bets will be void.

Runs must be scored off the bat to count towards settlement.

Bets will settle regardless of whether or not either of the specified batsmen are dismissed or retired hurt before the over commences.

Both Batsmen to Score a Boundary in Over - As "Both Batsmen to Score 'X' Runs in Over".

Both fours and sixes count as boundaries. Only fours or sixes scored from the bat (off any delivery – legal or not) will count. Overthrows, all run fours and extras do not count.

Both a Four and a Six to be Scored in an Over - The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

If the over does not commence for any reason, all bets will be void.

Only fours or sixes scored from the bat (off any delivery – legal or not) will count. Overthrows, all run fours and extras do not count.

Batsman and Bowler Combo Milestones - For batsman – same as “Batsman Runs”. In first class games, only runs scored in the first innings will count. If a batsman is not in the starting XI, or substituted in, bets will be void.

For bowler – if a bowler does not bowl, they will be deemed to have taken 0 wickets. If a bowler is not in the starting XI, or substituted in, bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player’s bowling innings is complete. The result will be considered determined if the lines at which the bet was placed are passed.

In First Class games, only first innings wickets will count and runs.

Wickets and runs scored in a super over do not count.

Batsmen Combo Milestones - Same as “Combined Batsman Runs”.

12.14. Outright Markets

Series/ Tournament Winner

In the event of no game being played in the series all bets will be Void. Should the series end in a tie and no option to bet Drawn series was quoted, bets will be void

In the event it is not possible to play the final game of a tournament, victory will be awarded to the team declared the winner by official statistics. Should the tournament be shared, Dead Heat rules will apply.

Series Draw No Bet

All Bets will be settled as Void should the series end in a tie.

Series Correct Score

All bets will be Void should the total number of games played in the series differ from what was quoted.

In the event the series finishes in a score that was not quoted, bets will be void .

Series/ Tournament Top Bat/ Bowler/ Team Bat or Bowler

All bets stand whether they play or not. In the event two players end with the most runs scored or wickets taken, dead heat rules will apply.

While we endeavor to price all known participants other players can be added to the relevant market on request.

Total Series/ Tournament Runs/ Wides/ Sixes/ Wickets/ Player Runs

Only runs scored off the bat will apply, runs added via Duckworth Lewis method do not count.

For Wides, all extras from the delivery count. For example, should the batsman take a run from the delivery then it would count as 2 Wides

Only traditional sixes (the batsman clearing the boundary without the ball bouncing) will count

For Player Runs or Wickets all bets will be settled on the official statistics released.

To win the league stage/ group

Betting on which team will win the league stage or group of a tournament. In the event two or more teams share first place dead heat rules will apply.

To finish bottom of the league stage/ group

Betting on which team will finish bottom of the league stage or group of a tournament. In the event two or more teams share last place dead heat rules will apply.

To reach the final

Betting on the team to play in the final of the tournament.

Name The Finalists

Betting on successfully naming both teams to qualify for the final of the tournament.

Double Chance Outright

One of the teams from the bet must win the tournament for bets to be considered a win.

*12.15. Specials / Other markets***Make The Toss Count**

Betting on the team Batting first or Second to win the match. Should the game end in a Tie and no Super Over or other tiebreaker occur, bets will be settled as Dead Heat. A minimum of 80% of the scheduled Overs must be completed in both teams innings for bets to stand, unless settlement has been determined. i.e, the team batting second were all out or won the match inside 80% of Overs.

Win Toss win match

Betting for the toss winner to win the match. A minimum of 80% of the scheduled Overs must be completed in both teams innings for bets to stand, unless settlement has been determined. i.e, , the team batting second were all out or won the match inside 80% of Overs.

Will The Game Be a Tie

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

Method of Victory

Betting for the team to Bat First and win the match or to Bat Second and win the match. Should the game end in a Tie and no Super Over or other tiebreaker occur, bets will be settled as Dead Heat. In weather effected games, at least 80% of the scheduled overs must be completed in both innings for bets to stand, unless settlement has been determined as described above.

Wincasts

Betting on a player to top score for the team and to win the match. Bets are void if the player does not play in the game, otherwise all bets stand. In Rain effected games, at least 50% of the scheduled overs must be completed in both innings for bets to stand, unless settlement has been determined as described above.

Highest Wicket Partnership

Betting for the teams first Innings only. Betting on which wicket partnership will contribute the most runs. In the case of 2 wickets both top-scoring, Dead Heat rules will apply. If a batsman retires and is replaced by a new batsman, runs scored will continue to count until the wicket has fallen. In Rain effected games, at least 80% of the scheduled overs must be completed in both innings for bets to stand unless settlement has been determined as described above.

Game to go to the last Over?

Will the game go to the last scheduled Over of the match? In a T20 match, a delivery must be bowled in the 20th Over of the second innings for bets to be considered a win, and in the 50th over of a One Day Match.

Player Matchbets/ To Score The Most Runs

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined as previously described. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been

determined. Both players must be named in the starting eleven. If either does not then subsequently bat all bets are void. In First Class games, only first innings runs will count. Runs scored in a super over do not count.

Century Partnership in the Match

Betting for an individual partnership between 2 batsmen to score 100 runs. In the event a partnership has a player retired hurt, the partnership is deemed to have ended and any further subsequent runs will not count. A minimum of 80% of the scheduled Overs must be completed within the teams Innings unless settlement has been determined. In first class games, betting is for the teams First Innings Only.

13. Curling

13.1. General Rules

13.1.1. Settlement

All markets are settled according to the official end-result unless otherwise stated in the market description.

13.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and completed within the next 24 hours. In this case, bets will stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

13.2. Match Betting

Select which team will win the match.

Possible selections: Home Team, Away Team.

13.3. Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

13.3.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

13.4. Placebet 1-3

Select which team will finish the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/ Championship/ League/ Cup.

13.4.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all place-bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

14. Cycling

14.1. General Rules

14.1.1. Settlement

Bets will be settled according to the podium ceremony after the race. Any subsequent changes to the result will not affect the ticket settlement. Dead Heat Rule applies where applicable. Participants must pass the starting line of the respective event/stage for bets to stand. Otherwise bets will be void and stakes returned

14.1.2. Abandoned/Postponed Information

If an event is abandoned or postponed and no official result is declared bets are void.

14.2. Tour Winner

Predict the Winner of a Tour.

14.3. Classification Winner

Predict the Winner of a Classification (Mountain, Points, Young Rider, etc...).

14.4. Stage Winner

Select the winner of the stage.

14.5. Podium Finish

Select the rider who will finish the race on the podium (Places 1-3).

14.5.1. Settlement

If there are more riders in the Top 3 due to Dead Heat on the 3rd place, all will be paid out in full.

14.6. Head to Head

Predict which cyclist of those listed will achieve the better position in the race.

14.6.1. Settlement

Bets are void, if either cyclist does not start or if neither cyclist finishes the race.

15. Darts

15.1. General Rules

15.1.1. Settlement

All markets are settled according to the official end-result unless otherwise stated in the market description.

15.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and completed within the next 24 hours. In this case, bets will stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition.

15.2. Match Betting

Select the winner of the match.

Possible selections 2-Way: Player 1, Player 2.

Possible selections 3-Way: Player 1, Draw, Player 2.

14.2.1. Settlement

In league matches where odds are available for the draw, all bets on players to win will be treated as losing selections if the match is drawn.

If the result of a 2-Way market is a tie, bets will be void.

15.3. Handicap Betting

Select the winner after the handicap spread has been applied to the official end result. Handicaps may be based on legs or sets depending upon the format of the tournament. Possible selections 2-Way: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

Possible selections 3-Way: Player 1, Draw, Player 2.

15.4. Total Sets Over/Under

Select the total number of sets in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total is equal to this value, bets will be void. The number of sets of both participants will be combined. Possible selections: Over x.5, Under x.5.

15.5. Total Legs

Select either the total number legs played in the match are over (more than) or under (less than) the value you choose. If exactly the value is the score, bets will be void.

15.6. Correct Score

Select the correct score of the match. If the full number of sets/legs is not completed, bets are void.

Possible selections: Any possible outcome.

15.7. Winner Set X

Select the winner of the specified Set X.

Possible selections: Player 1, Player 2.

15.8. 1. Set - Leg Handicap

Select the winner of the first set after leg spread has been applied to the official first set leg score.

Possible selections: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

15.9. Set X – Leg Y Winner

Select who will win the specified Leg Y in the specified Set X. E.g. who wins the first leg in the second set?

Possible selections: Player 1, Player 2.

15.10. Winner Leg X

Select the player which will win the specified Leg X.

Possible selections: Player 1, Player 2.

15.11. 180's Match Bet

Select which player will score more 180s in the match.

Possible selections: Player 1, Draw, Player 2.

15.12. 180's Match Bet Handicap

Select the player which has more 180s in the whole match after the handicap spread has been applied.

Possible selections: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

15.13. Total Match 180's

Select the total number of 180's scored in the match.

Possible selections 2-Way: Over x.5, Under x.5.

Possible selections 3-Way: Under X, Exactly Y, Over Z.

15.14. Player 180's

Select the number of 180s scored in the match by the named player.

Possible selections 2-Way: Over x.5, Under x.5.

Possible selections 3-Way: Under X, Exactly Y, Over Z.

15.15. Set X – 180's Match Bet in Leg Y

Select the player that will have more 180's in the specified Leg Y than his opponent.

Possible selections: Player 1, Draw, Player 2.

15.16. Set X – 180's in Leg Y

Select if any player has a 180 in the specified Leg Y.

Possible Selections: Yes, No.

15.17. Highest Checkout

Select which player will have the highest checkout in the match.

Possible Selections: Player 1, Player 2.

15.18. Highest Match Checkout

Select the highest Checkout score in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the high checkout score is equal to this value, bets will be void. The checkout scores for both players count for this market. Possible selections: Over x.5, Under x.5.

15.19. Highest Checkout Player X

Select the highest Checkout score for the named player.
Possible selections 2-Way: Over x.5, Under x.5.
Possible selections 3-Way: Under y, Between y – x, Over x.

15.20. Leg X Checkout

Select if the checkout of a certain leg is higher or lower than the given value.
Possible Selections, Under x.5, Over x.5.

15.21. Set X Leg Y Winning Checkout

Select if the checkout of a certain leg is higher, exactly or lower than the given value.
Possible Selections: Under X, Exactly Y, Over Z.

15.22. Leg X Double Colour

Select the colour of the checkout in a certain leg.
Possible Selections: Red, Green.

15.23. Leader after 4 Legs

Select the player which will lead after the first four legs.
Possible Selections: Player 1, Draw, Player 2.

15.24. Score after 4 Legs

Select the score after four legs. If four legs are not completed, bets are void.
Possible selections: Any possible outcome.

15.25. Race to 3 Legs

Select the player who will be first to win three legs.
Possible selections: Player 1, Player 2.

15.26. Total Sets Odd/Even

Select the total number of sets played in the match to be odd or even.
Possible selections: Odd, Even.

15.27. Total Legs Odd/Even

Select the total number of legs played in the match to be odd or even.
Possible selections: Odd, Even.
Possible selections: over x.5 legs, under x.5 legs.

15.28. Match Treble (Win Match/Most 180s/Highest Checkout)

Select a player to win the match, score the most 180s and achieve the highest checkout in the same match. If any of these markets finish in a tie then all bets will be settled as losers.

15.29. Session Markets

Should a player withdraw from a session, bets on any player, match, acca or totals specials for the session which involve that player will be void.

15.30. Outright Winner

Select which player will win the tournament.
Possible selections: All participants which have the chance to win the tournament.

15.30.1. Settlement

All bets will be settled according to the official result after the last match of the tournament.
Subsequent changes in any manner will not affect the settlement.
If a team/participant does not take part in the tournament, all outright bets on this team/participant are void.
The time declared on terminals may not correspond with the planned end of the competition.

16. E-Sports

16.1. General Rules

16.1.1. Settlement

All bets will be settled as void, if a match is displayed available for betting incorrectly.
If a player or team is granted a walkover or win by an official representative (admin, organizer of the competition) on a map before its start, all bets will be settled as void.

If a game or map is replayed due to disconnection or technical issues, all bets regarding this market will be settled as void, unless the result has already been determined prior to the issue.

Bets on a player or team to win at least one map are settled as void, if the match starts, but is not completed, unless the result has already been determined prior to the issue.

Where an event involves the same two players or teams playing multiple games or maps, for example "best of 3", and one or more games or maps are not played because the result of the event has already been determined, bets on unplayed games or maps are void and stakes refunded.

If the scheduled number of rounds or maps is changed, or if markets are erroneously offered based on a different number of rounds or maps from the actually scheduled number, then bets on the winning margin (including handicap), total rounds / maps, correct scores etc. are void and stakes refunded. Map winner and matchup winner bets stand.

In the case of indexed or numbered markets (such as the winner of a specific round in Counter Strike: GO, or the team to score a particular numbered kill in League of Legends or DOTA2), the index determines the objective that counts. Words such as "next" in the market name are not guaranteed to be correct, as broadcasts may be delayed and we may not always advance the index precisely when an objective is scored or a round completed. All bets are therefore settled on the particular numbered round or objective specified, regardless of any other wording in the market name or its timing in relation to when the bet was placed.

If any map is not played or is awarded to one player or team by walkover or default without play having commenced, all bets on that map and on the matchup as a whole are void and stakes refunded. Bets relating only to maps that are played stand. A map is deemed to have started as soon as the game clock starts or either team or player takes a game action relating to that map, including picks, bans and weapon purchases.

16.1.2. Abandoned/Postponed Information

Dates and start times are shown for information purposes only and may not be accurate. Where an event is cancelled, postponed or interrupted and not completed within 48 hours of the originally scheduled start time, bets on that event are void and stakes refunded. However, games or maps that are completed within 48 hours are settled normally even if additional games or maps that were supposed to be part of the same matchup are cancelled or further postponed.

All bets will be settled using the official result declared by the relevant governing body of the competition.

Bets are settled based on the official broadcast of the game by the publisher or event organiser. Where the broadcast shows a counter of rounds won, kills, dragons, towers etc., this will generally be used to settle relevant bets. If the result of a bet is unclear from the broadcast, or if there is no broadcast, then the statistics API for the game will be used where available.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

16.2. Rules for League of Legends

For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

For bets involving inhibitors, all destroyed inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion. For bets involving the number of inhibitors destroyed, each of the six inhibitors counts only once, even if it is destroyed, respawns and is destroyed again. For bets involving the next inhibitor destroyed, each destruction of an inhibitor counts separately, even where it has respawned and is being destroyed for a second or subsequent time.

For bets involving kills (including "First Blood", which in League of Legends is synonymous with the first kill on the map), the official broadcast or game API if available is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be

registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a "neither" or "draw" option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.

Where one team surrenders, bets stand and are settled as follows. For bets involving the map winner, the winning team is the team that did not surrender. Bets involving dragons, barons and kills are settled based on the situation at the time the surrender takes place. Bets involving towers and inhibitors are settled as if the winning team had destroyed the minimum number of additional towers and / or inhibitors theoretically required to win the game normally from the position when the surrender occurred. For example, if any inhibitor of the losing team is down at the time of surrender then no additional inhibitor is deemed to have been destroyed. If no inhibitor of the losing team is down then the winning team is deemed to have destroyed one additional inhibitor, with priority given to an inhibitor that has already been destroyed if such an inhibitor exists and has respawned. If the winning team has destroyed all tier 1 towers and one tier 2 tower, then it will be deemed to have destroyed three further towers (seven in total), since it would have needed to destroy at least one tier 3 tower and the two nexus towers to have won the game normally from that position.

16.3. Rules for DOTA2

For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

For bets involving barracks, all destroyed barracks count as having been destroyed by the opposing team even if the last hit was from a minion. The ranged and melee barracks in each pair count as separate barracks, so that each team has a total of six barracks.

For bets involving kills (other than "First Blood"), the official broadcast or game API if available is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

For bets on First Blood, the broadcast or official API score must register the kill as First Blood. Where, for example, a kill is denied by a team-mate, it may not be counted as First Blood (regardless of whether it is registered as a kill on the broadcast kill counter), in which case it will not count as First Blood for bet settlement purposes. For the avoidance of doubt, all kill markets other than "First Blood" are settled based on the kill counter, but a kill that is registered on the kill counter will count as First Blood only if is announced as such.

For bets on Roshans, the team that scores the last hit on Roshan as determined by the broadcast or game API if available is deemed to have slain Roshan, regardless of the player who picks up the aegis of the immortal.

For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a "neither" or "draw" option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.

Where one team surrenders, bets stand and are settled as follows. For bets involving the map winner, the winning team is the team that did not surrender. Bets involving Roshans, barracks and kills are settled based on the situation at the time the surrender takes place. Bets involving towers are settled as if the winning team had destroyed the minimum number of additional towers theoretically required to win the game normally from the position when the surrender occurred. For example, if the winning team has destroyed all tier 1 towers and one tier 2 tower, then it will be deemed to have destroyed three further towers (seven in total), since it would have needed to destroy at least one tier 3 tower and the two ancient towers to have won the game normally from that position.

16.4. Rules for Counter Strike: GO

Most map bets are based on the scheduled number of rounds (usually best of 30) excluding extra rounds played in the event of a draw. If, however, a map winner market is offered without a "draw" selection then this is settled in favour of the overall winner of the map including extra time If played.

General market rules for eSports

16.5. Match Betting

Select the winner of the match.

Possible selections 2-Way: Home Team, Away Team, Player 1, Player 2.

Possible selections 3-Way: Home Team, Draw, Away Team

16.6. Handicap Betting

Select the winner after the map handicap has been applied to the official final result.

Possible selections: x.x-spread for Team 1, x.x-spread for Team 2, x.x-spread for Player 1, x.x-spread for Player 2.

16.7. Correct Score

Select the exact score of a match/game in regular play time.

Possible selections: e.g. Team 1 wins 1:0, Draw 1:1, Team 2 wins 3:2.

16.8. Draw No Bet (Players)

Select which player will win the designated match or half. In case of a draw, all bets on this market are void.

Possible selections: Player 1, Player 2.

16.9. Draw No Bet (Teams)

Select which team will win the designated match or map. In case of a draw, all bets on this market are void.

Possible selections: Home Team, Away Team.

16.10. Total Goals

Select whether the total number of goals scored in the match by both players will be over (more than) or under (less than) the specified goals value. If a whole number is offered as the specified goals value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under.

16.11. Total points

Select whether the total number of points scored in the game by both teams or players will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under.

16.12. Total maps

Select whether the total number of maps played in the game by both teams will be over (more than) or under (less than) the specified maps value. If a whole number is offered as the specified maps value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under.

16.13. Total rounds

Select whether the total number of rounds played in the game by both teams will be over (more than) or under (less than) the specified rounds value. If a whole number is offered as the specified rounds value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under.

16.14. Total kills

Select whether the total number of kills scored in the game by both teams will be over (more than) or under (less than) the specified kills value. If a whole number is offered as the specified kills value and the total score is equal to this value, bets will be void.

Possible selections: Over, Under.

16.15. Team to Score a Quadra Kill

Select the team which scores a Quadra Kill.

Possible selections: Team 1, Team 2.

16.16. Map X Winner

Select the winner of the numbered map.

Possible selections: Team 1, Team 2.

16.17. Map X – Team to Draw First Blood

Select which team draws the first blood in the numbered map.

Possible selections: Team 1, Team 2.

16.18. Map X – Team to Score Next Kill

Select the team which scores the next kill in the numbered map.

Possible selections: Team 1, Team 2.

16.19. Map X – Team to Destroy Next Tower /Next Inhibitor

Select which team destroys the next tower or next inhibitor in the numbered map.

Possible selections: Team 1, Team 2.

16.20. Map X – Team to Slay the Next Dragon / Next Baron / Next Roshan

Select which team slays the next dragon, next baron or next roshan in the numbered map.

Possible selections: Team 1, Team 2.

16.21. Map X – Total Kills / Total Towers Destroyed / Total Dragons Slain / Total Barons Slain

Select the total kills / towers destroyed / dragons or barons slain in the numbered Map to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.x Kills / Towers Destroyed / Dragons Slained / Barons Slained, Under x.x Kills / Towers Destroyed / Dragons Slained / Barons Slained.

16.22. Map X – Team to Score the Most Kills

Select the team which scores the most kills in the numbered map.

Possible selections: Team 1, Draw, Team 2.

16.23. Map X – Both Teams to Slay a Baron / Destroy an Inhibitor

Select whether or not both teams will slay a baron / destroy an inhibitor in the numbered map.

Possible selections: Yes, No.

17. Entertainment

17.1. General Rules

Ante-post rules apply to all non-sporting events unless otherwise stated. (i.e. All-in run or not, others may be added). The nature of non-sporting events mean that competition rules can be altered at any time. Customers betting on such markets accept that market parameters are always subject to change.

Dead-heat rules apply for bets on top 2/3/4 finish or each-way bets where the placings are not clear. Bets on other markets offered where no clear result is announced will be void.

17.2. Reality TV and Television Competitions

If contestants voluntarily or otherwise withdraw from a reality TV betting event they will be considered losers for outright betting purposes. They will not be regarded as "next elimination" or similar terminology in any related market.

If a reality TV betting event is cancelled or withdrawn, without results being declared, then outstanding bets on any market without an official result will be considered void.

Next elimination Settlement

Bets on the next elimination will be settled according to the first person announced as having been eliminated from the show. This rule will apply even where, for a double elimination for example, results are announced in no particular order.

If a scheduled elimination is postponed or cancelled, bets will stand only if the original list of nominated contestants remains the same. Otherwise all bets will be void.

We reserve the right to void all bets placed on an elimination market should the elimination method, or initial line up for elimination be changed. Others may be added to the market at any time.

Changes to competitors

If an act/group/contestant changes their name, bets will stand. Bets on an act who joins an existing group will be settled as losers. Similarly, bets on a group who disband to form one or more solo acts will be losers.

17.3. Eurovision Song Contest

Only the result announced during the relevant awards show will count, any subsequent change to the result will not be affect settlement. Bets on Eurovision markets cannot be combined into multiples, except between the two semi-finals or if otherwise specified;

Outright Market Settlement

Outright markets include any market between all competing countries, for example outright winner, to finish last or top 10 finish. All countries taking part in any qualifying stages are runners for settlement purposes in any outright market. Outright bets will be settled according to official scoreboard positions if level on points.

Match and Group Bet Settlement

Match bets or group bets will be settled only according to the total points achieved by the listed competing nations in the final, and dead heat rules may apply. If any listed country does not take part in the competition, then bets on that match will be void. Bets are void if no listed country in a match or group reaches the final.

Semi Final Bet Settlement

Semi-final winners will not be announced until after the final. Outright bets will be settled according to official scoreboard positions.

17.4. Christmas Specials

Christmas Snow bets will be settled as winners only if fresh snow falls and is verified at the weather station of the location in question by the Met Office in the 24 hours of Dec 25th. A previous day's snowfall still lying on the ground will not count.

Christmas no.1 single will be settled according to the result announced by The Official Charts Company. Bets on solo artists will be losers if the winning single is part of a duet or group collaboration.

18. Field Hockey

18.1. General Rules

18.1.1. Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description.

18.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled within the next 24 hours. In this case, bets will stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

18.2. Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

18.3. Total Goals

Select the total goals scored in the match to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 goals, Under x.5 goals.

18.4. Outrights

Select which team will win the tournament.

Possible selections: All teams which have the chance to win the tournament.

18.4.1. Settlement

All bets will be settled according to the official result after the last match of the tournament.

Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

18.5. Placebet 1-3

Select which team will finish the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the tournament.

18.5.1. Settlement

All bets will be settled according to the official result after the last match of the tournament.

Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all place-bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

19. Floorball

19.1. General Rules

19.1.1. Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description. If a winning market has already been established prior to abandonment e.g. over 0.5 goals, all bets on this markets stand.

19.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

19.2. Fulltime Result

Select which team will win the match in the regular match time.

Possible selections: Home Team, Draw, Away Team.

19.3. Total Goals

Select the total number of goals scored in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 goals, Under x.5 goals.

20. Futsal

20.1. General Rules

20.1.1. Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description.

20.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. If a winning market has already been established prior to abandonment e.g. over 0.5 goals, halftime result etc., all bets on this markets stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

20.2. Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

20.3. To Qualify

Select which team will advance.

Possible selections: Home Team, Away Team.

20.4. To Lift the Cup

Select which team wins the competition.

Possible selections: Home Team, Away Team.

20.5. Total Goals

Select the total number of goals scored in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 goals, Under x.5 goals.

20.6. Handicap

Select the winner after the handicap spread has been applied to the official end result.

Possible selections: Home Team, Draw, Away Team.

20.7. Draw No Bet

Select which team will win the match.

Possible selections: Home Team, Away Team.

20.7.1. Settlement

If the match ends with a draw, all bets on this market are void.

20.8. To Win The Rest Of The Match

Select the winner of the period from the time the bet was placed until the end of the match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Possible selections: Home Team, Draw, Away Team.

20.9. Next Goal

Select which team will score next. The score listed in brackets, e.g. (score 3:2) is the current match score. Only regular match time after bet placement counts and 'no goal' is an option. Possible selections: Home Team, No Goal, Away Team.

20.10 Double Chance

Select one of three options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

20.10.1. Settlement

The bet is won if one of the two results occurs.

20.11. Goals Home Team

Select how many goals will be scored by the home team in regular match time.

Possible selections: 0 or 1 goal, 2 or 3 goals, 4 or 5 goals, 6 or more goals.

20.12. Goals Away Team

Select how many goals will be scored by the away team in regular match time.

Possible selections: 0 or 1 goal, 2 or 3 goals, 4 or 5 goals, 6 or more goals.

20.13. Both Teams To Score

Select whether or not both teams will score in regular match time. If only one team scores, this is settled as 'No'.

Possible selections: Yes, No

20.14. Odd/Even Goals

Select whether the total goals in regular match time will be odd or even.

Possible selections: Odd, Even.

20.15. 1st Half - Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

20.16 1st Half – Total Goals

Select the total number of goals scored in the 1st half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 goals, Under x.5 goals.

20.17. 1st Half - Who Wins The Rest

Select the winner of the period from the time the bet was placed until the end of the first half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Possible selections: Home Team, Draw, Away Team.

20.18. 1st Half - Next Goal

Select a team that will score next in the first half. The score listed in brackets, e.g. (score 3:2) is the current match score.

Possible selections: Home Team, No Goal, Away Team.

20.19. Overtime – 3Way

Select the team that will win the overtime period. Penalty shoot-outs do not count. Only goals scored within overtime will count.

Possible selections: Home Team, Draw, Away Team.

20.20. Overtime – Total Goals

Select the total number of goals scored in overtime to be over (more than) or under (less than) the given value. Goals scored in the regular match time do not count. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Only goals scored within the overtime will count. Possible selections: Over x.5 goals, Under x.5 goals.

20.21. To Win the Rest of the OT

Select the winner of the period from the time the bet was placed until the end of overtime. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored

prior to the time of bet placement do not count for the purpose of this wager. Penalty shootouts do not count for the purposes of this wager.

Possible selections: Home Team, Draw, Away Team.

20.22. Next Goal during overtime

Select which team scores next in overtime. The score listed in brackets, e.g. (score 3:2) is the current match score. Goals in penalty shoot-outs do not count. Possible selections: Home Team, No Goal, Away Team.

20.23. Penalty Shootout – Winner

Select which team wins the Penalty Shootout.

Possible Selections: Home Team, Away Team

20.24. Next Goal – Penalty Shootout

Select which team scores next in the Penalty Shootout. The score listed in brackets, e.g. (score 3:2) is the current match score.

Possible selections: Home Team, Draw, Away Team

20.25. Outrights / To Lift the Cup

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/League/Cup.

20.25.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

21. Gaelic Games (Gaelic Football and Hurling)

21.1. General Rules

21.1.1. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 48 hours. In this case, bets will stand.

21.1.2. Settlement

All markets are settled according to the official result after regular match time (70/60 minutes) unless otherwise stated in the market description. If a winning market has already been established prior to abandonment e.g. 1st Half Result, all bets on this markets stand.

21.2. Match Winner

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team

21.3. Draw no Bet

Select which team will win the match. If the match finishes as a draw bets will be void.

Possible selections: Home Team, Away Team.

21.4. Handicap

Select the winner, after the given handicap has been applied to the official end result. In 2 Way markets bets are void in the event of a tie after handicap spread has been applied.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

21.5. Most Goals

Select which team will score the most goals.

Possible selection: Home Team, Draw, Away Team

21.6. Half Winner

Select which team will win the specific half (first half or second half).

Possible selections: Home Team, Draw, Away Team.

21.7. Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct.

Overtime does not count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw / Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

21.8. Total Score (3 Way)

Select the total number of points scored in the match to be over (more than), under (less than) or between the given points value. The score of both teams will be combined.

The market covers every score e.g. goal/point.

Possible selections: Under X, Between X and Y, Over Y

21.9. Total Score (2 Way)

Select the total number of points scored in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

The market covers every score e.g. goal/point.

Possible selections: Over x.5, Under x.5

21.10. Total Score Odd/Even

Select whether the total points in the regular match time will be odd or even. The score of both teams will be combined.

The market covers every score e.g. goal/point.

Possible selections: Odd, Even.

21.11. Total Score Home Team

Select the total number of points scored by the home team in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

The market covers every home team score e.g. goal/point

Possible selections: Over x.5, Under x.5

21.12. Total Score Away Team

Select the total number of points scored by the away team in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

The market covers every away score e.g. goal/point.

Possible selections: Over x.5, Under x.5

21.13. Total Goals

Select the total number of goals scored in the match to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5, Under x.5

21.14. Total Goals Home Team

Select the total number of goals scored by the home team in the match to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5, Under x.5

21.15. Total Goals Away Team

Select the total number of goals scored by the away team in the match to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5, Under x.5

21.16. Total Points

Select the total number of 1-point scores scored in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5, Under x.5

21.17. Total Points Home Team

Select the total number of 1-point scores scored by the home team in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given point value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5, Under x.5

21.18. Total Points Away Team

Select the total number of 1-point scores scored by the away team in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5, Under x.5

21.19. Winning Margin

Select the margin by which the specified team wins the match including overtime if offered.

Possible selections: Home Team with 1-3 points, Home Team with 4-6 points, Home Team with 7-9 points, Home Team with 10-12 points, Home Team with 13-15 points, Home Team with 16+ points, Away Team with 1-3 points, Away Team with 4-6 points, Away Team with 7-9 points, Away Team with 10-12 points, Away Team with 13-15 points, Away Team with 16+ points, Draw

21.20. 1st Scoring Play

Select the method by which the first score of the match will be made

Possible selections: Home Team with 1-point score from open play, Home Team with 1-point score from dead ball, Home Team Goal, Away Team with 1-point score from open play, Away Team with 1-point score from dead-ball, Away Team Goal

21.21. Team to Score Point X

Select which team will score a specific (X) point. (e.g. Team to Score Point 3)

Bets will be void if specified score does not happen.

The market covers every score e.g. goal/behind.

Possible selections: Home Team, Away Team

21.22. Team to Score Goal X

Select which team will score a specific (X) goal. (e.g. Team to Score Goal 3)

Possible selections: Home Team, Away Team, No Goal

21.23. 1st Half Total Score

Select the total number of points scored in the first half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

The market covers every score e.g. goal/point.

Possible selections: Over x.5 points, Under x.5 points.

21.24. 1st Half Total Score Home Team

Select the total number of points scored by the home team in the first half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

The market covers every home team score e.g. goal/point.

Possible selections: Over x.5 points, Under x.5 points.

21.25. 1st Half Total Score Away Team

Select the total number of points scored by the away team in the first half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

The market covers every away team score e.g. goal/point.

Possible selections: Over x.5 points, Under x.5 points.

21.26. 1st Half Total Goals

Select the total number of goals scored in the first half to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void. The goals of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

21.27. 1st Half Total Goals Home Team

Select the total number of goals scored by the home team in the first half to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

21.28. 1st Half Total Goals Away Team

Select the total number of goals scored by the away team in the first half to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

21.29. 1st Half Total Points

Select the total number of 1-point scores scored in the first half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The points of both teams will be combined.

Possible selections: Over x.5 points, Under x.5 points.

21.30. 1st Half Total Points Home Team

Select the total number of 1-point scores scored by the home team in the first half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

21.31. 1st Half Total Points Away Team

Select the total number of 1-point scores scored by the away team in the first half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points

21.32. 1st Half Handicap

Select the winner of the 1st half after the given handicap has been applied to the official half time result. In 2 Way markets bets are void in the event of a tie after handicap spread has been applied.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

21.33. 2nd Half Total Score

Select the total number of points scored in the second half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined. A possible Overtime does **not** count for betting on the 2nd half.

The market covers every score e.g. goal/point

Possible selections: Over x.5 points, Under x.5 points.

21.34. 2nd Half Total Score Home Team

Select the total number of points scored by the home team in the second half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. A possible Overtime does **not** count for betting on the 2nd half.

The market covers every home team score e.g. goal/point.

Possible selections: Over x.5 points, Under x.5 points.

21.35. 2nd Half Total Score Away Team

Select the total number of points scored by the away team in the second half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. A possible Overtime does **not** count for betting on the 2nd half.

The market covers every away team score e.g. goal/point.

Possible selections: Over x.5 points, Under x.5 points.

21.36. 2nd Half Total Goals

Select the total number of goals scored in the second half to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void. The score of both teams will be combined. A possible Overtime does **not** count for betting on the 2nd half.

Possible selections: Over x.5 goals, Under x.5 goals.

21.37. 2nd Half Total Goals Home Team

Select the total number of goals scored by the home team in the second half to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void. A possible Overtime does **not** count for betting on the 2nd half.

Possible selections: Over x.5 goals, Under x.5 goals.

21.38. 2nd Half Total Goals Away Team

Select the total number of goals scored by the away team in the second half to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given goals value and the total score is equal to this value, bets will be void. A possible Overtime does **not** count for betting on the 2nd half.

Possible selections: Over x.5 goals, Under x.5 goals.

21.39. 2nd Half Total Points

Select the total number of 1-Point scores scored in the second half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined. A possible Overtime does **not** count for betting on the 2nd half.

Possible selections: Over x.5 points, Under x.5 points

21.40. 2nd Half Total Points Home Team

Select the total number of 1-point scores scored by the home team in the second half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

21.41. 2nd Half Total Points Away Team

Select the total number of 1-point scores scored by the away team in the second half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

21.42. 2nd Half Handicap

Select the winner of the 2nd half after the given handicap has been applied to the official second half result. In 2 Way markets bets are void in the event of a tie after handicap spread has been applied. A possible Overtime does **not** count for betting on the 2nd half.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

21.43. Highest Scoring Half

Select in which half more points will be scored.

The score of both teams will be combined. The market covers every score e.g. goal/point.

Possible selections: 1st Half, 2nd Half, equal.

21.44. Both Teams To Score A Goal

Select whether or not both teams will score a goal in regular match time.

Possible selections: Yes, No.

21.45. First Team To Score Point/Goal

Select which team will score the first point or goal in the match.

Possible selections: Home Team, Away Team.

21.46. First Goalscorer

Select which player will score the first goal of the match.

Possible selections: all players in the respective teams.

Settlement

If the player does not participate in the match or come on after the first goal was scored, the bets on this player are void. Own goals do not count.

21.47. Anytime Goalscorer

Select which player will score a goal at any time during the match. (extra time does not count)

Possible selections: all players which are in the teams.

Settlement

If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. Own goals do not count.

21.48. Next Goalscorer

Select which player will score the next goal.

Possible selections: all players which are on the field, or can come on when the bet is placed.

Settlement

Substitutions of players do not affect the settlement; the bet will not be void.

21.49. Last Goalscorer

Select which player will score the last goal of the match.

Possible selections: all players in the respective teams.

Settlement

If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. Own goals do not count.

21.50. Outrights

Select which team will win a League/ Title

Possible selections: All teams which have the chance to win the League/ Championship

Settlement

All bets will be settled according to the official result after the last match of the League/ Championship. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

22. Golf

22.1. General Rules

Once a player has teed off, he is deemed to have participated in the tournament.

22.1.1. Settlement

In the case of a player withdrawing after having teed off, bets on outright, match and group betting are lost.

Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count).

22.2. 3balls

Select which player will achieve the lowest score over eighteen holes. In case of a 3ball being re-arranged, bets will be settled in the original group. In the case of a non-participant, the 3ball will be void. In the case of a tie Dead Heat Rule will apply.

22.3. 2balls

Select which player will achieve the lowest score over eighteen holes. In the case of a 2ball being re-arranged, bets will be settled on the original pairing. In the case of a non-participant, the 2ball will be void. A tie is possible.

22.4. Finishing Position Player X

Select the finishing position of a specified player (X). There are always 3 possible selections which will vary (e.g. 21th or worse, 11th – 20th Inc, 10th or better).

22.5. To Make The Cut

Select if a specified player makes the cut or not.

Possible selections: Yes, No.

22.6. 54/72 Hole Match Bets

The player to shoot the lowest score in the quoted number of holes.

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 (or highest points score, for tournaments using the Stableford scoring system) after the cut has been made will determine settlement.

A price will be offered for the tie and in the event of a tie, bets on either player to win will be lost.

22.7. Six Shooter

The player who shoots the lowest score in the quoted round from the six golfers named will be declared the winner. Dead Heat Rules apply.

22.8. Player Round Scores

Bets will be void if the named player does not complete the Round; or specified group of holes, unless settlement is already determined.

22.9. Player Hole Score

A player is deemed to have played once they have teed off on the quoted hole. In the event of the player not teeing off, bets on these markets will be void.

22.10. Lowest Total Combined 2 Ball Score

The winner will be determined as the lowest combined score from the quoted 2 ball pairings. Dead Heat Rules apply.

22.11. Outright Winner

Select which player/team will win a tournament. Playoffs count.

Possible selections: All teams/players who participate in the tournament.

22.11.1. Settlement

All bets will be settled according to the official result after the last hole of the tournament. Subsequent changes in any manner will not affect the settlement.

If there is more than one winner, Dead Heat Rule applies.

If a team/player does not participate in the tournament, all outright bets on this team/player are void.

The time declared on terminals must not accord with the planned end of the competition.

22.12. 1st Round Leader

Select which player will lead after the first round.

Possible selections: All teams/players who participate in the tournament.

22.12.1. Settlement

Dead Heat Rule applies.

22.13. Winning Margin

Select the margin between the first and second place. A Play Off is an extra result.

Possible selections: Play Off, 1 Shot, 2 Shots, 3 Shots, 4 Shots or More.

22.14. Winning Score

Select the score of the winner to be under (less than), between and over (more than) the given values.

Possible selections: Under X, Between X – Y, Over Y.

22.15. Will there be a Playoff

Select if there will be a playoff or not.

Possible selections: Yes, No.

22.16. Region of Winner

Select the region from where the winner originates. These regions vary in every tournament.

19.11.1. Settlement

Dead Heat Rule applies.

22.16. Top regional player

Select who will be the best player of a specified region.

19.12.1. Settlement

Dead Heat Rule applies.

22.17. Will there be a Hole in One?

Select if there will be a hole in one in the tournament or not.

Possible selections: Yes, No.

22.18. Place Markets (Top 4, Top 5 etc)

Select the player that will finish within the listed number of placing's.

19.14.1. Settlement

All bets will be settled according to the official result after the last hole of the tournament. Subsequent changes in any manner will not affect the settlement.

If "(Full Payout on Ties)" is added to the event name and there are more players in the relevant number of placings than listed in the market title, all will be paid out in full. If it is not added, Dead Heat Rule applies.

If a team/player does not take part in the tournament, all outright bets on this team/player are void.

The time declared on terminals may not correspond with the planned end of the competition.

23. Greyhound Racing

23.1. General Rules

Unless a player selects the show or, where available, the early price, all bets on Greyhound racing will be settled at the SP. In the event that no official SP is returned or in the event that no price is taken, then all SP bets will be settled according to the last Industry show passed.

Greyhound names, where shown, are displayed for information only, with all bets being settled on the trap number. The only exception to this are early price races.

23.1.1. Settlement

All races will be settled according to the official result, as soon as it is confirmed through the green light, through announcement or on a display. Any subsequent disqualifications will not count for settlement purposes. In the event of a meeting not starting, or no starter reaching the end of the race, all bets are void and the stake will be paid back (odd: 1.00).

Where a 'no-race' is declared and is subsequently re-run bets are settled on the re-run.

Tattersall's Rule 4

If there is a non-starter in a race, bets will be settled in accordance with Tattersalls Rule 4(c), which says that backers of the withdrawn horse will have their stakes refunded.

When there has not been time for the market to reform, deductions are made from winnings (exclusive of stake) according to the table below.

In cases of more than one withdrawal in a race, the total deduction will not exceed 0.90p in GBP 1.00.

When there has been time to reform the market, deductions will apply only to bets at board prices struck prior to the announcement of the withdrawal.

A	1/9 or longer odds on	90p	K	5/4 to 6/4	40p
B	2/11 to 2/17	85p	L	8/5 to 7/4	35p
C	1/4 to 1/5	80p	M	9/5 to 9/4	30p
D	3/10 to 2/7	75p	N	12/5 to 3/1	25p
E	2/5 to 1/3	70p	O	16/5 to 4/1	20p
F	8/15 to 4/9	65p	P	9/2 to 11/2	15p
G	8/13 to 4/7	60p	Q	6/1 to 9/1	10p
H	4/5 to 4/6	55p	R	10/1 to 14/1	5p
I	20/21 to 5/6	50p	S	if over 14/1	No deduction

If a reserve dog runs, all bets stand; however, if an early price is taken and that selection subsequently becomes a non-runner then all bets at that early price are void. The finishing positions of any of these reserves will count whether they are priced or not. The price of any reserves which run, will be offset against any Rule 4 deduction applicable from the non-runner(s). If the selection is withdrawn, then all bets on it will be void. In the case of a dead heat between two or more selections, the stake will be divided by the number dead heating. In any greyhound race of fewer than 5 starters, all place money will be void.

23.1.2. Abandoned/Postponed Information

If a race takes place on a different venue, then all bets placed on the race before the announcement will be void.

23.2. Race Winner

Select the winner of the race.

23.3. Each Way (E/W)

An Each Way bet helps you backing a greyhound to come either 1st or 2nd by placing two single bets. You will receive the full winnings or a percentage (e.g. $\frac{1}{4}$, stated above the EW buttons) +1 from fractional odds. So if you back a Dog for a winning price of GBP 13,00 with GBP 20,- and he comes 2nd you will receive GBP 40,-. In case Dog B wins you will receive GBP 130,- winnings with an additional GBP 40,- for the "place" bet, so in total GBP 170,-.

23.3.1. Settlement

Each-way accumulative bets are settled win-to-win and place-to-place.

23.4. Forecast

There are two possible ways of placing a Forecast bet. With the Straight Forecast bet you are picking two dogs to come 1st and 2nd, they must come in the correct order. With the Combination Forecast bet by selecting the dogs with the "Any" button you have more chance of winning. You have to pick two dogs to come 1st and 2nd and so long as they finish either 1st or 2nd you will win. It doesn't matter what order they finish 1st or 2nd, just as long as they both finish in the top two.

23.4.1. Settlement

There must be a minimum of three runners in the race and both selections must start. Otherwise the Forecast selected will be void.

23.5. Tricast

With a Tricast bet you choose three instead of two dogs to finish in the top 3. Again you can either play it straight, which means the dogs have to finish at the exact order of your bet, or can play a Combination Tricast by selecting the dogs with the "Any" button, which means the chosen three dogs have to finish in the top three, but it doesn't matter which dog is finishing at 1st, 2nd or 3rd. Tricast bets are accepted in single bets only. Stakes for any tricast double, treble, etc accepted in error will be divided equally to cover each tricast race in tricast singles only.

23.5.1. Settlement

Any Tricast bets accepted in error for races where no Tricast dividend is declared will be settled as computerised straight forecasts on the selections nominated to finish first and second, with the selection for third place discounted.

Should a Tricast include a non-runner, the total stake will be invested as a computerised Straight Forecast on the remaining two selections in the order selected. In the case of Combination Tricasts the total stake will be invested as a Combination Forecast on the remaining two selections.

If less than three horses finish in a Tricast race, a dividend will be declared on those that finish. Should a Tricast include two non-runners the bet will be settled as a single at SP.

24. Handball

24.1. General Rules

24.1.1. Settlement

All markets are settled according to the official result after regular match time (60 minutes) unless otherwise stated in the market description.

24.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and completed within the next 24 hours. In this case, bets will stand. If a winning market has already been established prior to abandonment e.g. over 45.5 goals, all bets on this markets stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

24.2. Match Betting

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

24.3. Handicap

Select the winner after handicap spread has been applied to the official end result.

Possible selections 2-Way: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Possible selections 3-Way: Home Team, Draw, Away Team.

24.4. Draw No Bet

Select which team will win the match.

Possible selections: Home Team, Away Team.

21.4.1. Settlement

If the match ends in a draw, all bets on this market are void.

24.5. Double Chance

Select one of three options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team. *21.5.1. Settlement*

The bet is won if one of the two results occurs.

24.6. Winning Margin

Select the winning team and their goals superiority over their opponents.

Possible selections: Home Team by more than 10 goals, Home Team by 6 to 10 goals, Home Team by 1 to 5 goals, Draw, Away Team by more than 10 goals, Away Team by 6 to 10 goals, Away Team by 1 to 5 goals.

24.7. Halftime/Fulltime

Predict the result at half-time and fulltime. Both results have to be correct.

Overtime does not count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw

/ Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

24.8. Total Goals

Select the total number of goals scored in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be accumulated. Possible selections: Over x.5 goals, Under x.5 goals.

24.9. Total Goals Home

Select the total points scored by Home Team in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

24.10. Total Goals Home (aggregated)

Select how many goals will be scored by the Home Team in regular match time.

Possible selections:

0 to 19 goals, 20 to 22 goals, 23 to 25 goals, 26 to 28 goals, 29 to 31 goals, 32 to 34 goals, 35 or more goals.

24.11. Total Goals Away

Select the total points scored by Away Team in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

24.12. Total Goals Away (aggregated)

Select how many goals will be scored by the Away Team in regular match time.

Possible selections:

0 to 19 goals, 20 to 22 goals, 23 to 25 goals, 26 to 28 goals, 29 to 31 goals, 32 to 34 goals, 35 or more goals

24.13. Total Goals – Odd/Even

Select whether the total goals in regular match time will be odd or even.

Possible selections: Odd, Even.

24.14. Total Goals & Match Betting

Select the full-time result and total goals scored. Bets must indicate both the full-time winner and total goals.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

24.15. Highest Scoring Half

Select in which half more goals will be scored.

Possible selections: 1st Half, 2nd Half, equal.

24.16. Highest Scoring Half – Home Team

Select in which half more goals will be scored by the Home Team.

Possible selections: 1st Half, 2nd Half, equal.

24.17. Highest Scoring Half – Home Team

Select in which half more goals will be scored by the Home Team.

Possible selections: 1st Half, 2nd Half, equal.

24.18. Race to X Goals

Select which team will score a specified (X) number of goals first.

If neither team scores this number (X) of goals, bets will be void.

Possible selections: Home Team, Away Team.

24.19. Who Scores Goal X

Select which team will score the specified Goal (X) in the match. For this market, the previous goals of both teams will be combined.

Possible selections: Home Team, Away Team

24.19.1. Settlement

If the combined total number of goals is below the specified goal number, all bets on this market are void.

24.20. 1st Half - Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

24.21. 1st Half – Draw no Bet

Select which team will win the first half.

Possible selections: Home Team, Away Team.

24.21.1. Settlement

If the first half ends with a draw, all bets on this market are void.

24.22. 1st Half – Handicap

Select the winner of the first half after the handicap spread has been applied to the first half result.

Possible selections 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections 3-Way: Home Team, Draw, Away Team.

24.23. 1st Half - Double Chance

Select one of three first half result options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

24.24. 1st Half - Winning Margin

Select the winning team and their goals superiority over their opponents.

Possible selections: Home Team by more than 5 goals, Home Team by 3 to 4 goals, Home Team by 1 to 2 goals, Draw, Away Team by more than 5 goals, Away Team by 3 to 4 goals, Away Team by 1 to 2 goals.

24.25. 1st Half - Totals & 1st Half Result

Select the half-time result and total goals scored in the first half. Bets must indicate both.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

24.26. 1st Half – Total Goals

Select the total number of goals scored in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be accumulated. Possible selections: Over x.5 goals, Under x.5 goals.

24.26. 1st Half - Total Goals (aggregated)

Select how many goals will be scored in the first half.

Possible selections:

0 to 19 goals, 20 to 22 goals, 23 to 25 goals, 26 to 28 goals, 29 to 31 goals, 32 to 34 goals, 35 or more goals

24.27. 1st Half – Total Goals Home Team (aggregated)

Select how many goals will be scored by the Home Team in the first half.

Possible selections:

0 to 8 goals, 9 to 10 goals, 11 to 12 goals, 13 to 14 goals, 15 to 16 goals, 17 to 19 goals, 19 or more goals

24.28. 1st Half – Total Goals Away Team (aggregated)

Select how many goals will be scored by the Away Team in the first half.

Possible selections:

0 to 8 goals, 9 to 10 goals, 11 to 12 goals, 13 to 14 goals, 15 to 16 goals, 17 to 19 goals, 19 or more goals

24.29. 1st Half – Odd/Even

Select whether the total goals in the first half will be odd or even.

Possible selections: Odd, Even.

24.30. 2nd Half – Result

Select which team will win the second half.

Possible selections: Home Team, Draw, Away Team.

24.31. 2nd Half - Draw no Bet

Select which team will win the second half.

Possible selections: Home Team, Away Team.

24.31.1. Settlement

If the second half ends with a draw, all bets on this market are void.

24.32. 2nd Half - Double Chance

Select one of three second half result options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

24.33. 2nd Half - Odd/Even

Select whether the number of total goals scored in the second half will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

24.34. Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

24.34.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

24.35. Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/ Championship/ League/ Cup.

24.35.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not participate on the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

25. Horse Racing

25.1. General Rules

Unless a player selects the show or, where available, the early price, all bets on Horse racing will be settled at the SP. In the event that no official SP is returned or in the event that no price is taken, then all SP bets will be settled according to the last Industry show passed.

25.1.1. Settlement

All races will be settled according to the official result, as soon as it is confirmed through the green light, through announcement or on a display. Any subsequent disqualifications will not count for

settlement purposes. In the event of a meeting not starting, or no starter reaching the end of the race, all bets are void and the stake will be paid back (odd: 1.00).

Where a 'no-race' is declared and is subsequently re-run bets are settled on the re-run.

Double Result

Double Result is only applicable to horse racing in the UK and Ireland.

Double Result means if your horse is 'First Past The Post' you get paid as a winner, however, should your horse be awarded the race or promoted to a place, as a result of a Stewards Enquiry or Objection which is announced before the 'weigh in', we will also pay you.

Double Result does not apply to the following bets or circumstances:

- 1) All Ante-Post bets.
- 2) Any horse disqualified for taking the wrong course, carrying an incorrect weight or failing to weigh in.
- 3) Races which are declared void.
- 4) Where there is an official correction to the result by the judge or SIS prior to the 'weigh in' and any races which are declared void before the 'weigh in' for which Rules of Racing will apply.

Tattersall's Rule 4

If a horse is deemed by the starter to have taken no official part in a race, or it is withdrawn before coming under starters orders, than it will be deemed to be void with stakes refunded and the remaining selections would be subject to deductions in accordance with Tattersalls' Rule 4(c).

If two or more horses are withdrawn before coming under starters orders total deductions will not exceed 90p in the £.

If further withdrawals are made after a new market has been formed, than the newly formed prices may also be subject to a rule 4 deduction.

A	1/9 or longer odds on	90p	K	5/4 to 6/4	40p
B	2/11 to 2/17	85p	L	8/5 to 7/4	35p
C	1/4 to 1/5	80p	M	9/5 to 9/4	30p
D	3/10 to 2/7	75p	N	12/5 to 3/1	25p
E	2/5 to 1/3	70p	O	16/5 to 4/1	20p
F	8/15 to 4/9	65p	P	9/2 to 11/2	15p
G	8/13 to 4/7	60p	Q	6/1 to 9/1	10p
H	4/5 to 4/6	55p	R	10/1 to 14/1	5p
I	20/21 to 5/6	50p	S	if over 14/1	No deduction
J	EVS to 6/5	45p			

On occasion some races may contain reserve horses. These can be offered with or without an Early Price. The finishing position of any reserves will count regardless of whether a price was offered or not. If a reserve horse is offered with an Early Price and becomes a Non Runner then no rule 4 deduction will be applied as a result of the withdrawal. Should a reserve horse be declared as an official runner at the racecourse before the declaration stage and if then is subsequently withdrawn, normal Rule 4 rules will apply to the reserve horse from this point

If the selection is withdrawn, then all bets on it will be void. In the case of a dead heat between two or more selections, the stake will be divided by the number dead heating.

In any horse race of fewer than 5 starters, all each-way bets will become win only to the total stake of the bet.

22.1.2. Abandoned/Postponed Information

If a race takes place on a different venue, then all bets placed on the race before the announcement will be void.

25.2. Race Winner

Select the winner of the race.

25.3. Each Way (E/W)

4. All bets are settled to win unless each way is stated.
5. An each way bet is a bet of twice the selected stake and contains one bet of the value of your stake on the selection 'to win' and one bet of the value of your on the selection 'to be placed' according to the terms advertised for the event.
6. Unless otherwise advertised, the 'to be placed' part of each way bets is settled according to the following place terms:

Number of Runners	Handicap Races	Non-Handicap Races
2-4	'To win' only offered	'To win' only offered
5-7	1st 2 places at 1/4 odds	1st 2 places at 1/4 odds
8-11	1st 3 places at 1/5 odds	1st 3 places at 1/5 odds
12-15	1st 3 places at 1/4 odds	1st 3 places at 1/5 odds
16+	1st 4 places at 1/4 odds	1st 3 places at 1/5 odds

NB In all races the number of runners shall be the number of runners that come under starters orders.

7. The above table applies for bets made at starting price, show price or early price.
8. In the event that there are an insufficient number of finishers for the above place terms, only runners that are officially placed will be considered successful selections. Bets on non-finishers will be lost.
9. For the purpose of settlement of bets, each-way doubles, trebles and accumulators will be settled win-to-win and place-to-place.
10. If you place a bet each way for a win only race or event, the total stake will be placed on the 'to win' bet.

Forecast

1. For a forecast bet, you must select, in the correct order, which horses will finish 1st and 2nd in the race.
2. Forecast bets are accepted for races with 3 or more actual runners.
3. Bets are settled as straight forecasts in accordance with the computer straight forecast dividend.
4. Forecast bets containing unnamed favourites are not accepted.
5. Any forecast bets mistakenly accepted for races with only two runners, will be settled as a single to win bets on the selection picked to finish in 1st place.
6. In the event that a horse finishes alone in a race, forecast bets that nominated the finishing horse to finish 1st will be settled as a single to win bets at SP. All other forecast bets for the race will be lost.
7. In the event that a non runner is selected as part of a forecast bet, the bet will stand as a single to win bet on the remaining selected horse. In fixed price forecasts this remaining selection will be settled at SP.
8. If a customer places combination forecasts A B C and stakes for 6 bets, this forecast will be settled as the following six straight forecasts: AB, AC, BA, BC, CA, CB
9. In the event that there is a dead heat between two or more horses, separate returns will be declared and paid for each qualifying forecast.

Tricast

1. For a tricast bet, you must select, in the correct order, which horses will finish 1st, 2nd and 3rd in the race.
2. Tricast dividends will be returned in all handicaps with 8 or more declared runners and may also be returned for selected high profile races that do not fit this criteria.
3. Tricasts will be settled in accordance with the official Tricast dividend.
4. Tricast bets are accepted in single bets only. Stakes for any tricast double, treble, etc accepted in error will be divided equally to cover each tricast race in tricast singles only.
5. Any Tricast bets accepted in error for races where no Tricast dividend is declared will be settled as computerised straight forecasts on the selections nominated to finish first and second, with the selection for third place discounted.

6. Should a Tricast include a non-runner, the total stake will be invested as a computerised Straight Forecast on the remaining two selections in the order selected. In the case of Combination Tricasts the total stake will be invested as a Combination Forecast on the remaining two selections.
7. If less than three horses finish in a Tricast race, a dividend will be declared on those that finish.
8. Should a Tricast include two non-runners the bet will be settled as a single at SP.

25.3.1. Settlement

Each-way accumulative bets are settled win-to-win and place-to-place.

25.4. Forecast

There are two possible ways of placing a Forecast bet. With the Straight Forecast bet you are picking two horses to come 1st and 2nd, they must come in the correct order. With the Combination Forecast bet by selecting the horses with the "Any" button you have more chance of winning. You have to pick two horses to come 1st and 2nd and so long as they finish either 1st or 2nd you will win. It doesn't matter what order they finish 1st or 2nd, just as long as they both finish in the top two.

25.4.1. Settlement

There must be a minimum of three runners in the race and both selections must start. Otherwise the Forecast selected will be void.

25.5. Tricast

With a Tricast bet you choose three instead of two horses to finish in the top 3. Again you can either play it straight, which means the horses have to finish at the exact order of your bet, or can play a Combination Tricast by selecting the horses with the "Any" button, which means the chosen three horses have to finish in the top three, but it doesn't matter which horse is finishing at 1st, 2nd or 3rd.

Tricast bets are accepted in single bets only. Stakes for any tricast double, treble, etc accepted in error will be divided equally to cover each tricast race in tricast singles only.

25.5.1. Settlement

Any Tricast bets accepted in error for races where no Tricast dividend is declared will be settled as computerised straight forecasts on the selections nominated to finish first and second, with the selection for third place discounted.

Should a Tricast include a non-runner, the total stake will be invested as a computerised Straight Forecast on the remaining two selections in the order selected. In the case of Combination Tricasts the total stake will be invested as a Combination Forecast on the remaining two selections. If less than three horses finish in a Tricast race, a dividend will be declared on those that finish.

Should a Tricast include two non-runners the bet will be settled as a single at SP.

26. Ice Hockey

26.1. General Rules

26.1.1. Settlement

All markets are settled according to the official result after Overtime and Penalty Shootout unless otherwise stated in the market description with "(60 min)". If a winning market has already been established prior to abandonment e.g. Winner of the 1st Period, all bets on this markets stand.

26.1.2. *Abandoned/Postponed Information*

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

Money Line

Select which team will win the match (Overtime and Penalty shootout are included).

Possible selections: Home Team, Away Team.

26.2. Fulltime Result (60 min)

Select which team will win the match in the regular match time (after 60 minutes).

Possible selections: Home Team, Draw, Away Team.

Total Goals

Select the total number of goals scored in the (Overtime and Penalty shootout are included) to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.x goals, Under x.x goals.

26.3. Total Goals (60 min)

Select the total number of goals scored in the match in regular time (60 min) to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

26.4. Handicap

Select the winner after handicap has been applied to the official end result (including Overtime and Penalty Shootout).

Overtime and Penalty Shootout counts.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

26.5. Handicap (60 min)

Select the winner, after the handicap has been applied to official result after regular match time (60 minutes).

Possible selections 2-Way: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Possible selections 3-Way: Home Team, Draw, Away Team.

26.6. Asian Handicap (60min)

Select the winner, after the given handicap has been applied to the result after regular match time (60 minutes).

Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the match ends in a draw after handicap spread has been applied to the teams.

Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

26.7. Double Chance (60 min)

Select one of three options for regular time (after 60 minutes), the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

26.7.1. Settlement

The bet is won if one of the two results takes place.

26.8. Draw No Bet (60 min)

Select which team will win the match in the regular match time (60 minutes).
Possible selections: Home Team, Away Team.

26.8.1. Settlement

If the result after regular match time is the Draw, all bets on this market are void.

26.9. Total Goals & Match Betting

Select the match winner and total goals scored. Bets must indicate both the match winner (Overtime and Penalty shootout are included) and total goals.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Away Team.

26.10. Total Goals & Match Betting (60 min)

Select the full-time result (after 60 minutes) and total goals scored. Bets must indicate both the full-time winner and total goals.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

26.11. Both Teams to Score

Select whether or not both teams will score in regular match time. If only one team scores, this is settled as 'No'.

Possible selections: Yes, No.

26.12. Number Of Teams To Score (60 min)

Select how many teams will score a goal in regular match time.

Possible selection: 0, 1, 2.

26.13. Both Teams to Score (60 min)

Select whether or not both teams will score in regular match time. If only one team scores, this is settled as 'No'.

Possible selections: Yes, No.

26.14. First Team to Score (60 min)

Select which team will score first in regular match time (60 minutes).

Possible selections: Home Team, No Goal, Away Team.

26.15. Last Team to Score (60 min)

Select which team will score last in regular match time (60 minutes).

Possible selections: Home Team, No Goal, Away Team.

26.16. Odd/Even Goals (60 min)

Select whether the total number of goals scored in regular match time (60 minutes) will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

26.17. Correct Score

Select the exact score of the match (Overtime and Penalty shootout are included).

Possible selections: several outcomes.

26.18. Odd/Even Goals (AP)

Select whether the total number of goals scored in the match (including OT and penalty shootout) will be odd or even. The score of both teams will be combined. Possible selections: Odd, Even.

26.19. Correct Score (60 min)

Select the exact score of a match in regular match time (60 minutes).

Possible selections: several outcomes

26.20. Highest Scoring Period Select the period with the highest total score. Overtime does **not** count for betting on the 3rd Period

Possible selections: 1st Period, 2nd Period, 3rd Period, Equals.

Equals = Two or more periods share the highest amount of goals.

26.21. Goals Home Team (60 min)

Select how many goals the home team will score in regular match time (60 minutes).

Possible selections: no goal, exactly 1 goal, exactly 2 goals, 3 or more goals.

26.22. Goals Away Team (60 min)

Select how many goals the home team will score in regular match time (60 minutes).

Possible selections: no goal, exactly 1 goal, exactly 2 goals, 3 or more goals.

26.23. Next Goal (60 min)

Select which team will score next in regular match time (60 minutes) after the bet placement.

Possible selections: Home Team, No Goal, Away Team.

26.24. Total Goals Home Team

Select the total number of goals scored in the match (Overtime and Penalty shootout are included) by the Home Team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

26.25. Total Goals Home Team (60 min)

Select the total number of goals scored in regular time (60 minutes) by the Home Team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

26.26. Total Goals Away Team

Select the total number of goals scored in the match (Overtime and Penalty shootout are included) by the Away Team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

26.27. Total Goals Away Team (60 min)

Select the total number of goals scored in regular time (60 minutes) by the Away Team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. Possible selections: Over x.5 goals, Under x.5 goals.

26.28. Odd/Even Goals – Home Team (60 min)

Select whether the total number of goals scored by the Home Team in regular match time (60 minutes) will be odd or even.

Possible selections: Odd, Even.

26.29. Odd/Even Goals – Away Team (60 min)

Select whether the total number of goals scored by the Home Team in regular match time (60 minutes) will be odd or even.

Possible selections: Odd, Even.

26.30. To Qualify

Select which team will advance.

Possible selections: Home Team, Away Team.

26.31. Match Winner (incl. Overtime and Shootout)

Select which team will win the match (Overtime and Penalty shootout are included).

Possible selections: Home Team, Away Team.

26.32. Result of Period X

Select which team will win the given period. Only goals scored in this period count.

Overtime does **not** count for betting on the 3rd Period.

Possible selections: Home Team, Draw, Away Team.

26.33. Xth Period – Double Chance

Select one of three options for the first period, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Overtime does **not** count for betting on the 3rd Period.

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away

Team. 26.33.1. *Settlement*

The bet is won if one of the two results occurs.

26.34. Xth Period Result & Matchbet (60 min)

Select which team will win the given period and the match in the regular match time (after 60 minutes).

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw / Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

26.35. Xth Period – Total Goals

Select the total number of goals scored in the mentioned period to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Overtime does **not** count for betting on the 3rd Period.

Possible selections: Over x.5 goals, Under x.5 goals.

26.36 Xth Period – Over/Under

Select the total number of goals scored in the first period to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Overtime does **not** count for betting on the 3rd Period.

Possible selections: Over x.5 goals, Under x.5 goals.

26.37. Will there be Overtime?

Select if there will be overtime in the match or not.

Possible selections: Yes, No.

26.38. Penalty Shootout – Winner

Select which team will win the penalty shootout.

Possible selections: Home Team, Away Team.

26.39. Rest Of The Match (60 min)

Select the winner of the period from the time the bet was placed until the end of the match (60 minutes). For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Overtime and penalty shootouts do not count for the purposes of this wager. Possible selections: Home Team, Draw, Away Team.

26.40. To Win the Rest of Period X

Select the winner of the specified period (X) from the time the bet was placed until the end of the specified period (X). For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Possible selections: Home Team, Draw, Away Team.

26.41. To Win the Rest of the OT

Select the winner of the period from the time the bet was placed until the end of overtime. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Penalty shootouts do not count for this market.

Possible se

26.42. Next Goal during overtime

Select which team will score next in the overtime after the bet placement. Penalty shootouts do not count.

Possible selections: Home Team, No Goal, Away Team

26.43. Total Goals & Match Betting (60 min)

Select the result and total goals scored after 60 minutes. Bets must indicate both the full-time winner and total goals.

Overtime does NOT count.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

26.44. Winning Margin (60 min)

Select the winning team and their exact goal superiority over their opponents.

Possible selections: Home Team by 1, Home Team by 2, Home Team by 3+, Away Team by 1, Away Team by 2, Away Team by 3+, Draw.

26.45. Xth Period Handicap

Select the winner of the specified period (X) after the goal spread has been applied to the official period result (X)

Overtime does **not** count for betting on the 3rd Period

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

26.46. Total Goals (AP)

Select the total number of goals scored in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Overtime and Penalty Shootout counts.

Possible selections: Over x.x Goals, Under x.x Goals.

26.47. Handicap (Incl. OT)

Select the winner after handicap has been applied to the official end result.

Overtime and Penalty Shootout counts.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the match ends in a draw after handicap spread has been applied to the teams.

Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw.

26.48. Xth Period - Draw no Bet

Select which team will win the specified period (X).

Possible selections: Home Team, Away Team.

26.49. Xth Period - Odd/Even

Select whether the total points in the specified period (X) will be odd or even.

Possible selections: Odd, Even.

26.50. Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

26.50.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

26.51. Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/ Championship/ League/ Cup.

26.51.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

27. MMA

27.1. General Rules

27.1.1. Settlement

The official start of the fight is when the bell is sounded for the beginning of the first round. All bets will be settled according to the official result declared by the event's governing body immediately after the end of the fight. Any subsequent appeals or amendments to the result will not be taken into account for settlement purposes.

27.1.2. Abandoned/Postponed Information

If a fight is postponed and rescheduled to take place within 48 hours of the original start time then all bets will stand. If the fight does not take place within 48 hours then all bets will be void. If one of the contestants is replaced by a substitute, bets on the original bout will be void.

27.2. Fight Winner

Select which fighter will win.

Possible selections: Fighter 1, Fighter 2.

27.3. Fight to Start Round X

Select whether the given round X will be started or not.

Possible selections: Yes, No.

27.4. Method of Victory

Select which fighter will win by KO, on Points or Submission.

Possible selections: Fighter 1 by KO, Fighter 1 on Points, Fighter 1 by Submission, Fighter 2 by KO, Fighter 2 on Points, Fighter 2 by Submission, Draw.

27.5. Alternative Method of Victory

Select which fighter will win by KO/TKO/DQ or Decision/Technical Decision.

Possible selections: Fighter 1 by KO/TKO/DQ, Fighter 1 by Decision/Technical Decision, Fighter 2 by KO/TKO/DQ, Fighter 2 by Decision/Technical Decision.

27.6. Total Rounds Over/Under

Select the total number of rounds completed to be over (more than) or under (less than) the given value.

Possible selections: Over x.5, Under x.5

27.7. Double Chance

Select which fighter will win by KO, on Points or Submission. Each selection includes two options.

Possible selections: Fighter 1 by KO or Submission, Fighter 1 by KO or on Points, Fighter 1 by Submission or on Points, Fighter 2 by KO or Submission, Fighter 2 by KO or on Points, Fighter 2 by Submission or on Points, Draw.

27.8. Round Betting

Select which fighter will win in which round.

Possible selections: Fighter 1 To Win in Round 1, Fighter 1 To Win in Round 2, Fighter 1 To Win in Round 3, Fighter 1 To Win in Round 4, Fighter 1 To Win in Round 5, Fighter 2 To Win in Round 1, Fighter 2 To Win in Round 2, Fighter 2 To Win in Round 3, Fighter 2 To Win in Round 4, Fighter 2 To Win in Round 5.

27.9. When Will the Fight End

Select in which round the fight ends.

Possible selections: Round 1, Round 2, Round 3, Round 4, Round 5, Decision

27.10. How fight will End

Select how the fight will be decided.

Possible selections: KO, Submission, Points.

27.11. Will the fight go the distance?

Select whether the fight will go the distance or not.

Possible selections: Yes, No.

27.12. Outrights

Select which fighter/team will win a Championship/ League/ Cup.

Possible selections: All fighters/teams which have the chance to win the Championship/ League/ Cup.

Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a fighter/team does not participate in the tournament, all outright bets on this fighter/team are void.

The time declared on terminals may not correspond with the planned end of the competition.

28. Motorsport

28.1. General Rules

28.1.1. Settlement

The podium presentation (or similar ceremony) will count as the result. Any subsequent changes to the official result will not affect the settlement of the bets.

Dead Heat Rules will apply when more participants than expected finish in a position, e.g. two drivers tied for third in the drivers' championship.

28.1.2. Abandoned/Postponed Information

If an event is abandoned or postponed and no official result is declared, bets are void.

If a race is abandoned, and an official result is declared, bets will be settled according to the official result, even if the race is shorter than originally notified.

28.2. Championship Winner

Predict the Winner of a Championship. Bets are settled after the final race of the Championship. Subsequent changes will not affect the Settlement.

28.3. Race Winner

Select the winner of the race. Bets are settled according to the podium ceremony. Subsequent changes to the result will not affect the settlement. Dead Heat Rule applies.

28.4. Winning Car

Select the winning car of the race. Bets are settled according to the podium ceremony. Subsequent changes to the result will not affect the settlement. Dead Heat Rule applies.

28.5. Winning Margin

Select the margin between the winner and the 2nd place. Bets will be settled on the official classification at the time of podium presentation.

28.6. Race Top 3/Podium Finish

Select the participant which will finish in the Top 3 of the race. Dead Heat Rule applies.

28.7. Top 6 Finish

Select the driver which will finish in the Top 6 of the race. Dead Heat Rule applies.

Possible selections: All drivers who participate in the race.

28.8. Points Finish

Select the driver which will finish in the points scoring positions in the race. Any points scored by other means, (eg Fastest lap) will not count. Dead Heat Rule applies.

Possible selections: All drivers who participate in the race.

28.9. Number of Classified Drivers

Select how many drivers will be classified in the official classification of the sport's governing body. 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.

Possible selections: Over xx.5, Under xx.5

28.10. Safety Car during Race

Select whether there is a safety car deployed after the start of the race or not. Should the race start under the Safety Car, this will not be counted for settlement purposes. **Virtual Safety Car periods do not count.**

Possible selections: Yes, No

28.10. Qualifying Winner

Select the Qualifying Winner. Winner will be the participant, who has the fastest timed lap in the last qualifying session. Any subsequent adjustments to grid positions will not count.

If two or more participants will have the same time, the ruling of the official body will count.

28.11. Qualifying Top 3

Select the participant which will finish in the Top 3 of the Qualifying. Top 3 are those who has the fastest timed laps in the last qualifying session. Any subsequent adjustments to grid positions will not count.

If two or more participants will have the same time, the ruling of the official body will count.

28.12. Qualifying Winning Car

Select the winning car of the qualifying. Any subsequent adjustments to grid positions will not count. If two or more drivers will have the same time, the ruling of the official body will count.

Possible selections: All teams who participate in the qualifying.

28.13. Practice X Winner

Select the practice winner of practice 1, 2 or 3. Winner will be the driver, who has the fastest timed lap in the mentioned session. Any subsequent adjustments will not count.

If two or more drivers will have the same time, the ruling of the official body will count. Dead heat rules may apply.

Possible selections: All drivers who participate in the practice.

28.14. Fastest Lap of the Race

Predict which participant will set the fastest lap time during the race.

28.15. 1st Driver To Retire

Predict which driver will retire first. If two or more drivers retire on the same lap dead heat rules apply.

Possible selections: All drivers who participate in the race. No Retirements.

28.16. 1st Constructor To Retire

Predict which constructor will have the first retired car. If two or more drivers retire on the same lap dead heat rules apply.

Possible selections: All teams who participate in the race. No Retirements.

28.17. Both Cars Points Finish

Predict if both cars from one constructor will be in the points. Any points scored by other means, (eg Fastest lap) will not count.

Possible selections: All teams who participate in the race.

28.18. Hat Trick (Qualifying Win, Race Win and Fastest Lap)

Predict which driver will have the fastest lap and wins the qualifying and race.

Possible selections: All drivers who participate in the race.

28.19. To Be Classified

Predict which driver will be classified as finishing the race in the official classification of the sport's governing body at the time of the podium presentation.

Possible selections: All drivers who participate in the race.

28.20. Not To Be Classified

Predict which driver will not be classified as finishing the race in the official classification of the sport's governing body at the time of the podium presentation.

Possible selections: All drivers who participate in the race.

28.21 Race Winner Grid Position

Predict the official grid starting position after any penalties are adjustments to qualifying results are applied of the driver who subsequently wins the race.

Possible selections: All grid positions

28.22. Head to Head

Predict which participant of those listed will achieve the better position in the race/qualifying.

28.22.1. Qualifying:

Bets will be void, if at least one of the two Drivers/Riders/Constructors will not participate. Note, any driver electing not to set a time in a qualifying session after progressing from a previous session, e.g. Q1, Q2, Q3 in Formula 1, will be sorted by rank against his opponent

28.22.2. Race:

Bets are void, if either participant does not start the Race. The warm-up lap counts as part of the race.

If either or both participants do not finish the race, the participant who finishes more laps is the winner. If both participants do not finish the race but complete the same number of laps, bets will be void.

Season:

Bets are void, if either participant does not start any races.

Official rules of the governing body will apply if participants are level on points.

28.23. Speedway Grand Prix

Outright winner:

Official Podium results count for outright winner betting. Any reduction in meeting or subsequent changes to result will not affect settlement. Unless all scheduled heats have been completed bets will be void for any points totals, match-ups, handicap, margins and correct scores betting except where the result has already been determined.

Postponements

If a grand prix is postponed or suspended, bets stand if there are no changes to riders and venue and meeting takes place within 7 days. Otherwise bets are void.

Heat Betting

In individual heat betting, all 4 named riders must go to tapes in the original race for bets to stand. Otherwise bets are void.

29. Numbers Betting

Acceptance of bets

Bets are accepted on Irish, Spanish and New York Lottos and 49's. Unless otherwise specified, these events cannot be combined in accumulative bets, e.g. a bet on the number 41 on two consecutive 49's draws in a double cannot be accepted. Lotto bets cannot be combined with other events (e.g. horse races) in multiple bets.

Bets are accepted on all Lotto draws until a 'no more bets' message is given. Bets accepted after the 'no more bets' message will be void unless it can be confirmed that the bet was accepted prior to the draw actually starting.

The bonuses and consolations associated with our speciality bets do not apply to Lotto bets, e.g. the double the odds bonus on one selection correct in a Lucky 15 will not be paid.

Incorrect bet instructions

Unclear selection

If a number detailed on a betting slip/call cannot be understood, the number will be treated as void and the odds will only apply to the numbers that can be understood, e.g. if a bet on the '3 numbers

correct' section consists of two numbers that can be understood and one number that cannot, it will be settled on the odds which apply to the '2 numbers correct' section.

Selections repeated

If a number is repeated it will be ignored and the bet will be settled on the valid numbers chosen at the appropriate odds, e.g. if ten numbers are chosen, but the number 23 is repeated, the bet will be settled as a nine number bet (23 will only be included once).

Error regarding the Draw

If no draw is specified or a draw which has already taken place is selected the bet will be placed on the next available draw. This will also apply if the draw specified has already taken place.

If the day or draw has not been specified on an Irish Lotto bet, the bet will be settled on the next main draw to take place. If the bet is placed on the 49's then it will be settled on the next available draw.

If the 6 or 7 number draw has not been specified for 49's or Irish Lotto, the bet will be settled on the 6 number draw.

Bets which are intended for subsequent days must clearly state the day intended, e.g. if Lunchtime is specified on a 49's bet after the Lunchtime draw has been made, the bet will be settled on the Teatime draw, unless it is specified that the bet was for the following day's draw.

More than one draw selected

If more than one draw is specified, the numbers selected will apply to the number of draws in a row, e.g. if four draws are specified on a Irish Lotto bet, the numbers selected will count for the next four Rapido draws to take place after the bet has been accepted.

30. Olympic Games

General Rules

Games rules apply to both the summer and winter Olympics. They can also be applied to other multi-event championships, such as the Commonwealth Games;

An individual sports rules take precedence over these rules in the event of any ambiguity or contradiction.

Abandoned/Postponed Information

If any event/match is postponed bets will stand providing the event is rescheduled to take place before the closing ceremony.

Settlement

Bet settlement is based on the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications or alterations, for whatever reason, will be disregarded;

All bets will be "all in", compete or not, unless otherwise stated.

In the event of more than one medal being awarded for the same position dead heat rules apply.

Betting on the championship medal table will be settled according to the published list, following the final event. Any subsequent disqualifications or alterations will not be included.

31. Pesapallo

31.1. General Rules

31.1.1. Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description.

31.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

31.2. Fulltime Result

Select which team will win the match.
Possible selections: Home Team, Draw, Away Team.

31.3. Outrights

Select which team will win a Championship/ League/ Cup.
Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

31.3.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.
If a team does not participate in the tournament, all outright bets on this team are void.
The time declared on terminals may not correspond with the planned end of the competition.

31.4. Placebet 1-3

Select which team will finish in the Top 3 of the tournament.
Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/ Championship/ League/ Cup.

31.4.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.
If a team does not participate in the tournament, all outright bets on this team are void.
The time declared on terminals may not correspond with the planned end of the competition.

32. Politics

32.1. General Rules

Settlement

Initial officially declared election results based on votes cast and counted at time of the election will stand and any subsequent legal or constitutional challenges or amendments will not affect the settlement.
Bets combining results within a given election are not allowed.

32.2. General Election – Winner

Select the party which will win the election. If there is a merger of two or more of the listed parties, then bets on markets involving those parties which have been struck prior to the announcement will be void.

Possible selections: All parties taking part on the election.

Outright Settlement

Bets on the general election winner will be based on the party which gains the most seats in parliament. Dead heat rules may apply

Seat Totals Settlement

Seat totals (or national equivalent) for each party will be settled as declared by the national electoral body following the declaration of all seats. In the UK, a sitting Speaker's seat will not count for any party's seat totals.

32.3. General Election - Overall Majority

Bets on an Overall Majority require the Party to win an absolute majority of the seats contested on polling day (e.g. 326 out of 650). If no party does so then "No Majority" will be settled as the winner.

Possible selections: All parties, No Overall Majority

32.4. General Election – Next Government

If in doubt, the legitimacy of a new government or prime minister after an election for settlement purposes must be ratified by passing a vote in the newly formed parliament.

Possible selections: All parties

32.5. Presidential Election – Winning Party

Select the party which will win the election.

Possible selections: All parties with candidates

Settlement

All bets will be settled on party of the Presidential election winner, not the person who is inaugurated as President.

32.6. Who Will win the Presidential Election

Select who will win the Presidential election.

Possible selections: All candidates for the election.

Settlement

All bets will be settled on the Presidential election winner, not the person who is inaugurated as President. If a given candidate resigns, bets placed on that candidate will stand. If an additional candidate takes part in the Presidential election, bets placed on existing candidates will stand.

32.7. Political Positions

Select who will win be the next holder of a specific political office or party leadership. Bet settlement will be based on the next person officially appointed to the role on a permanent basis.

Temporary, interim or automatic appointments will not count for settlement purposes.

Possible selections: All candidates

33. Pool

33.1. General Rules

Settlement

Bets on player-based markets will be settled where a result is declared, except where no more play takes place due to abandonment or curtailment of tournament.

Bets on tournament outright winner will stand where an official result is declared regardless of any change to the competition format. However, all subsidiary markets (e.g. correct score, margin of victory, etc.) will be void unless a result has already been determined;

33.2. Match Bets

The player who progresses through to the next round will be settled as a winner, as long as one of the players has broken off at the start of the first rack. If there is no break off then all bets are void.

33.3. Other Match, Session & Rack markets

The required number of racks to win have to be played, otherwise all bets will be void. If a rack is not completed, any bets on that rack will be void.

33.4. Team Based Events (e.g Mosconi Cup)

The required number of racks to win have to be played, otherwise all bets will be void. If a rack is not completed, any bets on that rack will be void.

34. Rugby League

34.1. General Rules

34.1.1. Settlement

All markets are settled according to the official result after regular match time (80 minutes) unless otherwise stated in the market description. If a winning market has already been established prior to abandonment e.g. 1st Half Result, all bets on this markets stand.

34.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

34.2. Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

34.3. Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct.

Overtime does not count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw

/ Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

34.4. Total Points Odd/Even

Select whether the total points in the regular match time will be odd or even. Possible selections: Odd, Even.

34.5. Total Points

Select the total points scored in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.x points, Under x.x points.

34.6. Total Points & Match Betting

Select the full-time result and total points scored. Bets must indicate both the full-time winner and total points.

Possible selections: Under x.5 points and Home Team, Under x.5 points and Draw, Under x.5 points and Away Team, Over x.5 points and Home Team, Over x.5 points and Draw, Over x.5 points and Away Team.

34.7. Over/Under Points Home Team

Select the total number of points scored by the home team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

34.8. Over/Under Points Away Team

Select the total number of points scored by the away team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

34.9. Handicap

Select the winner after the handicap spread has been applied to the official end result.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

34.10. Winning Margin

Select the winning team and their exact goal superiority over their opponents.

Possible selections: Home Team 1-7, Home Team 8-14, Home Team 15+, Away Team 1-7, Away Team 8-14, Away Team 15+, Draw.

Settlement

e.g.: If the home team wins the match 32:21, the selection "Home Team 8-14" is the winning selection.

Extra time does not count.

34.11. 1st Half - Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

34.12. 1st Half – Draw no Bet

Select which team will win the first half.

Possible selections: Home Team, AwayTeam.

34.12.1. Settlement

If the first half ends with a draw, all bets on this market are void.

34.13. 1st Half – Odd/Even

Select whether the number of total points scored in the first half will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

34.14. 1st Half – Handicap

Select the winner of the first half, after the handicap spread has been applied to the 1st half – result.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

34.15. Highest Scoring Half

Select in which half more points will be scored.

Possible selections: 1st Half, 2nd Half, equal.

34.16. To win the rest of the match

Select the winner of the period from the time the bet was placed until the end of the match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 17:12) is the current match score. Only points scored after bet placement will count. Any points scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

34.17. 1st Half- Who wins the rest

Select the winner of the period from the time the bet was placed until the end of the first half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 9:3) is the current match score. Only points scored after bet placement will count. Any points scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

34.18. Double Chance

Select one of three options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team). Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

34.19. Draw no Bet

Select which team will win the match.

Possible selections: Home Team, Away Team.

34.19.1. Settlement

If the match ends with a draw, all bets on this market are void.

34.20. Match Result Draw No Bet

Select which team will win the match.

Possible selections: Home Team, Away Team.

34.21. To Qualify

Select which team will advance.

Possible selections: Home Team, Away Team.

34.21.1. Settlement

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. For settlement purposes the initial official result, published by the official governing body immediately after the match/event is finished, will be considered final.

34.22. 1st Half – Total Points

Select the total number of points scored in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.x , Under x.x .

34.23. 1st Half Double Chance

Select one of three first half result options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team). Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

34.24. Race to X Points

Select which team will be the first one to score a specified (X) number of points.

If neither team scores this number (X) of points, bets will be void.

Possible selections: Home Team, Away Team.

34.25. 1st Half - Totals Hometeam

Select the total points scored by Home Team in the first half to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

34.26. 1st Half - Totals Awayteam

Select the total points scored by Away Team in the first half to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

34.27. 1st Half – Handicap (3 Way)

Select the winner of the first half after the handicap spread has been applied to the first half result.

Possible selections: Home Team, Draw, Away Team.

34.28. 2nd Half – Result

Select which team will win the second half.

Possible selections: Home Team, Draw, Away Team.

34.29. Total Tries

Select the total tries scored in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

34.30. Total Tries Home Team

Select the total tries scored by the Home Team in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

34.31. Total Tries Away Team

Select the total tries scored by the Away Team in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

34.32. Team to Score 1st Try

Select which team will score the first try.

Possible selections: Home Team, No Try, Away Team.

34.33. 1st Try Converted

Select whether the conversion after the 1st try is successful or not.

Possible selections: Yes, No.

34.34. Team To Score Last Try

Select which team will score the last try in the match.

Possible selections: Home Team, No Try, Away Team.

34.35. Team To Score Try #X

Select which team will score the stated try. In the event that no team will score the given try, bets will be void.

Possible selections: Home Team, Away Team.

34.36. 1st Half - Total Tries

Select the total tries scored in the first half to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

34.37. First Tryscorer

Select which player will score the first try.

Possible selections: List of players.

Settlement

For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. If the player comes on after the first try was scored, the bets on this player are void.

34.38. Anytime Tryscorer

Select which player will score a try at any time during the match.

Possible selections: List of players.

Settlement

If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time.

34.39. Last Tryscorer

Select which player will score the first try.

Possible selections: List of players.

Settlement

If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time.

34.40. Sending Off?

Select if any player on the field will receive a red card in regular match time.

Possible selections: Yes, No.

34.41. Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

34.41.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

34.42. Placebet

Select which team will finish in the Top x of the tournament.

Possible selections: All teams which have the chance to be in the Top x of the Tournament/ Championship/ League/ Cup.

34.42.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

35. Rugby Union

35.1. General Rules

35.1.1. *Settlement*

All markets are settled according to the official result after regular match time (80 minutes) unless otherwise stated in the market description. If a winning market has already been established prior to abandonment e.g. 1st Half Result, all bets on this markets stand.

35.1.2. *Abandoned/Postponed Information*

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

35.2. Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

35.3. Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct.

Overtime does not count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw

/ Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

35.4. Total Points Odd/Even

Select whether the total points in the regular match time will be odd or even.

Possible selections: Odd, Even.

35.5. Total Points

Select the total points scored in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.x points, Under x.x points.

35.6. Total Points & Match Betting

Select the full-time result and total points scored. Bets must indicate both the full-time winner and total points.

Possible selections: Under x.5 points and Home Team, Under x.5 points and Draw, Under x.5 points and Away Team, Over x.5 points and Home Team, Over x.5 points and Draw, Over x.5 points and Away Team.

35.7. Over/Under Points Home Team

Select the total number of points scored by the home team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. Possible selections: Over x.5 goals, Under x.5 goals.

35.8. Over/Under Points Away Team

Select the total number of points scored by the away team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. Possible selections: Over x.5 goals, Under x.5 goals.

35.9. Handicap

Select the winner after the handicap spread has been applied to the official end result.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Winning Margin

Select the winning team and their exact goal superiority over their opponents.

Possible selections: Home Team 1-7, Home Team 8-14, Home Team 15+, Away Team 1-7, Away Team 8-14, Away Team 15+, Draw.

Settlement

e.g.: If the home team wins the match 32:21, the selection "Home Team 8-14" is the winning selection. Extra time does not count.

35.10. 1st Half - Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

35.11. 1st Half – Draw no Bet

Select which team will win the first half.

Possible selections: Home Team, Away Team.

28.11.1. Settlement

If the first half ends with a draw, all bets on this market are void.

35.12. 1st Half – Odd/Even

Select whether the number of total points scored in the first half will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

35.13. 1st Half – Handicap

Select the winner of the first half, after the handicap spread has been applied to the 1st half – result.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

35.14. Highest Scoring Half

Select in which half more points will be scored.

Possible selections: 1st Half, 2nd Half, equal.

35.15. To win the rest of the match

Select the winner of the period from the time the bet was placed until the end of the match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 17:12) is the current match score. Only points scored after bet placement will count. Any points scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

35.16. 1st Half- Who wins the rest

Select the winner of the period from the time the bet was placed until the end of the first half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 9:3) is the current match score. Only points scored after bet placement will count. Any points scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

35.17. Double Chance

Select one of three options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team). Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

35.18. Draw no Bet

Select which team will win the match.

Possible selections: Home Team, Away Team.

35.18.1. Settlement

If the match ends with a draw, all bets on this market are void.

35.19. To Qualify

Select which team will advance.

Possible selections: Home Team, Away Team.

Settlement

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. For settlement purposes the initial official result, published by the official governing body immediately after the match/event is finished, will be considered final.

35.20. 1st Half – Total Points

Select the total number of points scored in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.x , Under x.x .

35.21. 1st Half Double Chance

Select one of three first half result options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

35.22. Race to X Points

Select which team will be the first one to score a specified (X) number of points.

If neither team scores this number (X) of points, bets will be void.

Possible selections: Home Team, Away Team.

35.23. 1st Half - Totals Hometeam

Select the total points scored by Home Team in the first half to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

35.24. 1st Half - Totals Awayteam

Select the total points scored by Away Team in the first half to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

35.25. 1st Half – Handicap (3 Way)

Select the winner of the first half after the handicap spread has been applied to the first half result.

Possible selections: Home Team, Draw, Away Team.

35.26. 2nd Half – Result

Select which team will win the second half.

Possible selections: Home Team, Draw, Away Team.

35.27. Total Tries

Select the total tries scored in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x , Under x.x.

35.28. Total Tries Home Team

Select the total tries scored by the Home Team in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

35.29. Total Tries Away Team

Select the total tries scored by the Away Team in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

35.30. Team to Score 1st Try

Select which team will score the first try.

Possible selections: Home Team, No Try, Away Team.

35.31. 1st Try Converted

Select whether the conversion after the 1st try is successful or not.

Possible selections: Yes, No.

35.32. Team To Score Last Try

Select which team will score the last try in the match.

Possible selections: Home Team, No Try, Away Team.

35.33. Team To Score Try #X

Select which team will score the stated try. In the event that no team will score the given try, bets will be void.

Possible selections: Home Team, Away Team.

35.34. 1st Half - Total Tries

Select the total tries scored in the first half to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

35.35. First Tryscorer

Select which player will score the first try.

Possible selections: List of players.

Settlement

For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. If the player comes on after the first try was scored, the bets on this player are void.

35.36. Anytime Tryscorer

Select which player will score a try at any time during the match.

Possible selections: List of players.

Settlement

If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time.

35.37. Last Tryscorer

Select which player will score the first try.

Possible selections: List of players.

Settlement

If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time.

35.38. Sending Off?

Select if any player on the field will receive a red card in regular match time.

Possible selections: Yes, No.

35.39. Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

35.39.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

35.40. Placebet

Select which team will finish in the Top x of the tournament.

Possible selections: All teams which have the chance to be in the Top x of the Tournament/ Championship/ League/ Cup.

35.40.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.
The time declared on terminals may not correspond with the planned end of the competition.

36. Snooker

36.1. General Rules

36.1.1. Settlement

All bets on postponed matches that have not started will be void, unless the match is re-scheduled and completed within the next 24 hours. In this case, bets will stand.

If a match starts but is not completed, the player progressing through to the next round will be deemed the winner for the purpose of settlement provided at least one frame has been completed, otherwise bets are void. All other markets will be void except where the outcome has already been determined at the time of abandonment.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition.

36.1.2. Abandoned/Postponed Information

Markets for both the First Legal Red and First Legal Colour will be settled immediately, irrespective of whether a frame is re-racked. Any markets related to score in the frame or break size will be settled at the conclusion of the frame unless result is determined prior to re-rack.

Markets for Frame Winner, Frame Winner In-Running and Total Points will be settled at the end of the re-racked frame. Only play after the re-rack will count for settlement purposes.

36.2. Match Betting (2way)

Select the winner of the match.

Possible selections 2-Way: Player 1, Player 2.

Possible selections 3-Way: Player 1, Draw, Player 2.

36.3. Handicap

Select the winner after the frames handicap has been applied to the official end result.

Possible selections: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

36.4. Total Frames

Select the total number of frames in the match to be over (more than), between or under (less than) the given value. The number of frames of both participants will be combined. Possible selections: Under y, Between y – x, Over x.

36.5. Correct Score

Select the correct score. If the full number of sets/frames is not completed, bets are void.

Possible selections: Any possible outcome.

36.6. Match Centuries

Select how many Centuries will be in the whole match.

Possible selections: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

36.7. Player 1 – Match Centuries

Select how many Centuries Player 1 will have in the whole match.

Possible selections: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

36.8. Player 2 – Match Centuries

Select how many Centuries Player 2 will have in the whole match.

Possible selections: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

36.9. Highest Break in Match

Select the player who will have the highest break in the match.

Possible selections: Player 1, Draw, Player 2.

36.10. Match Highest Break

Select the total number of points of the highest break in the match to be over (more than), between or under (less than) the given value.

Possible selections: Under y, Between y – x, Over x.

36.11. Player 1 – Highest Break

Select the total number of points of the highest break of Player 1 in the match to be over (more than), between or under (less than) the given value. Possible selections: Under y, Between y – x, Over x.

36.12. Player 2 – Highest Break

Select the total number of points of the highest break of Player 2 in the match to be over (more than), between or under (less than) the given value. Possible selections: Under y, Between y – x, Over x.

36.13. Frame X - Winner

Select the player which will win the specified Frame X.
Possible selections: Participant 1, Participant 2.

36.14. Frame X – Total Points

Select either the total number of points played in the specified frame (X) are over (more than) or under (less than) the value you choose. If exactly the value is the score, bets will be void. Possible selections: Over x.5 Points, Under x.5 Points.

36.15. Frame X – Highest Break

Select the total number of points of the highest break in the specified frame to be over (more than), between or under (less than) the given value.
Possible selections: Under y, Between y – x, Over x.

36.16. Frame X – Break Y +

Select either the total number of points of the highest break in the frame are higher or lower than the given value.
Possible selections: Yes, No.

36.17. Frame X – Player Y Break over Z Points

Select either the highest number of points played in the highest break of each player in the frame are over (more than) or under (less than) the value you choose. If exactly the value is the score, bets will be void.
Possible selections: Over x.5 Points, Under x.5 Points.

36.18. Frame X – 1st Red Potted

Select which player will pot a red ball first in the given frame.
Possible selections: Player 1, Player 2.

36.19. Frame X – 1st Colour Potted

Select which colour will be potted first in the given frame.
Possible selections: Yellow, Green, Brown, Blue, Pink, Black.

36.20. Who wins rest of the match

Select the winner of the match from the time the bet was placed until the end of the match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only frames won after bet placement will count. Any frames won prior to the time of bet placement do not count for the purpose of this wager. Possible selections: Player 1, Draw, Player 2.

36.21. Match Treble

Select a player to win the match, win the first frame and achieve the highest break in the same match. If any of these markets finish in a tie, then all bets will be settled as losers.

36.22. Session Markets

Should a player withdraw from a session, bets on any player, match, acca or totals specials for the session which involve that player will be void.

36.23. Outrights

Select which player will win the tournament.
Possible selections: All teams/participants which have the chance to win the tournament.

36.23.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team/participant does not participate in the tournament, all outright bets on this team/participant are void.

The time declared on terminals may not correspond with the planned end of the competition.

37. Soccer

37.1. General Rules

37.1.1. Settlement

All markets are settled according to the official result after regular match time (90 minutes) unless otherwise stated in the market description. 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, where all match markets will be settled based on the actual result when the game finishes (excluding any extra-time), irrespective of whether the full 90 minutes is played.

Particular youth matches end after 80 minutes which must not be indicated on the terminal.

For all card and booking points bets, any cards given to players not on the field or management and cards given after the final whistle do not count towards the point totals and settlement of this bet.

37.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. If a winning market has already been determined prior to abandonment e.g. over 0.5 goals, halftime result etc., all bets on these markets stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

37.2. Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

37.3. To Qualify

Select which team will advance.

Possible selections: Home Team, Away Team.

37.3.1. Settlement

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. For settlement purposes the initial official result, published by the official governing body immediately after the match/event is finished, will be considered final.

37.4. Draw No Bet

Select which team will win the match.

Possible selections: Home Team, Away Team.

37.4.1. Settlement

If the match ends in a draw, all bets on this market are void.

37.5. Handicap

Select the winner, after the given handicap has been applied to the official end result.

Possible selections: Home Team, Draw, Away Team.

37.6. Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct.

Overtime does not count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw

/ Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

37.7. Double Chance

Select one of three options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

37.7.1. Settlement

The bet is a winner if one of the two results occurs.

37.8. To win the rest of the match

Select the winner of the period from the time the bet was placed until the end of the match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Possible selections: Home Team, Draw, Away Team.

37.9. Rest of Match Total Goals

Select the total goals scored from the time the bet was placed until end of match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Possible selections: Over x.5 , Under x.5 .

37.10. Asian Handicap

Select the winner, after the given handicap has been applied to the official end result.

Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the match ends in a draw after handicap spread has been applied to the teams.

Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw.

Split handicap: a handicap of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The stake will be divided equally between two bets, with one half of the stake placed on the whole handicap +/- 0.0 (scratch) or more and the other half of the stake placed on the half handicap 0.5 (half of one) or more, which will be added or subtracted to the actual number of goals scored by each team. The split handicap is always the half-way point between the whole handicap and the half handicap.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

37.11. Asian Total Goals

Select the total number of goals scored in the match in regular time to be over (more than) or under (less than) the given value.

Whole goal line: If a whole number (e.g. 3.0 or 4.0) is offered as the given value and the total score

is equal to this value, bets will be void.

Possible selections: Over x.0, Under x.0.

Half goal line: Lines with x.5, see Soccer Total Goals.

Possible selections: Over x.5, Under x.5.

Split goal line: The stake will be divided equally between two bets, with one half of the stake placed on the whole goal line and the other half of the stake placed on the half goal line. The split goal line is always the half-way point between the whole goal line and the half goal line.

Possible selections x.25: Over x.25, Under x.25 (e.g. Over 3.25: half stake on Over 3.0 and half stake on Over 3.5).

Possible selections x.75: Over x.75, Under x.75 (e.g. Over 3.75: half stake on Over 3.5 and half stake on Over 4.0).

37.12. Both Teams To Score

Select whether or not both teams will score in regular match time.

Possible selections: Yes, No.

37.13. Total Goals

Select the total number of goals scored in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 goals, Under x.5 goals.

37.14. Total Goals (aggregated)

Select how many goals will be scored in the match.

Possible selections: 0 or 1 goal, 2 or 3 goals, 4 or 5 goals, 6 or more.

37.15. Total Goals (exactly)

Select how many goals will be scored in the regular match time.

Possible selections:

- No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, 4 or more goals.
- No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, 6 or more goals.
- No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, Exactly 6 goals, Exactly 7 goals, Exactly 8 goals, 9 or more goals.

- No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, Exactly 6 goals, Exactly 7 goals, Exactly 8 goals, Exactly 9 goals, 10 or more goals.

37.16. Total Goals (3 bands)

Select whether the total number of goals scored in the regular time of the match will be over (more than), under (less than) or exactly the quoted value.

Possible selections: Less Than X Goals, Exactly X Goals, More Than X Goals

37.17. Which Team To Score

Select who scores or not.

Possible selections: Home Team only, Away Team only, Both Teams, No Goal.

37.18. Total Home Team

Select the total number of goals scored by the home team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. Possible selections: Over x.5 goals, Under x.5 goals.

37.19. Total Away Team

Select the total number of goals scored by the away team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. Possible selections: Over x.5 goals, Under x.5 goals.

37.20. Goals Home Team

Select how many goals the home team will score.

Possible selections: No goal, Exactly 1 goal, Exactly 2 goals, 3 or more goals.

37.21. Goals Away Team

Select how many goals the away team will score.

Possible selections: No goal, Exactly 1 goal, Exactly 2 goals, 3 or more goals.

37.22. Odd or Even goals

Select whether the total number of goals in regular match time will be odd or even.

Possible selections: Odd, Even.

37.22.1. Settlement

Any match resulting in 0:0 will be settled as even.

37.23. Odd or Even Goals – Home Team

Select whether the total number of home team goals in regular match time will be odd or even.

Possible selections: Odd, Even.

Settlement

No home team goal will be settled as even.

37.24. Odd or Even Goals – Away Team

Select whether the total number of away team goals in regular match time will be odd or even.

Possible selections: Odd, Even.

Settlement

No away team goal will be settled as even

37.25. Correct Score

Select the exact score of a match in regular match time.

Possible selections: e.g. Home Team wins 1:0, Draw 1:1, Away Team wins 3:2, ..., Home Team wins

6:0, Draw 3:3, Away Team wins 6:0, Any Other.

37.26. Winning Margin

Select the winning team and their exact goal superiority over their opponents.

Possible selections: Home Team by 1, Home Team by 2, Home Team by 3+, Away Team by 1, Away Team by 2, Away Team by 3+, Draw.

37.26.1. Settlement

e.g.: If the home team wins the match 3:1, the selection "Home Team by 2" is the winning selection.

37.27. Matchflow (1st goal / Fulltime Result)

Select which team will score the first goal and which team will win the match. Bets must indicate both the team which scores the first goal and full-time winner. Own goals count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team, No goal.

37.28. Total Goals & Match Betting

Select the full-time result and total goals scored. Bets must indicate both the full-time winner and total goals.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

37.29. Matchbet & Both Teams to Score

Select the full-time result and if both teams score. Bets must indicate both.

Possible selections: Home Team & Yes, Home Team & No, Draw & Yes, Draw & No, Away Team & Yes, Away Team & No.

37.30. Both Teams to Score & Total Goals

Select if both teams score and total goals scored. Bets must indicate both.

Possible selections: Yes & Over, Yes & Under, No & Over, No & Under.

37.31. Double Chance & Both Teams to Score

Select the Double Chance for the full-time result and whether both teams score or not. Bets must indicate both the full-time winner and total goals.

Possible selections: Home Team/Draw & Yes, Away Team/Draw & Yes, Home Team/Away Team & Yes, Home Team/Draw & No, Away Team/Draw & No, Home Team/Away Team & No.

37.32. Double Chance & Total Goals

Select the Double Chance for the full-time result and total goals scored. Bets must indicate both the full-time winner and total goals.

Possible selections: Home Team/Draw & Over, Away Team/Draw & Over, Home Team/Away Team & Over, Home Team/Draw & Under, Away Team/Draw & Under, Home Team/Away Team & Under.

37.33. No Draw Both Teams To Score

Select that one team wins and both teams score in the regular match time.

Possible selections: Yes, No.

37.34. Clean Sheet – Home Team

Will the home team not concede any goals in regular match time.

Possible selections: Yes, No.

37.35. Clean Sheet – Away Team

Will the away team not concede any goals in the regular match time.

Possible selections: Yes, No.

37.36. Home no Bet

Select the result of the match after regular time. In the event of a homewin bets on this market are void.

Possible selections: Draw, Away Team.

37.37. Away no Bet

Select the result of the match after regular time. In the event of a awaywin bets on this market are void.

Possible selections: Home Team, Draw.

37.38. Home win to Nil

Select if the Home team wins the match without conceding a single goal.

Possible selections: Yes, No.

37.39. Away win to Nil

Select if the Away team wins the match without conceding a single goal.

Possible selections: Yes, No.

37.40. Highest Scoring Half

In which half will more goals be scored.

Possible selections: 1st Half, 2nd Half, Equal.

37.41. First Team to score

Select which team will score first in regular match time.

Possible selections: Home Team, Away Team, No Goal.

37.39. Next Goal

Select which team will score next. Only regular match time after bet placement counts and 'no goal' is an option.

Possible selections: Home Team, No Goal, Away Team.

37.40. Last Team to score

Select which team will score last in regular match time.

Possible selections: Home Team, Away Team, No Goal.

37.41. Scoring Teams

Select which team(s) will score in regular match time.

Possible selections: Both, Only Home Team, Only Away Team, No goal.

37.42. Home Team To Win Both Halves

Select if the Home Team wins both halves or not.

Possible selections: Yes, No.

37.43. Away Team To Win Both Halves

Select if the Away Team wins both halves or not.

Possible selections: Yes, No.

37.44. Home Team To Win Either Half

Select if the Home Team wins at least one of both halves.

Possible selections: Yes, No.

37.45. Away Team To Win Either Half

Select if the Away Team wins at least one of both halves.

Possible selections: Yes, No.

37.46. Both Teams to Score in 1st Half/2nd Half

Select whether or not both teams will score in the first and both teams will score in the second half.

Possible selections: No/No, Yes/No, Yes/Yes, No/Yes.

37.47. Home Team to Score in Both Halves Select if the Home Team scores a goal in both halves or not.

Possible selections: Yes, No.

37.48. Away Team to Score in Both Halves

Select if the Away Team scores a goal in both halves or not.

Possible selections: Yes, No.

37.49. First Goalscorer

Select which player will score the first goal of the match.

Possible selections: all players in the respective teams.

37.49.1. Settlement

If the player does not participate in the match or come on after the first goal was scored, the bets on this player are void. Own goals do not count.

37.50. Anytime Goalscorer

Select which player will score at any time during the match. (extra time does not count)

Possible selections: all players which are in the teams.

37.50.1. Settlement

If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. Own goals do not count.

37.51. Next Goalscorer

Select which player will score next.

Possible selections: all players which are on the field, or can come on when the bet is placed. *30.51.1. Settlement*

Substitutions of players do not affect the settlement; the bet will not be void.

37.52. Last Goalscorer

Select which player will score the last goal of the match.

Possible selections: all players in the respective teams.

37.52.1. Settlement

For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. Own goals do not count.

Wincast

A combined bet on a player to score the first goal in the match and which team will win the game in the regular time.

Settlement

If the player does not participate in the match or come on after the first goal was scored, the bets on this player will revert to a fulltime result single.

Scorecast

A combined bet on a player to score the first goal in the match and what will be the correct score of the game in the regular time.

Settlement

If the player does not participate in the match or come on after the first goal was scored, the bets on this player will revert to a correct score single.

Own Goal in Match

Select if an own goal will be scored in regular match time

Possible selections: Yes, No

Goal # X Own Goal

Select if the specific (X) goal will be an own goal (e.g. Goal #2 Own Goal)

Possible selections: Yes, No

Last Goal Own Goal

Select if the last match goal will be an own goal

Possible selections: Yes, No

Settlement

For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. Own goals do not count.

37.53. 1st Half - Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

37.54. 1st Half – Draw no Bet

Select which team will win the first half. If the first half ends in a draw, all bets on this market are void.

Possible selections: Home Team, Away Team.

37.55. 1st Half – Handicap

Select the winner of the first half after the handicap spread has been applied to the first half result.

Possible selections: Home Team, Draw, Away Team.

37.56. 1st Half – Double Chance

Select one of three options for the Halftime Result, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

37.57. 1st Half – Who wins the rest

Select the winner of the period from the time the bet was placed until the end of the first half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Possible selections: Home Team, Draw, Away Team.

37.58. Rest of 1st Half Total Goals

Select the total goals scored from the time the bet was placed until the end of the first half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Possible selections: Over x.x, Under x.x.

37.59. 1st Half – Asian Handicap

Select the winner, after the given handicap has been applied to the official first half result.

Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the first half ends in a draw after handicap spread has been applied to the teams.

Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw.

Split handicap: a handicap of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The stake will be divided equally between two bets, with one half of the stake placed on the whole handicap +/- 0.0 (scratch) or more and the other half of the stake placed on the half handicap 0.5 (half of one) or more, which will be added or subtracted to the actual number of goals scored by each team in the first half. The split handicap is always the half-way point between the whole handicap and the half handicap.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

37.60. 1st Half - Asian Total Goals

Select the total number of goals scored in the first half to be over (more than) or under (less than) the given value.

Whole goal line: If a whole number (e.g. 1.0 or 2.0) is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.0, Under x.0.

Half goal line: Lines with x.5, see Soccer 1st Half - Total Goals.

Possible selections: Over x.5, Under x.5.

Split goal line: The stake will be divided equally between two bets, with one half of the stake placed on the whole goal line and the other half of the stake placed on the half goal line. The split goal line is always the half-way point between the whole goal line and the half goal line.

Possible selections x.25: Over x.25, Under x.25 (e.g. Over 1.25: half stake on Over 1.0 and half stake on Over 1.5).

Possible selections x.75: Over x.75, Under x.75 (e.g. Over 1.75: half stake on Over 1.5 and half stake on Over 2.0).

37.61. 1st Half – Both Teams To Score

Select whether or not both teams will score in the first half.

Possible selections: Yes, No.

37.62. 1st Half – Total Goals

Select the total number of goals scored in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 goals, Under x.5 goals.

37.63. 1st Half – Total Goals (aggregated)

Select the total number of goals scored in the first half.

Possible selections: 0-1, 2-3, 4 Or More

37.64. 1st Half – Total Goals (3Way)

Select the total number of goals scored in the first half to be over (more than), under (less than) or exactly the given value

Possible selections: Less Than X Goals, Exactly X Goals, More Than X Goals

37.65. 1st Half – Totals (exactly)

Select how many goals will be scored by both teams in the first half.

Possible selections: No goals, Exactly 1 goal, 2 or more goals.

37.66. 1st Half – First Team to score Select

which team will score first in the first half. Possible selections: Home Team, Away Team, No Goal.

37.67. 1st Half – Next Goal

Select which team will score next in the first half.

Possible selections: Home Team, No Goal, Away Team.

37.68. 1st Half – Goals Home Team

Select how many goals the home team will score in the first half.

Possible selections: No goal, Exactly 1 goal, Exactly 2 goals, 3 or more goals.

37.69. 1st Half – Goals Away Team

Select how many goals the away team will score in the first half.

Possible selections: No goal, Exactly 1 goal, Exactly 2 goals, 3 or more goals.

37.70. 1st Half – Time of 1st Goal

Select in which matchminute-interval the first goal will be scored in the first half. Any added Injury or stoppage times count as minute 45. Duration of interval: 5 minutes

Possible selections: 00:00 – 04:59, 05:00 – 09:59, 10:00 – 14:59, 15:00 – 19:59, 20:00 – 24:59, 25:00 – 29:59, 30:00 – 34:59, 35:00 – 39:59, 40:00 – Halftime, No Goal

37.71. 1st Half – Clean Sheet Home Team

Will the home team not concede any goals in the first half.

Possible selections: Yes, No.

37.72. 1st Half – Clean Sheet Away Team

Will the away team not concede any goals in the first half.

Possible selections: Yes, No.

37.73. 1st Half – Odd/Even

Select whether the total number of goals scored in the first half will be odd or even.

Possible selections: Odd, Even.

37.73.1. Settlement

Any match resulting in 0:0 will be settled as even.

37.74. 1st Half – Correct Score

Select the exact score of the first half.

Possible selections: e.g. Home Team wins 1:0, Draw 0:0, Away Team wins 1:0, ..., Home Team wins

2:1, Draw 2:2, Away Team wins 2:1, any other result (pre-match only).

37.75. 1st Half - Totals & 1st Half Result

Select the half-time result and total goals scored in the first half. Bets must indicate both.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

37.76. 1st Half - Matchbet & Both Teams to Score

Select the half-time result and if both teams score in the first half. Bets must indicate both.

Possible selections: Home Team & Yes, Home Team & No, Draw & Yes, Draw & No, Away Team & Yes, Away Team & No.

37.77. 2nd Half – Result

Select which team will win the second half.

Possible selections: Home Team, Draw, Away Team.

37.78. 2nd Half - Draw no Bet

Select which team will win the second half. If the second half ends in a draw, all bets on this market are void.

Possible selections: Home Team, Away Team.

37.79. 2nd Half – Handicap

Select the winner of the second half after the handicap spread has been applied to the second half result.

Possible selections: Home Team, Draw, Away Team.

37.80. 2nd Half - Double Chance

Select one of three options for the second half result, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

37.81. 2nd Half – Both Teams To Score

Select whether or not both teams will score in the second half.

Possible selections: Yes, No.

37.82. 2nd Half – Total Goals

Select the total number of goals scored in the second half are over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 goals, Under x.5 goals.

37.83. 2nd Half – Total Goals (3Way)

Select the total number of goals scored in the second half to be over (more than), under (less than) or exactly the given value

Possible selections: Less Than X Goals, Exactly X Goals, More Than X Goals.

37.84. 2nd Half – Totals (exactly)

Select how many goals will be scored by both teams in the second half.

Possible selections: No goals, Exactly 1 goal, 2 or more goals.

37.85. 2nd Half - Time of 1st Goal

Select in which minute-interval the first goal of second half will be scored. Any added Injury or stoppage times count as minute 90. Duration of interval: 5 minutes

Possible selections: Halftime – 49:59, 50:00 – 54:59, 55:00 – 59:59, 60:00 – 64:59, 65:00 – 69:59, 70:00 – 74:59, 75:00 – 79:59, 80:00 – 84:59, 85:00 – Fulltime, No Goal

37.86. 2nd Half - First Team to score

Select which team will score first in second half. Possible

selections: Home Team, Away Team, No Goal.

37.87. 2nd Half – Odd/Even

Select whether the total number of goals scored in the second half will be odd or even.

Possible selections: Odd, Even.

37.88. 2nd Half – Correct Score

Select the exact score of the second half.

Possible selections: e.g. Home Team wins 1:0, Draw 0:0, Away Team wins 1:0, ..., Home Team wins

2:1, Draw 2:2, Away Team wins 2:1, any other result (pre-match only).

37.89. Both Halves Over 1.5 Goals

Select if there will be more than one goal in every half or not.

Possible selections: Yes, No.

37.90. Both Halves Under 1.5 Goals

Select if there will be less than two goals in every half or more.

Possible selections: Yes, No.

37.91. First 10 Minutes Result

Select which team will be in the lead after 10 minutes.

Possible selections: Home Team, Draw, Away Team.

37.92. Match Result after X Minutes

Select which team is in the lead after X minutes matchtime.

Possible selections: Home Team, Draw, Away Team.

37.93. Matchbet Min. X – Y

Select which team will win the match minute-interval (e.g. Matchbet Min 00:00 – 14:59)

Possible selections: Home Team, Draw, Away Team.

37.94. Total Goals After X Minutes

Select how many goals are scored after the given minutes (e.g. Total Goals After 15 Minutes: How many goals are scored from Kick Off until 14:59 matchtime). Possible selections: Over x.5, Under x.5.

37.95. Time of First Goal

Select in which matchminute-interval the first goal will be scored. Any added Injury or stoppage times count as minute 45 / 90. Duration of interval: 15 minutes

Possible selections: 00:00 – 14:59, 15:00 – 29:59, 30:00 – Half Time, Half Time – 59:59, 60:00 – 74:59, 75:00 – Full Time, No Goal.

37.96. Time of Next Goal

Select when the next goal will be scored. The score listed in brackets, e.g. (score 3:2) is the current match score.

Possible selections 10 minutes' interval: 00:00 – 09:59, 10:00 – 19:59, 20:00 – 29:59, 30:00 – 39:59, 40:00 – 49:59, 50:00 – 59:59, 60:00 – 69:59, 70:00 – 79:59, 80:00 – Full Time, No Goal.

Possible selections 15 minutes' interval: 00:00 – 14:59, 15:00 – 29:59, 30:00 – Half Time, Half Time – 59:59, 60:00 – 74:59, 75:00 – Full Time, No Goal. *30.90.1. Settlement*

In case the next goal gets scored in overtime, the result "no goal" would be a winner.

37.97. Home Team Goal – Xth to Xth Minute

Select if the home team scores a goal in the given minute-interval value (e.g. home team Goal 00:00 – 14:59). Any added Injury or stoppage times count as minute 45/90. Duration of interval: 15 minutes

Possible selections: Yes, No

37.98. Away Team Goal – Xth to Xth Minute

Select if the away team scores a goal in the given minute-interval value (e.g. home team Goal 00:00 – 14:59). Any added Injury or stoppage times count as minute 45/90. Duration of interval: 15 minutes

Possible selections: Yes, No

37.99. Time of Goal # X

Select the match minute of specific (X) goal is over (more than) or under (less than) the given value.

Possible selections: Under Minute X, Over Minute X, No Goal

37.100. Home Team - Time of Goal # X

Select the match minute of specific (X) home team goal is over (more than) or under (less than) the given value.

Possible selections: Under Minute X, Over Minute X, No Goal

37.101. Away Team – Time of Goal # X

Select the match minute of specific (X) away team goal is over (more than) or under (less than) the given value.

Possible selections: Under Minute X, Over Minute X, No Goal

37.102. Home Team - Time of Goal X

Select in which match minute-interval the specific (X) home team goal will be scored. The score listed in brackets, e.g. (score 3:2) is the current match score. Any added Injury or stoppage times count as minute 45 / 90.

Duration of interval: 15 minutes

Possible selections 15 minutes' interval: 00:00 – 14:59, 15:00 – 29:59, 30:00 – Half Time, Half Time – 59:59, 60:00 – 74:59, 75:00 – Full Time, No Goal.

37.103. Away Team - Time of Goal X

Select in which match minute-interval the specific (X) away team goal will be scored. The score listed in brackets, e.g. (score 3:2) is the current match score. Any added Injury or stoppage times count as minute 45 / 90.

Duration of interval: 15 minutes

Possible selections 15 minutes' interval: 00:00 – 14:59, 15:00 – 29:59, 30:00 – Half Time, Half Time – 59:59, 60:00 – 74:59, 75:00 – Full Time, No Goal.

37.104. Goal X In Which Half

Select in which half the specific (X) goal will be scored.

Possible selections: First Half, Second Half, No Goal

37.105. Home Team - Goal X In Which Half

Select in which half the specific (X) home team goal will be scored.

Possible selections: First Half, Second Half, No Goal

37.106. Away Team - Goal X In Which Half

Select in which half the specific (X) away team goal will be scored.

Possible selections: First Half, Second Half, No Goal

37.107. Corner Bet

Select which team will have more corners in the match.

Possible selections: Home Team, Draw, Away Team.

37.108. Corner Handicap

Select the team with more corners after the handicap spread has been applied to the corner score.

Possible selections: Home Team, Draw, Away Team.

37.109. Total Corners

Select the total number of corners in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of corners is equal to this value, bets will be void. The corners for both teams will be combined. Possible selections: Over x.5 corners, Under x.5 corners.

37.110. Total Corners (aggregated)

Select how many corners both teams will have from three set choices. The corners for both teams will be combined.

Possible selections: Less than 9 corners, 9 to 11 corners, 12 or more corners.

Total Corners Range

Select what will be the range of corners taken by both teams in the match.

Possible selections: 0 to 5, 6 to 10, 11 to 15, 16 or more.

37.111. Total Corners – Home Team

Select the number of corners of the home team in the match to be over (more than) or under (less than) the given value.

Possible selections: Over x.5 corners, Under x.5 corners.

37.112. Total Corners – Away Team

Select the number of corners of the home team in the match to be over (more than) or under (less than) the given value.

Possible selections: Over x.5 corners, Under x.5 corners.

37.113. Corners – Home Team

Select how many corners the Home Team will have from four set choices.

Possible selections: Less Than 3 Corners, 3 Or 4 Corners, 5 or 6 Corners, 7 Or More.

37.114. Corners – Away Team

Select how many corners the Away Team will have from four set choices.

Possible selections: Less Than 3 Corners, 3 Or 4 Corners, 5 or 6 Corners, 7 Or More.

37.115. Corners - Odd/Even

Select whether the total number of corners in the match will be odd or even. The corners for both teams will be combined.

Possible selections: Odd, Even.

37.116. First Corner

Select which team will have the first corner in the match.

Possible selections: Home Team, Away Team, none.

37.117. Time of 1st Corner

Select in which match minute-interval the first corner will be taken. Any added Injury or stoppage times count as minute 45 / 90. Duration of interval: 10 minutes

Possible selections 10 minutes' interval: 00:00 – 09:59, 10:00 – 19:59, 20:00 – 29:59, 30:00 – 39:59, 40:00 – 49:59, 50:00 – 59:59, 60:00 – 69:59, 70:00 – 79:59, 80:00 – Full Time, No Corner.

37.118. Home Team – Time of First Corner

Select in which match minute-interval the first home team corner will be taken. Any added Injury or stoppage times count as minute 45 / 90. Duration of interval: 10 minutes

Possible selections 10 minutes' interval: 00:00 – 09:59, 10:00 – 19:59, 20:00 – 29:59, 30:00 – 39:59, 40:00 – 49:59, 50:00 – 59:59, 60:00 – 69:59, 70:00 – 79:59, 80:00 – Full Time, No Corner.

37.119. Away Team – Time of First Corner

Select in which matchminute-interval the first away team corner will be taken. Any added Injury or stoppage times count as minute 45 / 90. Duration of interval: 10 minutes

Possible selections 10 minutes' interval: 00:00 – 09:59, 10:00 – 19:59, 20:00 – 29:59, 30:00 – 39:59, 40:00 – 49:59, 50:00 – 59:59, 60:00 – 69:59, 70:00 – 79:59, 80:00 – Full Time, No Corner.

37.120. Nexttrner Team

Select the team which receives the next corner. The score listed in brackets, e.g. (score 3:2) is the current score.

Possible selections: Home Team, No Corners, Away Team.

37.121. Last Corner

Select which team will have the last corner in the match.

Possible selections: Home Team, Away Team, none.

37.122. 1st Half - Corner Bet

Select which team will have more corners in the first half.

Possible selections: Home Team, Draw, Away Team.

37.123. 1st Half - Corner Handicap

Select the Team with more corners in the first half, after the handicap has been applied to the 1st half – corner score.

Possible selections: Home Team, Draw, Away Team.

37.124. 1st Half – Total Corners

Select the total number of corners in the first half are over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of corners is equal to this value, bets will be void. The corners for both teams will be combined.

Possible selections: Over x.5 corners, Under x.5 corners.

37.125. 1st Half – Total Corners (aggregated)

Select how many corners both teams will have in the first half. The corners for both teams will be combined.

Possible selections: Less than 5 corners, 5 to 6 corners, 7 or more corners.

37.126. 1st Half - Total Corners – Home Team

Select the number of corners of the home team in the first half to be over (more than) or under (less than) the given value.

Possible selections: Over x.5 corners, Under x.5 corners.

37.127. 1st Half - Total Corners – Away Team

Select the number of corners of the away team in the first half to be over (more than) or under (less than) the given value.

Possible selections: Over x.5 corners, Under x.5 corners.

37.128. 1st Half – Corners – Home Team

Select how many corners the Home Team will have in the 1st Half from four set choices.

Possible selections: 0 Or 1 Corner, Exactly 2 Corners, Exactly 3 Corners, 4 Or More.

37.129. 1st Half – Corners – Away Team

Select how many corners the Away Team will have in the 1st Half from four set choices.

Possible selections: 0 Or 1 Corner, Exactly 2 Corners, Exactly 3 Corners, 4 Or More.

37.130. 1st Half – Corners - Odd/Even

Select whether the total number of corners in the first half will be odd or even. The corners for both teams will be combined.

Possible selections: Odd, Even.

37.131. 1st Half – First Corner

Select which team will have the first corner in the first half.

Possible selections: Home Team, Away Team, None.

37.132. 1st Half – Last Corner

Select which team will have the last corner in the first half.

Possible selections: Home Team, Away Team, None.

37.133. 2nd Half – Total Corners (aggregated)

Select how many corners both teams will have in the second half. The corners for both teams will be combined.

Possible selections:

- Less Than 5 Corners, 5 to 6 Corners, 7 Or More
- Less Than 4 Corners, 4 to 6 Corners, 7 to 9 Corners, 10 Or More.
- Less Than X Corners, X to Y Corners, More Than Y Corners.

37.134. 2nd Half – Total Corners (exactly)

Select whether the total number of corners taken by both teams in the second half will be over (more than), under (less than) or exactly the quoted value.

Possible selections: Under X corners, Exactly X corners, Over X corners.

37.135. 2nd Half – First Corner

Select which team will have the first corner in the second half.

Possible selections: Home Team, Away Team, None.

37.136. Sending Off?

Select if any player on the field will receive a red card in regular match time.

Possible selections: Yes, No.

37.137. 1st Half – Red Card

Select if any player on the field will receive a red card in the first half.

Possible selections: Yes, No.

37.138. 2nd Half – Red Card

Select if any player on the field will receive a red card in the second half.

Possible selections: Yes, No.

37.139. Red Card – Home Team

Select if any player of the Home Team will receive a red card in regular match time.

Possible selections: Yes, No.

37.140. Red Card – Away Team

Select if any player of the Away Team will receive a red card in regular match time.

Possible selections: Yes, No.

37.141. 1st Half – Red Card Home Team

Select if any player of the Home Team will receive a red card in the first half.

Possible selections: Yes, No.

37.142. 1st Half – Red Card Away Team

Select if any player of the Away Team will receive a red card in the first half.

Possible selections: Yes, No.

37.143. Total Cards

Select whether the total number of cards in the match in regular time will be over (more than) or under (less than) the quoted value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void. The result is determined by the total number of bookings awarded to both teams.

Cards:

- Yellow Card = 1 Cards.
- Red Card = 2 Cards.
- Yellow + Yellow Cards leading to a Red Card = 3 Cards.

Possible selections: Over x.5 Cards, Under x.5 Cards. Over x.0 Cards, Under x.0 Cards.

37.144. Total Cards (exactly)

Select how many cards will be awarded to both teams in regular match time. The cards of both teams will be combined.

Cards:

- Yellow Card = 1 Card.
- Red Card = 2 Cards.
- Yellow + Yellow Cards leading to a Red Card = 3 Cards.

Possible selections: 3 or less, 4, 5, 6, 7, 8, 9, 10, 11, 12 or more.

37.145. Total Booking Points (3 Way)

Select how many booking points will be awarded to both teams in regular match time. The bookings of both teams will be combined.

Bookings:

- Yellow Card = 10 Booking Points
- Red Card = 25 Booking Points

Possible selections: Under X Points, X to Y Points, More Than Y Points

37.146. Bookings – Home Team

Select the number of bookings in the match for the home team in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings.

Possible selections: Over x.5 bookings, Under x.5 bookings.

Select the number of bookings in the match for the away team in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void. Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings.

Possible selections: Over x.5 bookings, Under x.5 bookings.

37.147. First Booking

Select which team will receive the first booking in regular match time.

Possible selections: Home Team, Away Team, no bookings.

37.147. Next Carded Team

Select the team which receives the next booking. The score listed in brackets, e.g. (score 3:2) is the current score.

Cards:

Yellow Card: 1 Card.

Red Card: 1 Card.

Yellow-Red Card: 2 Cards.

37.148. Penalty Awarded

Select if a penalty is awarded in regular match time.

Possible selections: Yes, No

37.149. 1st Half Penalty Awarded

Select if a penalty is awarded in the first half.

Possible selections: Yes, No

37.150. 2nd Half Penalty Awarded

Select if a penalty is awarded in the second half.

Possible selections: Yes, No

37.151. Penalty Scored

Select if a penalty goal will be scored in regular match time.

Possible selections: Yes, No

37.152. 1st Half – First Card

Select which team will receive the first card in the first half.

Possible selections: Home Team, Away Team, no cards.

37.153. 1st Half – Match Cards

Select which team will receive the most cards during the first half.

Cards:

- Yellow Card = 1 Card.
- Red Card = 2 Cards.
- Yellow + Yellow Cards leading to a Red Card = 3 Cards.

Possible selections: Home Team, Draw, Away Team.

37.154. 1st Half – Total bookings

Select the total number of bookings in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void. The bookings for both teams will be combined.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings.

Possible selections: Over x.5 bookings, Under x.5 bookings.

37.155. 1st Half – Total bookings (exactly)

Select how many bookings will awarded to both teams in the first half. The bookings for both teams will be combined.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings.

Possible selections: 0, 1, 2, 3, 4, 5, 6 or more.

37.156. 1st Half – Total bookings – Home Team

Select the number of bookings in the first half for the home team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings.

Possible selections: Over x.5 bookings, Under x.5 bookings.

37.157. 1st Half – Total bookings – Away Team

Select the number of bookings in the first half for the away team to be over (more than) or under

(less than) the given value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings.

Possible selections: Over x.5 bookings, Under x.5 bookings.

37.158. 1st Half – First booking

Select which team will receive the first booking in the first half.

Possible selections: Home Team, Away Team, no bookings.

37.159. First Card Before

Select when the first card will be given.

Possible selections: Card Before Minute X, Card After Minute X.

Next Carded Team

Select which team receives the next card. If no more players are booked, bets will be void.

Possible selections: Home Team, Away Team.

37.159. Team with Most Bookings Points

Select which team will get more booking points.

Booking points:

Yellow Card = 10 points

Red Card = 25 points.

Two Yellow Cards result in an automatic Red, and is awarded 35 points.

Possible selections: Home Team, Draw, Away Team.

37.160. Bookings Points Handicap

Select the team with more bookings points, after the given handicap value has been applied.

Booking points:

Yellow Card = 10 points

Red Card = 25 points.

Two Yellow Cards result in an automatic Red, and is awarded 35 points.

Possible selections: Home Team, Draw, Away Team.

37.161. Total booking points

Select the total number of booking points in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of booking points is equal to this value, bets will be void. The booking points for both teams will be combined.

Booking points:

Yellow Card = 10 points

Red Card = 25 points.

Two Yellow Cards result in an automatic Red, and is awarded 35 points. Possible selections: Over x.5 booking points, Under x.5 booking points.

37.162. Total booking points (aggregated)

Select how many booking points will be awarded to both teams in regular match time. The booking points of both teams will be combined.

Booking points:

Yellow Card = 10 points

Red Card = 25 points.

Two Yellow Cards result in an automatic Red, and is awarded 35 points.
Possible selections: 0 to 30, 31 to 45, 46 to 60, 61 to 75, 76 or more.

37.163. 1st Half – Total booking points

Select the total number of booking points in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of booking points is equal to this value, bets will be void. The booking points for both teams will be combined. Booking points:

Yellow Card = 10 points
Red Card = 25 points.

Two Yellow Cards result in an automatic Red, and is awarded 35 points. Possible selections: Over x.5 booking points, Under x.5 booking points.

37.164. 1st Half – Total booking points (aggregated)

Select how many booking points will be awarded to both teams in the first half. The booking points for both teams will be combined.
Booking points:

Yellow Card = 10 points
Red Card = 25 points.

Two Yellow Cards result in an automatic Red, and is awarded 35 points.
Possible selections: 0 to 10, 11 to 25, 26 to 40, 40 or more.

37.165. How will the match be decided Select which team wins when in knockout competitions.

Possible selections: Home Team To Win In Regular Time, Home Team To Win In Extra Time, Home Team To Win On Penalties, Away Team To Win In Regular Time, Away Team To Win In Extra Time, Away Team To Win On Penalties.

37.166. Will there be overtime?

Select either there will be any overtime played in the match or not.
This bet is not available on every match, only for those where overtime is possible.
Possible selections: Yes, No.

37.167. Overtime – 3Way

Select the team that will win the overtime period. Penalty shoot-outs do not count. Only goals scored within overtime will count.
Possible selections: Home Team, Draw, Away Team.

37.168. Overtime First X Minutes Result

Select who is in the lead after specific (X) minutes in the overtime.
Possible selections: Home Team, Draw, Away Team.

37.169. To Win the Rest of the OT

Select the winner of the period from the time the bet was placed until the end of overtime. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Penalty shootouts do not count for the purposes of this wager.
Possible selections: Home Team, Draw, Away Team.

37.170. Overtime – Asian Handicap

Select the winner of the overtime after the handicap spread has been applied to official overtime result.

Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the match ends in a draw after handicap spread has been applied to the teams.

Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw.

Split handicap: a handicap of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The stake will be divided equally between two bets, with one half of the stake placed on the whole handicap +/- 0.0 (scratch) or more and the other half of the stake placed on the half handicap 0.5 (half of one) or more, which will be added or subtracted to the actual number of goals scored by each team. The split handicap is always the half-way point between the whole handicap and the half handicap.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

37.171. Overtime – Total Goals

Select the total number of goals scored in overtime to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Only goals scored within the overtime will count.

Possible selections: Over x.5 goals, Under x.5 goals.

37.172. Overtime - Asian Total Goals

Select the total number of goals scored in the overtime to be over (more than) or under (less than) the given value.

Whole goal line: If a whole number (e.g. 1.0 or 2.0) is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.0, Under x.0.

Half goal line: Lines with x.5, see Soccer Overtime - Total Goals.

Possible selections: Over x.5, Under x.5.

Split goal line: The stake will be divided equally between two bets, with one half of the stake placed on the whole goal line and the other half of the stake placed on the half goal line. The split goal line is always the half-way point between the whole goal line and the half goal line.

Possible selections x.25: Over x.25, Under x.25 (e.g. Over 1.25: half stake on Over 1.0 and half stake on Over 1.5).

Possible selections x.75: Over x.75, Under x.75 (e.g. Over 0.75: half stake on Over 0.5 and half stake on Over 1.0).

Overtime - Total Goals After X Minutes

Select how many goals are scored after the specific (X) given minutes (e.g. Overtime Total Goals After 10 Minutes: How many goals will be scored from Overtime Kick Off until 09:59 match time). Goals scored in regular time do **not** count.

Possible selections: Over x.5, Under x.5

37.173. Overtime Goal Yes/No

Will there be overtime and at least one goal. Penalty shootouts are not included.

Possible selections: Yes, No.

37.174. Next Goal during overtime

Select which team will score next in overtime. Goals in penalty shoot-outs do not count.

Possible selections: Home Team, No Goal, Away Team.

37.175. Overtime 1st Half – 3way Select who will win the first half of the overtime.

Possible selections: Home Team, Draw, Away Team.

37.176. Overtime – Correct Score

Select the exact score of the overtime.

Regular time result does not count. 1:0, Draw 0:0, Away Team wins 1:0, ..., Home Team wins 2:1, Draw 2:2, Away Team wins 2:1, any other result

37.177. Overtime – Halftime Fulltime

Possible selections: e.g. Home Team wins

Predict the overtime result at halftime and fulltime. Both results have to be correct.

Regular Time does not count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw / Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

37.178. Overtime – Total Corners

Select whether the total number of corners in the overtime will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total number of

corners is equal to this value, bets will be void. The result is determined by the total number of corners taken by both teams.

Regular time corners do not count.

Possible selections: Over x.5 corners, Under x.5 corners. Over x.0 corners, Under x.0 corners.

37.179. Overtime – Total Corners (exactly)

Select the total number of corners in the overtime to be over (more than), under (less than) or exactly the given value.

Regular time corners do not count.

Possible selections: Under X corners, X to Y corners, Over Y Corners

37.180. Overtime – Total Bookings

Select how many bookings will be awarded to both teams on aggregate in the overtime.

Regular time bookings do not count.

Bookings:

- Yellow Card = 1 Booking.
- Red Card = 2 Bookings.
- Yellow + Yellow Cards leading to a Red Card = 3 Bookings.

37.181. Overtime – Sending Off

Select if any player on the field will receive a red card during overtime.

Possible selections: Yes, No.

37.182. Overtime – Time of Goal # X

Select when specific (X) goal will be scored in the overtime. The score listed in brackets, e.g. (score 3:2) is the current match score. Any added Injury or stoppage times count as minute 15 / 30.

Possible selections: 00:00 – 09:59, 10:00 – 19:59, 20:00 – Full Time, No Goal

37.183. Overtime - Time of Goal # X – Home Team

Select when specific (X) home team goal will be scored in the overtime. The score listed in brackets, e.g. (score 3:2) is the current match score. Any added Injury or stoppage times count as minute 15 / 30.

Possible selections: 00:00 – 09:59, 10:00 – 19:59, 20:00 – Full Time, No Goal.

37.184. Overtime - Time of Goal # X – Away Team

Select when specific (X) away team goal will be scored in the overtime. The score listed in brackets, e.g. (score 3:2) is the current match score. Any added Injury or stoppage times count as minute 15 / 30.

Possible selections: 00:00 – 09:59, 10:00 – 19:59, 20:00 – Full Time, No Goal.

37.185. Overtime – Home Team to Score

Select whether the home team scores a goal in the overtime or not

Possible selections: Yes, No

37.186. Overtime – Away Team to Score

Select whether the away team scores a goal in the overtime or not

Possible selections: Yes, No

37.187. Overtime – Number of Teams to Score

Select the number of teams to score in the overtime

Possible selections: Only One, Both, None.

37.188. Overtime 1st Half – 3way

Select who will win the first half of the overtime.

Possible selections: Home Team, Draw, Away Team.

37.189. Overtime 1st Half – Asian Handicap

Select the winner, after the given handicap has been applied to the official first half overtime result. Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the first half ends in a draw after handicap spread has been applied to the teams.

Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw.

Split handicap: a handicap of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The stake will be divided equally between two bets, with one half of the stake placed on the whole handicap +/- 0.0 (scratch) or more and the other half of the stake placed on the half

handicap 0.5 (half of one) or more, which will be added or subtracted to the actual number of goals scored by each team in the first half. The split handicap is always the half-way point between the whole handicap and the half handicap.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

37.190. Overtime 1st Half - Asian Total Goals

Select the total number of goals scored in the first half of the overtime to be over (more than) or under (less than) the given value.

Whole goal line: If a whole number (e.g. 1.0 or 2.0) is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.0, Under x.0.

Half goal line: Lines with x.5, see Soccer Overtime 1st Half - Total Goals.

Possible selections: Over x.5, Under x.5.

Split goal line: The stake will be divided equally between two bets, with one half of the stake placed on the whole goal line and the other half of the stake placed on the half goal line. The split goal line is always the half-way point between the whole goal line and the half goal line.

Possible selections x.25: Over x.25, Under x.25 (e.g. Over 1.25: half stake on Over 1.0 and half stake on Over 1.5).

Possible selections x.75: Over x.75, Under x.75 (e.g. Over 0.75: half stake on Over 0.5 and half stake on Over 1.0).

37.191. Overtime – 1st Half Correct Score

Select the exact first half score of the overtime.

Regular time result does not count.

Possible selections: e.g. Home Team wins 1:0, Draw 0:0, Away Team wins 1:0, ..., Home Team wins 2:1, Draw 2:2, Away Team wins 2:1, any other result.

37.192. Penalty Shootout

Select if there will be a penalty shootout in the match.

Possible selections: Yes, No.

37.193. Which team will win the penalty shootout?

Select who wins the penalty shootout.

Possible selections: Home Team, Away Team.

37.194. Next Goal (Penalty shootout)

Select which team scores next in a penalty shootout.

Possible selections: Home Team, Away Team.

37.195. Penalty # X Scored

Select whether specific Penalty # X will be a goal or not.

Possible selections: Yes, No.

37.196. Total Penalties Scored

Select the total number of scored penalties in the penalty shootout.

Possible selections: Over x.5, Under x.5.

37.197. Which Team has kick off?

Select the team which has kick off.

Possible selections: Home Team, Away Team.

37.198. Total Penalties Taken (3Way)

Select the total number of penalties taken in the penalty shootout

Possible selections: Under X, X to Y, Over Y.

37.199. Total Penalties Taken (2Way)

Select the total number of penalties taken in the penalty shootout

Possible selections: Over x.5, Under x.5.

37.200. Total Penalties Until A Miss

Select the total number of penalties until a miss.

Possible selections: 1 - 2, 3 - 4, 5 - 6, 7 - 8, 9 Or More.

37.201. Player X – Least Number Of Goals

Select the minimum number of goals a player scores.

Possible selections: x+ goals.

Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

37.202. Player X – Least Number Of Assists

Select the minimum number of assists a player scores.

Possible selections: x+ assists.

Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

37.203. Player X – Least Number Of Shots

Select the minimum number of shots a player takes.

Possible selections: x+ shots.

Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

37.204. Player X – Least Number Of Shots On Goal

Select the minimum number of shots on goal a player takes.

Possible selections: x+ shots on goal.

Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

37.205. Player X – Least Number Of Passes

Select the minimum number of passes a player takes.

Possible selections: x+ passes.

Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

37.206. Player X – Least Number Of Touches

Select the minimum number of ball touches of a player.

Possible selections: x+ touches.

Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

37.207. Player X – Least Number Of Tackles

Select the minimum number of tackles of a player.

Possible selections: x+ tackles.

Settlement

For bets to be valid, players must take part in the match, only actual gameplay action counts.

37.208. Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

37.208.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not take part on the tournament, all outright bets on this team are void.

The time declared on terminals must not accord with the planned end of the competition.

37.209. Placebet 1-3

Select which team will be in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Championship/ League/ Cup.

37.209.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not take part on the tournament, all place-bets on this team are void.

The time declared on terminals must not accord with the planned end of the competition.

37.210. Top Goalscorer

Select which player will shoot the most goals in the tournament.
Possible selections: Chosen players of the tournament.

37.210.1. Settlement

If two or more players shoot an equal number of goals in the tournament, Dead Heat Rules apply. Countback/tiebreak methods employed by the governing body do not count for the purposes of this market. Assists do not count.

37.210. Next Permanent Manager

Select the next permanent manager announced by the club/federation.
Possible selections: Various managers.

37.210.1. Settlement

Interim managers and caretaker bosses do not count for settlement purposes.

38. Squash

38.1. General Rules

38.1.1. Settlement

All markets are settled according to the official end result of the match unless otherwise stated in the market description. If a market already has been determined before a match has been abandoned (e.g. Winner of the 1st Set), all bets on this markets will stand.

If the total number of sets to be played is changed, match bets will stand, but bets on Correct Score, Total Sets, Point Handicap and Total Points will be void.

38.1.2. Abandoned/Postponed Information

If a match is postponed or re-scheduled, the bets will stand provided the match is completed before the end of the competition.

Interrupted or postponed matches, which do not take place within a tournament (e.g. exhibition matches), will be declared invalid if not resumed and completed within 24 hours.

38.2. Match Betting

Select the winner of the match.
Possible selections: Player 1, Player 2.

Handicap

Select which player will have more points after handicap spread has been applied to the official match score.

Possible selections: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

38.3. Point Handicap

Select the winner after handicap points has been applied to the total points of each player according the official end result.

Possible selections: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

38.4. Xth Set Winner

Select which team will win the specified set (X)

Possible selections: Player 1, Player 2.

38.5. Total numbers of Sets

Select how many sets will be played in the match.

Possible selections (best of 3): 2, 3

Possible selections (best of 5): 3,4,5

38.6. Totals

Select the total points scored by Player 1 and Player 2 in the match to be over (more than) or under (less than) the value you choose.

Possible selections: Over x.5, Under x.5

38.7. Number Of Sets

Select the total number of sets in the match.

Possible selections: 2, 3.

38.8. Correct Set Score

Select the final score in sets.

Possible selections (best of 3): 2:0, 2:1, 1:2, 0:2

Possible selections (best of 5): 3:0, 3:1, 3:2, 2:3, 1:3, 0:3

38.9. Xth Set Handicap

Select the winner of the specified set (X) after handicap spread has been applied to the official set score.

Possible selections: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

38.10. Xth Set Handicap

Select the winner of the specified set X after handicap spread has been applied to the official set score.

Possible selections: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

38.11. Xth Set Total

Select the total points scored by Player 1 and Player 2 in specified set (X) to be over (more than) or under (less than) the value you choose.

Possible selections: Over x.5, Under x.5

38.12. Xth Set Odd/Even

Select the total number of points scored in specified set (X) to be either odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

Xth Set – Point N Winner

Select which player will win the numbered point in set X.

Possible selections: Player 1, Player 2.

38.13. Race to X Points in Y set

Select which Player will score a specified (X) number of points first in named set (Y)

Possible selections: Player 1, Player 2.

39. Table Tennis

39.1. General Rules

39.1.1. Settlement

All markets are settled according to the official end result of the match unless otherwise stated in the market description. If a market already has been determined before a match has been abandoned (e.g. Winner of the 1st Set), all bets on this markets will stand.

If the total number of sets to be played is changed, match bets will stand, but bets on Correct Score, Total Sets and Total Points will be void.

39.1.2. Abandoned/Postponed Information

If a match is postponed or re-scheduled, the bets will stand provided the match is completed before the end of the competition.

Interrupted or postponed matches, which do not take place within a tournament (e.g. exhibition matches), will be declared invalid if not resumed and completed within 24 hours.

39.2. Match Betting

Select which player will win the match.

Possible selections: Player 1, Player 2.

39.3. Xth Set Handicap

Select the winner of the specified set X after handicap spread has been applied to the official set score.

Possible selections: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

39.4. Totals

Select the total points scored by both players in the match to be over (more than) or under (less than) the value you choose.

Possible selections: Over x.5, Under x.5.

39.5. Xth Set Winner

Select which team will win the specified set X.

Possible selections: Player 1, Player 2.

39.6. Xth Set Total

Select the total points scored by Player 1 and Player 2 in specified set X to be over (more than) or under (less than) the value you choose.

Possible selections: Over x.5, Under x.5

39.7. Xth Set Odd/Even

Select the total number of points scored in the specified set X to be either odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

39.8. Race to N Points in Set X

Select which team will score a specified number of points first in set X.

Possible selections: Player 1, Player 2.

40. Tennis

40.1. General Rules

40.1.1. Settlement

A match must be completed for all bets to stand, unless a market has already been determined before the match reached its full result. In this case, for determined markets (e.g. Winner of the 1st Set), all bets on these markets will stand.

If the total number of sets to be played is changed, match bets will stand, but bets on Correct Score, Total Sets and Total Points will be void. In the event of a change of surface for a match (e.g. outdoor tournament moving a match indoors due to bad weather), all bets will stand.

In the event of a result not being attainable, all unsettled bets will be void.

All tie-breaks or Match tie-breaks are considered as 1 game.

40.1.2. Abandoned/Postponed Information

If a match is postponed or re-scheduled, the bets will stand provided the match is completed before the end of the competition.

Interrupted or postponed matches, which do not take place within a tournament (e.g. exhibition matches), will be declared invalid if not resumed and completed within 24 hours.

All prematch and inplay markets which have been decided at the time of interruption, disqualification or abandonment will be settled according to the result at time of interruption, disqualification or abandonment. E.g. all bets on Total Games where the value (e.g. 15,5) has already been reached will be settled. All bets on markets with undecided results will be void.

Davis Cup or Fed Cup: Interrupted or postponed matches will be declared invalid if not resumed and completed within 24 hours.

Round Robin Tournaments: Interrupted or postponed matches will be declared invalid if not resumed and completed within 24 hours.

Retirement/Disqualification of a player: It does not matter when the player retires/is disqualified, all bets on undecided markets will be void. **Walkover:** all bets are void

40.2. Match Betting

Select which player will win the match.

Possible selections: Player 1, Player 2.

40.3. Set Betting

Select the final result of the match in sets.

Possible selections: 2:0, 2:1, 1:2, 0:2, (in best of 5 matches: 3:0, 3:1, 3:2, 2:3, 1:3, 0:3)

40.4. Total Sets

Select how many sets will be played in the match.

Possible selections (Best of 3): 2, 3.

Possible selections (Best of 5): 3, 4, 5.

40.5. Set Handicap

Select the winner after handicap sets has been applied to the total sets of each player according to the official end result.

Possible selections: x.5-spread for Player 1, x.5-spread for Player 2.

40.6. Game Handicap

Select the winner after handicap games has been applied to the total games of each player according to the official end result.

Possible selections 2-Way: x.5-Handicap for Player 1, x.5-Handicap for Player 2.

Possible selections 3-Way: Player 1, Draw, Player 2.

40.7. Total Games

Select the total number of games played in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 games, Under x.5 games.

40.8. Total Games Player 1

Select the total number of games won by Player 1 in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 games, Under x.5 games.

40.9. Total Games Player 2

Select the total number of games won by Player 2 in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 games, Under x.5 games.

40.10. Most Games

Select the player who wins more Games in the in the match.

Possible selections: Player 1, Player 2.

40.11. Odd/Even Games

Select whether the number of total games played in the match will be odd or even.

Possible selections: Odd, Even.

40.12. Double Result (1st Set / Match)

Select which Player will win the first set and which Player will win the whole match. Bets must indicate both, the first set winner and the match winner.

Possible selections: Player 1 / Player 1, Player 1 / Player 2, Player 2 / Player 1, Player 2 / Player 2.

40.13. Win 1st Set and Win Match

Select the player which wins the 1st Set and the whole match. Bets must indicate both, the first set winner and the match winner.

Possible selections: Player 1, Player 2.

40.14. Lose 1st Set and Win Match

Select the player which loses the 1st Set and wins the whole match. Bets must indicate both, the first set loser and the match winner.

Possible selections: Player 1, Player 2.

40.15. Player 1 to win a set

Select if Player 1 will win a set or not.

Possible selections: Yes, No.

40.16. Player 2 to win a set

Select if Player 2 will win a set or not.

Possible selections: Yes, No.

40.17. Any Set to Nil

Select if any set will end with a score of 6:0 or 0:6.

Possible selections: Yes, No.

40.18. Winner Set X

Select which player will win the specified Set (X).

Possible selections: Player 1, Player 2.

40.19. Set X – Handicap

Select the winner after handicap games has been applied to the total games of each player according the official result of the given set.

Possible selections: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

40.20. Xth Set – Total Games

Select the total number of games played in the specified set (X) to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 games, Under x.5 games.

40.21. Set X – Correct Score

Select the exact score of the set.

Possible selections: 6:0, 6:1, 6:2, 6:3, 6:4, 7:5, 7:6, 6:7, 5:7, 4:6, 3:6, 2:6, 1:6, 0:6.

40.22. Odd/Even Games in Set X

Select whether the number of total games played in a specified Set (X) will be odd or even.

Possible selections: Odd, Even.

40.23. Winner Game X of Set N

Select who will win the specified Game X in the specified Set Y. E.g. who wins the 5th game in the 2nd set?

Possible selections: Player 1, Player 2. If the Xth game is not played, bets are void.

40.24. Player 1 First Service Game Winner

Select who wins the Game of the first service from Player 1.

Possible selections: Player 1, Player 2.

40.25. Player 2 First Service Game Winner

Select who wins the Game of the first service from Player 2.

Possible selections: Player 1, Player 2.

40.26. Score of Game X of Set N

Select the correct score of the game.

Possible selections: Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30, Player 2 to 40.

40.27. Score of Game X of Set N or Break

Select the correct score of the game.

Possible selections: Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30, Player 2 to 40, Break.

40.28. Game X to Deuce of Set N

Select whether the score in given game will be Deuce.

Possible selections: Yes, No.

40.29. Tie Break Played?

Select if there will be a Tiebreak in the match.

Possible selections: Yes, No.

40.30. Tie Break in Set X?

Select if there will be a Tiebreak in the given Set.

Possible selections: Yes, No.

40.31. To Win Tie Break in Set X

Select who wins the Tie Break in the given Set.

Possible selections: Player 1, Player 2.

40.32. Correct Score in Tie Break in Set X

Select the exact score of the Tie Break in the given Set.

Possible selections: Player 1 7:0, Player 2 7:0, Player 1 7:1, Player 2 7:1, Player 1 7:2, Player 2 7:2, Player 1 7:3, Player 2 7:3, Player 1 7:4, Player 2 7:4, Player 1 7:5, Player 2 7:5, Player 1 Any Other, Player 2 Any Other.

40.33. Winner Point Y of Game X of Set N

Select who will win the specified Point Y in Game X in Set Y. E.g. who wins the 2nd Point in the 5th Game in the 2nd Set?

Possible selections: Player 1, Player 2.

First Point Winner (Game X / Set N)

Select who will win the first point in Game X in Set Y.

Possible selections: Player 1, Player 2.

40.34. Outrights

Select which player/team will win a Tournament/Cup.

Possible selections: All players/teams which have the chance to win the Tournament/Cup.

40.34.1. Settlement

All bets will be settled according to the official result after the last match of the Tournament/Cup.

Subsequent changes in any manner will not affect the settlement.

In case a player/team does not participate on the tournament, all outright bets on this player/team are void.

The time declared on terminals may not correspond with the planned end of the competition.

41. Volleyball

41.1. General Rules

41.1.1. Settlement

All markets are settled with the official end result of the match unless otherwise stated in the market description. If a winning market has already been determined prior to abandonment e.g. Winner of the 1st Set, all bets on these markets stand.

41.1.2. Abandoned/Postponed Information

If a match is interrupted or postponed, bets placed on matches within the tournament will remain valid until the match is completed. However, matches that are interrupted or postponed, but which do not take place within a tournament (e.g. exhibition matches), will be declared invalid if the match is not resumed and completed within 24 hours.

41.2. Match Betting

Select which team will win the match.

Possible selections: Home Team, Away Team.

41.3. Total Sets

Select how many sets will be played in the match.

Possible selections: 3, 4, 5.

41.4. Point Handicap

Select the winner after handicap points has been applied to the total points of each team according the official end result.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

41.5. Total Points

Select the total number of points played in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 games, Under x.5 games.

41.6. Total Points Home Team

Select whether the total number of points for the Home Team scored in the match will be over (more than) or under (less than) the quoted points value. If a whole number is offered as the quoted points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

41.7. Total Points Away Team

Select whether the total number of points for the Away Team scored in the match will be over (more than) or under (less than) the quoted points value. If a whole number is offered as the quoted points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

41.8. Odd/Even Points

Select whether the total number of points scored in the match will be odd or even. The result is determined based on the total number of points scored by both teams.

Possible selections: Odd, Even.

41.9. Set Betting

Select the final result of the match.

Possible selections: 3:0, 3:1, 3:2, 2:3, 1:3, 0:3

41.10. Winner Set X

Select which team will win the specified set (X)

Possible selections: Home Team, Away Team.

41.11. Xth Set – Point Handicap

Select the winner of the given set after handicap points has been applied to the total points of each team.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

41.12. Xth Set - Race to Y Points

Select which team will be the first one to score a specified (Y) number of points in the specified set (X)

If neither team scores this number (Y) of points, bets will be void.

Possible selections: Home Team, Away Team.

41.13. Xth Set – Lead After Y Points

Select which team will lead after the specified point (Y) in the specified set (X).

Possible selections: Home Team, Away Team.

41.14. Xth Set – Lead After Y Points

Select which team will lead after the specified point (Y) in the specified set (X).

Possible selections: Home Team, Away Team.

41.15. Xth Set – Total Points

Select the total number of points scored in the specified set (X) to be over (more than) or under (less than) the given points value. If a whole number is offered as the given value and the total is

equal to this value, bets will be void. Points for both teams will be combined. Possible selections: Over x.5 points, Under x.5 points.

41.16. Xth Set – Odd/Even Points

Select whether the total number of points scored in the specified set (X) will be odd or even.

Possible selections: Odd, Even.

41.17. Set X – Point Y Winner

Select which team will score point Y in the specified set X.

Possible selections: Home Team, Away Team.

42. Waterpolo

42.1. General Rules

42.1.1. Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description. If a winning market has already been determined prior to abandonment e.g. over 0.5 goals, all bets on these markets stand.

42.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and completed within the next 24 hours. In this case, bets will stand.

42.2. Fulltime Result

Select which team will win the match in regular match time.

Possible selections: Home Team, Draw, Away Team.

42.3. Total Goals

Select either the total goals scored are over (more than) or under (less than) the value you choose. If exactly the value is the score, bets will be void. Score of both teams will be accumulated.

Possible selections: over x.5 goals, under x.5 goals.

42.4. Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/Cup.

42.4.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not participate on the tournament, all outright bets on this team are void.

The time declared on terminals must not accord with the planned end of the competition.

42.5. Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Championship/ League/ Cup.

42.5.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all place-bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

43. Winter Sports

43.1. General Rules

43.1.1. Settlement

The Podium Presentation will count as the result where applicable. Any subsequent changes to the official result will not affect the settlement of bets.

If there are more participants in the relevant number of placings than listed in the market title, the Dead Heat Rule applies to those which go beyond the total. E.g. in a Top 5 market, if two participants are tied for fifth, then participant finishing first, second, third and fourth will be paid out in full, but the participants tied for fifth will be paid as a two-way dead-heat. In a Top 5 market with four participants tied for third, participants finishing first and second will be paid out in full, with the participants tied for fifth (four) paid out dead-heating for the remaining three places – 75% of ticket value in this case.

43.1.2. Abandoned/Postponed Information

If an event is abandoned and no official result is declared, bets are void. If an event is abandoned, and an official result is declared, bets will be settled according to the official result.

If an event is postponed and will start at the same venue within the next two (2) days, all bets on this event stand. If it is postponed and takes place at another venue, all bets on this event are void.

43.2. Championship Outrights

Select which participant will win the competition.

Possible selections: All teams/participants which have the chance to win the competition.

43.2.1. Settlement

All bets will be settled according to the official result after the last race of the competition. Subsequent changes in any manner will not affect the settlement.

If a team/participant does not take part in the competition, all outright bets on this team/participant are void.

The time declared on terminals may not correspond with the planned end of the competition.

43.3. Race Winner

Select which participant will win the race.

Possible selections: All teams/participants who will participate in the race.

43.3.1. Settlement

All bets will be settled according to the podium presentation, where applicable. Subsequent changes

in any manner will not affect the settlement.

Dead Heat Rule applies.

If a team/participant does not take part in the competition, all outright bets on this team/participant are void.

The time declared on terminals must not accord with the planned end of the competition.

43.4. Podium Finish

Select which participant/team will finish in the top 3 of the competition.

Possible selections: All participants/teams who participate on the competition.

43.4.1. Settlement

All bets are settled according to the podium presentation, where applicable. Subsequent changes in any manner will not affect the settlement.

Dead Heat Rule applies.

If a team/participant does not take part in the competition, all place-bets on this team/participant are void.

The time declared on terminals may not correspond with the planned end of the competition.

43.5. Head-to-Head

Select which competitor/team will achieve the better finishing position.

Possible selections: Participant 1, Participant 2.

43.5.1. Settlement

If either competitor/team fails to start bets are void. If neither competitor/team finishes in an event with two or more runs the number of runs completed will determine the winner. If both competitors fail to qualify for the second run, the best placed competitor in the first run is the winner.

44. Live Betting (LIVE)

44.1 General rules

44.1.1. The organizer offers bets during sports events. Betting odds change over the course of the sporting event and are presented to customers in real time.

44.1.2. If an event for which live bets are offered is interrupted or stopped for any reason, and the game is not resumed within 24 hours of the start of the match, all live bets made for that event are considered null and void. Exceptions are made to live bets that are already won or lost at the time of the event (eg, bet on the first goal scored in the match, which is scored before the match is interrupted).

44.1.3. LIVE betting is where betting is possible during a match or event in progress. S.C Bet Master S.R.L does not recognize or accept any liability whatsoever if betting is not possible or if the live score update is not correct. At any time, it is the customer's responsibility to keep up with the match and the adjacent events, such as the current score, its progress and the remaining time until the end of the match. S.C Bet Master S.R.L does not accept any responsibility for changes to live betting or live betting

44.1.4. The organizer reserves the right to suspend / cease offering a LIVE event anytime during the event.

44.1.5. If a bet is placed after determining the outcome of an event on the ticket or an incorrect odds due to a delay of the "Live" betting system, that bet will be declared null and validated at a 1.00 odds.

44.1.6. In the case of errors in printing, ticket errors or wasting errors on data entered in the Organizer's database, it reserves the right to consider them invalid or to validate them in the correct Quotations, even if the discovery of the errors place after the event.

44.1.7. Betting odds can change at any time. The odds for a bet made are the odds printed on the betting slip issued to the customer. Odds can be changed between the time the bet is requested by the customer and the actual acceptance of the bet by the betting system.

44.1.8 All statistics / information provided to the Client by the Organizer (current score, number of cards, minute of play, etc.) are purely informative and do not in any way imply the liability of S.C Bet Master S.R.L.

45. Virtual bets

Virtual events are generated by an independent software system on which the Organizer or a third party cannot intervene in any way. The events are simultaneously broadcast and can be viewed on the monitors from the locations where bets on virtual events are accepted.

The running sequence of events is established by the Organizer and announced to the Customers by the display system from the locations which offer this type of betting.

The results ARE NOT influenced by the amounts bet on a certain event.

All events quotes are presented to the customers by the display system from the locations which offer bet on virtual events.

The events run for the entire working hours of locations in a period established by the Organizer.

The minimum amount accepted on ticket: **1 Leu**

Maximum amount accepted on a ticket: **50 Lei**

Maximum gain possible on a ticket: **10.000 Lei**

The winner ticket can be paid right after the end of event/events included, except for the unpredictable situations, such as technical problems, software problems etc.
The ticket can be called off until the start of the selected event.

46.1. Race events:

46.1.1. Racing dogs:

A number of 6 competitors participate in this event. The race lasts one round.

Offered bet-types:

- *Bet on winner (Winner):*
It is possible to choose a single dog, who has to come out winner in the race.
- *Forecast Bet (1&2)*
It is possible to bet on two dogs who come in the exact order chosen on the ticket.

It is possible to bet on all the combinations resulted from the selection of any single or two dogs. Each combination represents an individual bet.

Offered extra payments:

- *Extra 2X*
an extra game is selected randomly after the bets are closed. Once the extra game appears, Extra graphics will be displayed at the screen. In this Extra game, all winnings are doubled.
- *Extra 3X*
an Extra game is selected randomly after the bets are closed. Once the Extra game appears, Extra graphics will be displayed at the screen. In this Extra game, all winnings are tripled.
- *Extra-Pot*
an Extra pot could be won by a randomly chosen ticket with a forecast bet that has been won.

47.1.2 Racing dogs +

A number of 8 competitors participate in this event. The race lasts one round.

Offered bet-types:

- *Bet on winner (Winner):*
It is possible to choose a single dog, who has to come out winner in the race.
- *Forecast Bet (1&2)*
It is possible to bet on two dogs who come in the exact order chosen on the ticket.

It is possible to bet on all the combinations resulted from the selection of any single or two dogs. Each combination represents an individual bet.

Offered extra payments:

- *Extra 2X*
an Extra game is selected randomly after the bets are closed. Once the Extra game appears, Extra graphics will be displayed at the screen. In this Extra game, all winnings are doubled.
- *Extra 3X*
an Extra game is selected randomly after the bets are closed. Once the Extra game appears, Extra graphics will be displayed at the screen. In this Extra game, all winnings are tripled.
- *Extra-Pot*
an Extra pot could be won by a randomly chosen ticket with a forecast bet that has been won.

47.1.3. Racing horses:

A number of 7 competitors participate in this event. The race lasts one round.

Offered bet-types:

- *Bet on winner (Winner):*
It is possible to choose a single horse, who has to come out winner in the race.
- *Forecast Bet (1&2)*
It is possible to bet on two horses who come in the exact order chosen on the ticket.

It is possible to bet on all the combinations resulted from the selection of any single or two dogs. Each combination represents an individual bet.

Offered extra payments:

- *Extra 2X*
an Extra game is selected randomly after the bets are closed. Once the Extra game appears, Extra graphics will be displayed at the screen. In this Extra game, all winnings are doubled.
- *Extra 3X*
an Extra game is selected randomly after the bets are closed. Once the Extra game appears, Extra graphics will be displayed at the screen. In this Extra game, all winnings are tripled.
- *Extra-Pot*
an Extra pot could be won by a randomly chosen ticket with a forecast bet that has been won.

47.1.4 Racing Karts:

A number of 5 competitors participate in this event. The race lasts one round.

Offered bet-types:

- *Bet on winner (Winner):*
It is possible to choose a single kart, who has to come out winner in the race.
- *Forecast Bet (1&2)*
It is possible to bet on two karts who come in the exact order chosen on the ticket.

It is possible to bet on all the combinations resulted from the selection of any single or two dogs. Each combination represents an individual bet.

Offered extra payments:

- *Extra 2X*
an Extra game is selected randomly after the bets are closed. Once the Extra game appears, Extra graphics will be displayed at the screen. In this Extra game, all winnings are doubled.
- *Extra 3X*
an Extra game is selected randomly after the bets are closed. Once the Extra game appears, Extra graphics will be displayed at the screen. In this Extra game, all winnings are tripled.
- *Extra-Pot*
an Extra pot could be won by a randomly chosen ticket with a forecast bet that has been won.

48.2. Games:

48.2.1. ROULETTE

Roulette with zero and 36 numbers follows the European roulette style.

Games of Single Chance:

- **Red / Black** – betting on a colour
- **Odd / Even** – betting on odd or even numbers
- **1-18 / 19-36** – betting on numbers from 1 to 18 or from 19 to 36

winning one of those games will pay you 1:1 (one time the bet stake).

Games of Multiple Chance:

- **Full Number/Straight/Single:** betting on one single number (0 to 36), this pays 1:36 (36 times the bet stake)
- **Split:** betting on 2 numbers which are neighbours, e.g. 0/2 or 13/14 or 27/30, this pays 1:18 (18 times the bet stake)
- **Street:** betting on 3 consecutive numbers in a cross line, e.g. 19, 20 and 21, this pays 1:12 (12 times the bet stake)
- **First Three/Trio/Street 0-2:** betting on the first 3 numbers, that means on 0, 1 and 2, this pays 1:12 (12 times the bet stake)
- **Corner:** betting on 4 numbers that meet at one corner, e.g. 23/24/26/27, this pays 1:9 (9 times the bet stake)
- **First Four/Basket/Corner 0-3:** betting on the first 4 numbers, that means on 0, 1, 2 and 3, this pays 1:9 (9 times the bet stake)
- **Six Line/Double Street:** betting on 6 consecutive numbers in two neighbour cross lines, e.g. the numbers 4, 5, 6, 7, 8 and 9, this pays 1:6 (6 times the bet stake)
- **Dozen:** the numbers 1–36 are divided into 3 dozen, this pays 1:3 (3 times the bet stake)
 - 12P, First Dozen: numbers 1–12
 - 12M, Second Dozen: numbers 13–24
 - 12D, Third Dozen: numbers 25–36
- **Columns:** the numbers 1-36 are grouped into 3 columns, this pays 1:3 (3 times the bet stake)
 - Column 34: first column covers the numbers 1, 4, 7, 10, ..., 34
 - Column 35: middle column covers the numbers 2, 5, 8, 11, ..., 35
 - Column 36: last column covers the numbers 3, 6, 9, 12, ..., 36

Special Bets:

- **Third of the Wheel:** This is a 6-chip bet. The chips will be set as follows: Split to 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36
- **ORPHANS:** This is a 5-chip bet. The chips will be set as follows: Single 1 and Split to 6/9, 14/17, 17/20 and 31/34.
- **Neighbours of 0:** This is a 9-chip bet. The chips will be set as follows: Split to 4/7, 12/15, 18/21, 19/22 and 32/35, Corner (with doubled stake each) to 0/3 and 25/29.
- **Neighbours of "X":** This is a multi-chip bet on a single number "X" and their neighbours on the roulette wheel, e.g. "neighbours of 4" will place 3 chips on the single numbers 21, 4 and 19.

In our version we have extended the chances by adding the possibility to enlarge the sector of neighbours up to 10 (+5 and -5)

- **0-Game:** This is a 4-chip bet. The chips will be set as follows: Full Number 26, Split to 12/15 and 32/35, Corner to 0/3.

The quotes are established for each bet and are always displayed on the monitor before the event begins.

49. Betting on numbers (International Lotteries):

49.1 Bets on the results of draws at international lotteries do not imply effective player participation in international lotteries, but a bet that the player carries out at S.C. Bet Master S.R.L., on the results of the extractions to them.

49.2 S.C. Bet Master S.R.L. will not offer bets on the results of the events of the Romanian National Lottery or which may conflict with the sales or activity of CN "Loteria Română" SA.

49.3 Bets on draws on international lotteries can be made until the start, unless otherwise specified. The betting offer includes specifications on how to withdraw the number, which is the time at which the event can be bet.

49.4 If two or more draws are taken on the same day and bets will be accepted on these events, then they will be highlighted distinctly in order to make correct reporting on the withdrawal of the offer. If for any reason no extraction takes place or no extraction is specified, the bets placed will be void.

49.5 The result taken into account by S.C. Bet Master S.R.L. is the official result of individual withdrawals of international lotteries, excluding base numbers. The extra extra number is not taken into account in any number extraction unless the Organizer informs exclusively about this issue.

49.6 The results of draws made at international lotteries will be validated by S.C. Bet Master S.R.L. on the basis of the data recorded on the official websites of the organizers of the draws. The Company assumes responsibility for the accuracy of data retrieval from the official websites of the organizers of the withdrawals.

49.7 S.C. Bet Master S.R.L. will announce the result of the draw, at the latest within 24 hours of its completion.

49.8 The betting offer will be available to customers before events (draws) are held in the Organizer's locations.

IV. LIMITS OF PAYMENTS AND GAINS

1. The payment of gains can be made as follows:

At the reception points the payment of gains is made by the operator from the pay office.

At self-service betting terminals no payment of gains is made. the winner tickets can be checked by the person who makes the bets with code readers mounted on terminal or by inserting the identification number which is listed on the ticket. If the betting ticket presents gain, the winning amount is paid on the spot by the operator who assures the functioning of the terminal.

2. Gain limits:

The payment of gains is made on the entire territory of Romania in the work points of the Organizer. The maximum gain which can be won on each ticket is 100,000 RON.

3. The participation in traditional gambling games of persons who do not have valid identity cards on them is prohibited. Implicitly at the collection of gains it is necessary to present a valid identity card (identity card, passport, stay/residence permit) for the organization of a record which allows

the determination of total gains of a customer in one day (according to art.146 of Methodological Norm of 22.01.2004 for application of Law no. 571/23.12.2003 on Fiscal Code).

4. In accordance with the provisions of article 110 of Law no. 227 / 2015 on Fiscal Code, by Ordinance 16 of 15.07.2022: Income from games of chance is taxed through withholding tax. The tax due is determined for each payment, by applying the following tax scale to each gross income received by a participant of an organizer or payer of gambling income:

Gross income - lei -	TAX - lei -
Up to 10.000, inclusive	3%
over 10.000 – 66.750, inclusive	300 + 20% for what exceeds 10.000 lei
over 66.750	11.650 + 40% for what exceeds 66.750 lei

5. The Organizer can suspend by internal decision the payment of gains if there are suspicions of fraud or another type of irregularities (either regarding the game tickets and the betting mechanism or the games on which they bet), if there was initiated an investigation of Romanian/foreign authorities regarding a certain event. In either case in which a case of fraud is decided, the event/events will become null and void and will be given the quota 1.00.

The Organizer does not pay the gains if there are proofs issued by the competent bodies that the results of competitions were vitiated.

6. In order to improve the payment system of gains and the observance of legal provisions in fiscal matters and for own use, according to the provisions of Law no. 677/2001, the Organizer can request and process personal data, by being recorded in the Register of personal data operators.

7. Only the amounts recorded and confirmed by the Organizer are considered amounts deposited for the bet. The Organizer does not take responsibility for the deficiencies or errors which appeared in the allocation period. For the Organizer only the coefficient confirmed at the end of the bet is valid, and in case of coefficient errors, the coefficients will become null and void and will receive the quota 1.00.

8. The Customer has the obligation to present him/herself at the work points of the Organizer for collection of gain within maximum 30 (thirty) days from the homologation of the last result on the ticket.

9. The ticket prize is obtained by customer for an undamaged ticket from the representative S.C. Bet Master LLC. In case damage is found (missing parts, erasures, illegible areas), the organizer of the agency may refuse categorically accepting ticket. Customers have the obligation to raise earnings to present a valid ID (identity card, passport, residence permit / residency). Forgery game tickets and / or attempt to commit offenses entail nullity and associated transactions this notification to competent authorities, by formulating criminal complaints. On the back of the ticket are stipulated fields that the Client must fill in in order to identify him on the occasion of the Win, specifying that the original bet ticket, validated by the Winner by the Organizer, represents the legal proof of payment of the Win.

10. Bet Nul (Canceled bet) is a bet that, for objective reasons - in accordance with these Rules of the Game receives odd 1.00. For bets with a selection or multiple selections on the ticket, the final winnings will be calculated considering the odds of 1.00 for the selection / selection null and void.

11. The customer has the obligation to go to the cashier of the location where the ticket was issued, if it is canceled, to collect its value.

12. Where a bet made significant errors are found, the organizer has the right to make further corrections, under which the bet is declared void by the odds 1.00.

13. Under the law in force, winning tickets can be paid by the Organizer within (3) three working days following the approval of the outcome of the last event on the ticket.

14. For winnings higher than 10,000 euros (equivalent in national currency), payment can be made by the Organizer by payment order, within the term established by Regulation. The payment of the gain by bank transfer requires the cumulative fulfillment of the following conditions:

- handing over the original bet ticket to the Organizing Client;
- The Client has the obligation to provide an account statement that will contain the name, surname, CNP and IBAN account to which the payment will be made, a document signed in handwriting by the Client.

The payment made by the Organizer, by bank transfer, exonerates the Organizer from any subsequent claim in connection with the respective bet ticket, both from the Client and from any third party.

15. Where a person makes more bets bet of the same value (or do a combination or system bets), whose total value exceeds the limit, the Organizer has the right to require reducing the number of bets available, so the total amount corresponds to the limit. The organizer does not assume responsibility for such amounts lost. In this case the amount that can be paid is equal to the payment limit, despite the fact that the value of real earnings exceed the payment limit.

16. Payment conditions

The general rule is presenting winning tickets or coupons called "Rest Coupon" issued by the terminal operator which function location. The payment terms are as follows:

- Gains of up to RON 100,000 - payable within three (3) business days, as required by law.

The winnings will be paid to the Client based on the presentation and submission of the original Ticket, undamaged, in one of the working points of the Organizer. If the Ticket is damaged, the Organizer may refuse to pay the winnings. The operator / cashier may ask the claimant to present an original photo ID.

In order to validate the win, the player must present at one of the working points the betting ticket considered to be the winner within a maximum of 30 (thirty) calendar days, calculated from the date of the announcement of the official results.

The player must provide the employee at the point of work with the original betting ticket, intact, undamaged (for example, deleted, stained, broken, wrinkled betting tickets will not be accepted). Payment will not be made if only photos of the ticket are presented.

The betting ticket is provided by the player and is verified by the employee at the point of work in the centralized electronic system, based on the unique registration number of the ticket.

If the ticket presented appears to be approved by the electronic system and the deadline for collecting the winnings provided in the game rules has not been exceeded, the corresponding winnings will be awarded.

Tickets issued in the form of a copy (duplicate) are for internal use only and will not be accepted for payment of winnings.

In the event that, for reasons not attributable to the Organizer, the official start time of the event is different from the one printed on the ticket, this fact does not entitle the player to obtain the cancellation of the bet for the respective event.

17. Restricting access to locations

The organizer may restrict and / or prohibit the access of any customer who is responsible for the normal disruption of the activity within its work points. Suspicion and attempted fraud (including players' intent to evade the law and this regulation), intent and violation of the principles of operation of the game (including gambling through the use of mathematics), as well as repeated and unjustified clarification of the legal provisions and / or of this regulation, provided that there is sufficient clarity of the claimed situation, thus preventing the proper exercise of the duties of the supply staff.

18. Ransom note (Early cashout):

Ticket Redemption Option (Early cashout) is available for both pre-live events, and for live events (ongoing), covering a wide range of sports.

For security reasons, S.C. Bet Master S.R.L decided that this option be available only to independent betting terminals Type & Cash, so that opportunity and responsibility activation and acceptance of this option to revert exclusively to the client.

Before accepting the option "ransom note" there will be a delay of a few seconds, as being part of the system LIVE betting (in progress), it is necessary to check the status (possible situations for suspension of quotas) each event on the slip .

Redemption method:

- Calculating the probability of winning in the current matches odds open, where the probability of winning = $1 / (\text{Current odds static factor} *) * \text{The static factor is an incentive to win.}$
- Reducing the probability of winning depending on how large the odds. (The higher the odds are higher, the reduction is greater)
- The rate of gain is the product of the probability of winning (whom was applied reduction) and earlier levels.
- Redemption ticket (Early cashout) is the product of the total stake and win rates.

S.C. Bet Master LLC This option gives customers a feature in addition to wagering system, but you will be brought before any system failure on the method of submission, acceptance or calculating those options, the company reserves the right to disable.

S.C. Bet Master LLC It can not be held liable if the option "Ticket Redemption" is not available for technical reasons arising from the terminal or at the betting agency. We recommend explicitly not place bets assuming that the option "Ticket Redemption" (Early cashout) will be available later to bet.

By accepting the offer of redemption ticket (Early cashout), other Type & Cash bonus offers will no longer apply. This option can not be combined with other bonus offers.

V. RESPONSIBILITY AND COMPENSATION

1. The claims of the betting person towards the Organizer regarding the delayed transfer of data, the lack of precision, inappropriate handling are taken into consideration only if they are based on intention or serious negligence. This is also valid for the claims from system disturbances. In fact, the responsibility of the Organizer is limited to the amount paid for the bet or for the unpaid gains, whichever is higher.
2. The Organizer has the right any time to cancel all the bets where he notices printing mistakes, related to coefficients or other errors, it can be done anytime, even after the conclusion of agreement. The provisions over do not infringe on the organizer's right to contest a certain agreement regarding errors.
3. The Organizer cannot be held responsible for the data made available by the providers of information or for their accuracy or updating. For the data of ongoing event results and for the statistic data, no guarantee is undertaken.
4. Any disagreement regarding the interpretation of the provisions of this Regulation does not confer to the Clients who invoke these misunderstandings rights not provided in the Regulation (eg: the right to a refund of the Stake as the Client claims that he mistakenly thought that the bet had another object; win because in the opinion of the Client, but contrary to the Regulation, a bet is a winner, etc.). Also, the Organizer is not responsible for the confusions and misunderstandings caused by the ignorance by the Clients of the official rules specific to an Event on which they bet.
5. If S.C. BET MASTER S.R.L gets in default, the winning bets until then remain valid, the persons who made the bet have the right to be returned these amounts.
6. In some countries the participation in sports bets or the conclusion of bets are prohibited or are subjected to certain limitations. The Organizer is not responsible for the damages caused to the betting person from the violation of limitations and regulations introduced in own country.
7. S.C. BET MASTER S.R.L and/or its authorized operators can be held responsible only in the cases, apart from the responsibility established by the law, if it can be established for them premeditated intentions or serious negligence based on legal regulations in force. In case of less serious negligence, return of damages and financial losses and claims of third parties towards the betting persons, the responsibility is excluded. The responsibility of S.C. BET MASTER S.R.L and its authorized operators is valid to the extent allowed by the law. S.C. BET MASTER S.R.L does not take responsibility for any circumstance over which it has no control.

8. The company S.C. BET MASTER S.R.L does not take responsibility for entry, takeover and/or evaluation errors. S.C. BET MASTER S.R.L has the right to correct the errors regarding coefficients of sport events which were wrongly entered, respectively to correct the errors noticed in the evaluation of results and to declare the influenced bets null and void. S.C. BET MASTER S.R.L does not take any responsibility regarding the partial or total supply of terminals and games, respectively without interruptions, or regarding the programming errors and/or the correction of errors.

9. The company S.C. BET MASTER S.R.L will not be liable in any way for situations, losses, damages, direct or indirect arising from events or situations such as: error, misprint, misinterpretation, hearing erroneous reading incorrect, bad translation, misspelling, incorrect reading, transaction error, technical failure, technical risk, registration error, manifest error, malfunctions SC's central computer system Bet Master S.R.L or part thereof, delays, losses or omissions resulting from failure of any telecommunications or any other data transmission system.

10. The organizer may jointly operate gambling activities together with economic operators who hold or do not hold the License to organize and Authorize the operation of the activity, in accordance with the provisions of the special legislation on the organization and operation of gambling.

11. The set of actions carried out in accordance with point 10 shall be mentioned in a written contract concluded to provide for the performance of at least one of the activities specific to gambling consisting of operating gaming equipment, highlighting receipts and payments and completing related documents current activity, as well as others like it, by the contractual partner, on behalf of and on behalf of the Organizer.

12. The responsibility for the observance of the conditions for the organization and operation of the games of chance carried out in the conditions mentioned in points 1 and 2 belongs to the party that has undertaken, according to the contractual clauses.

VI. DATA PROTECTION

1. Management of personal data occurs in accordance with the provisions in force, the legal data protection regulations.

2. Personally identifiable information will be collected and processed winners of BET MASTER LLC, in accordance with Law. Nr. 677/2001 on the protection of individuals with regard to the processing of personal data and the free movement of such data.

3. The company processes the following personal data, name and surname, personal numeric code, nationality, serial number and identity card number, home address, sex and signature, if the clients of the company win prizes for which they are retained / not retained taxes at source. The purpose of this processing is the need to comply with the legal provisions on withholding taxes. The legal basis on which the Company processes these data is Art. 73 par. 1 of the Fiscal Procedure Code corroborated with the provisions of Order 2634/2015 - Annex 1 - Chapter C.

4. Personal data processed and highlighted in the documents drawn up at the time of the payment of prizes representing gambling, jackpot or prize awards for organized promotions that are above the non-taxable amount established by the provisions of the Fiscal Code and for which there is the obligation to deduct the tax at source will be stored in accordance with the applicable legal provisions for the retention of these data, ie 5 years from the date of the closure of the financial year in which they were drawn up. Upon expiry of the processing / storage deadlines established by the operator or legal provisions, as the case may be, personal data will be deleted, destroyed or converted to anonymous data to the extent that they are to be further processed for statistical purposes historical or scientific.

5. Customers, as individuals, have the following rights, according to EU Regulation 2016/679 of the European Parliament and the Council, applicable in Romania as of May 25, 2018: the right to information (Article 12), the right of access (right to be forgotten - Article 17), the right to restrict the processing (Article 18), the right to data portability (Article 15), the right to data rectification (Article 16) 20) and the right to object (Article 21), the right to complain to the supervisory authority (Article 13 paragraph 2 letter d).

6. According to the provisions of Law no. 129/2019, art. 13 (2), the gambling organizers have the obligation to apply the standard measures to know the client at the time of granting the winnings, more precisely when carrying out transactions whose minimum value represents the equivalent in lei of at least 2,000 euros, through a single operation.

7. According to the provisions of Law no. 129/2019, the responsible officer of the Operator in relation to the National Office for Preventing and Combating Money Laundering has the obligation to report to the Office, in the maximum 3 working days, the transactions with amounts in cash, in lei or in currency, whose minimum limit represents the equivalent in lei of 10,000 euros, in the form of reports.

VII. MEASURES TO PREVENT AND REDUCE THE RISK OF CONTAMINATION WITH COVID-19

1. Preventive measures to limit COVID infection 19

1.1. Obligations of the employer regarding OSH measures in case of COVID 19

According to ORDER 3577/2020 on measures to prevent contamination with the new coronavirus SARS-CoV-2 and to ensure the activity at work in conditions of safety and health at work, during the alert state, to prevent the spread of COVID-19, the employer have the following obligations:

- a) re-train in the field of occupational safety and health all workers who stayed at home during the state of emergency, technical unemployment. The retraining must be adapted to the new risks of SARS-CoV-2 infection and will take place during the normal working hours of the workers;
- b) the representatives of the workers with specific responsibilities in the field of occupational safety and health have the right to training corresponding to the new risk represented by the SARS-CoV-2 infection;
- c) identifies the risks specific to the conditions of epidemiological contamination and updates the risk assessment document for the safety and health of employees to the new conditions of activity, in order to take the necessary measures to combat the spread of SARS-CoV-2;
- d) establish consultations with the representatives of the employees with specific responsibilities in the field of occupational safety and health and, as the case may be, with the members of the Occupational Safety and Health Committee;
- e) displays at the entrance and in the most visible places in the unit the rules of compulsory conduct for employees and for all persons entering the space organized by the employer, regarding the prevention of diseases with SARS-CoV-2 coronavirus;
- f) informs the employees, preferably by electronic means, about the risks of infection and spread of the virus, about the protection measures and the rules of social distancing that apply within the unit, as well as about the rules for managing the situations wherein employees or others who have access to the workplace show symptoms of SARS-CoV-2 coronavirus infection;
- g) inform employees about universally valid precautions:
 - maintaining the social distance of at least 1.5 meters in all public areas;
 - maintaining the rigorous hygiene of the hands, with soap and water, for at least 20 seconds or with approved disinfectants, whenever necessary;
 - avoiding touching the face with unwashed / disinfected hands;
 - maintenance of respiratory hygiene: cough and / or sneezing (in the elbow or in a disposable napkin), rhinorrhea (in a disposable napkin). After use, the disposable napkin will be thrown in the waste collection container and hand hygiene will be performed immediately;
 - limiting contact with other people to a maximum of 15 minutes, at a distance of at least 1.5 m;
- h) provide specific personal protective equipment against the spread of SARS CoV-2 coronavirus (protective mask, gloves);
- i) it is ensured that in the GAME ROOMS of the employer the external suppliers, the external companies, the subcontractors, the persons entering the headquarters / the public / the beneficiaries of the services provided / the clients respect the protection measures established by him;
- j) ensures permanent communication with the doctor / occupational medicine service in order to monitor the health status of the employees, so that they can benefit from the prophylactic

preventive measures that have been provided at national level to combat the spread of SARS CoV-2 coronavirus;

k) limits the access to the common areas and ensures the observance of the norms of social distancing in these areas;

l) establish rules for avoiding accidental situations of formation of spontaneous and insecure groups of persons inside the institution;

m) appoints a person in charge (CASHIER) for checking the temperature of all persons entering the GAME ROOM;

n) ensures the observational triage of the employees (CASHIER) by checking their temperature at the beginning of the work schedule and whenever it is necessary during the program;

o) place dispensers with disinfectant at the entrance to the GAME ROOM;

p) prohibit the access to the unit of persons who show symptoms of SARS CoV-2 coronavirus infection;

r) interrupt any contact between the employer / employee / other persons inside the unit with a symptomatic person;

s) order the ventilation of the offices at least once a day;

t) disinfects the railings, door and window handles of the unit, as well as other intensively used areas (at least once a week and as many times as necessary);

u) disinfects at least once a week and whenever necessary the common spaces and work spaces with substances approved for the control of SARS CoV-2;

aa) avoid the use of the air conditioning system or, if it is necessary to use it, ensure the nebulization and disinfection of the air conditioning system according to the manufacturer's instructions, outside the working hours; ab) permanently ensures, at the sanitary groups, changing rooms, soap and hand sanitizer and installs posters with the correct way of washing hands;

ac) arranges the work space so that the physical distance between employees can be maintained, by establishing a fixed number of people who can work in the same room. The employer installed plastic dividers between the game machines or kept a distance of 1.5m between them;

ad) limits travel outside the workplace only to situations in which it is strictly necessary to carry out the activity and ensures that, when it is necessary to do so, employees travel with the provision of minimum prevention conditions;

ae) it is ensured that the circulation of documents in the institution / company is mainly done by electronic means;

af) review the prevention and protection plan, according to the mentioned provisions;

ag) review their own occupational safety and health instructions, according to the mentioned provisions and bring them to the notice of the employees.

2. Measures for the activity in the locations dedicated to gambling

1. Organizing locations

- Electronic devices or betting terminals will be decommissioned and / or moved to allow a distance of at least 1.5 meters between participants or, depending on the situation, separator panels will be installed;
- Any area where congestion will occur will be clearly marked for adequate physical distance: for example, near the cashier, behind the devices supposed to be occupied or at the entrance.
 - The minimum distance of 1.5 m will be kept between the employees, the staff serving the activity of the organizer, the participants in the game and any other person who enters the work point.
- It is not allowed to park the person who does not intend to start or has already finished the game session.
- Any coffee machine, other products and / or water dispenser may only be handled by workplace employees.
- Disposable containers will be used for serving drinks and food;

- Where possible, customers will use their own writing tools. If the client uses a writing instrument provided by employees of specialized locations, they will be placed in a separate box for disinfection with approved / authorized biocidal products for surfaces.

2. Number of participants in a location

- The maximum number of participants admitted simultaneously in the location will be 1 person / 4 sqm, in the alert / prevention phase, with the relaxation of the measure when the restrictions are relaxed at national level.

- Only one customer per electronic gaming device is allowed.

- Employees will make sure that players / customers do not focus on gaming machines.

3. Sanitation protocols

- Disinfection of work and play areas and surfaces will be performed at intervals of maximum 12 hours. The biocidal products will be used according to the specific instructions.

- Periodic disinfection by the staff of the work points of the frequently touched surfaces will be performed (for example, door handles, elevator buttons);

- Employees will disinfect gambling machines with approved disinfectants / authorized for surfaces before and after busy periods, as well as at each shift.

4. Materials and products for sanitation

- Dispensers / dispensers with approved disinfectants / authorized for hand disinfection will be made available to participants in the activity of gambling, employees, other persons, at the entrance, as well as inside all locations.

- Signage will be placed to remind game participants to disinfect their hands before participating in the game.

5. Ensuring adequate ventilation and regular ventilation of work rooms

- Where possible, interior doors without security impact will be locked in the open position to ensure ventilation and avoid the use / touching of the handles.

- Where possible, ventilate the rooms once every 4 hours by opening the doors and windows.

The clients have the obligation to respect the hygienic-sanitary norms, as they are displayed by the Organizer.

The management,