

# **SPORTS BETTING RULES**

## **1. Introduction**

### **1.1. Scope and Acceptance**

These Betting Rules govern the use of the Qzino sportsbook. By placing a bet on the sportsbook, you (“the End User”) confirm that you have read, understood, and agree to comply with these Betting Rules at all times while using the sportsbook platform. The Betting Rules consist of the following sections:

- 1.1.1. General rules;
- 1.1.2. Sports-related rules;
- 1.1.3. Esports-related rules;
- 1.1.4. Betby Esports-related rules.

### **1.2. Legal Compliance**

Use of the sportsbook is subject at all times to the applicable laws and regulations governing the operations of Qzino and to the supervision of the relevant regulatory authority. End Users must ensure that their use of the sportsbook complies with all applicable laws in their jurisdiction.

### **1.3. Changes to the Platform**

Qzino reserves the right, at its sole discretion, to modify or update the sportsbook, including but not limited to betting limits, payout limits, and market offerings, without prior notice.

### **1.4. Amendments to Betting Rules**

These Betting Rules may be updated, amended, or supplemented at any time by Qzino, without prior notice. End Users are responsible for reviewing the Betting Rules periodically to ensure ongoing compliance.

### **1.5. Interpretation**

Unless the context otherwise requires, words appearing in the singular include the plural, and references to any gender are for informational purposes only and are non-binding.

### **1.6. Purpose**

The purpose of these Betting Rules is to ensure that all bets placed through the Qzino sportsbook are processed and settled fairly, transparently, and in accordance with these Terms.

## **2. Definitions**

“Sportsbook” refers to Qzino’s online platform and all related components, including but not limited to source code, object code, software, applications, libraries, plugins,

tools, widgets, and any other material or technology required for the provision of betting services. The Sportsbook facilitates the placement, management, and settlement of Bets.

“End User” refers to any individual who accesses and uses the Sportsbook via Qzino’s Website and who has agreed to comply with these Betting Rules. End Users must be legally permitted to place bets in accordance with applicable law.

“Bet” is a risk-based agreement between the End User and Qzino concerning the outcome of an Event or Market. The End User places a Stake in anticipation of a specific Outcome, with the possibility of either winning Winnings based on the Odds or losing the Stake. All Bets are placed under the terms, conditions, and limits established by Qzino and as detailed in these Betting Rules.

“Stake” means the amount of money the End User commits to a Bet via the Sportsbook. The Stake represents the financial consideration required to participate in a Bet and is subject to the limits and rules defined by Qzino.

“Outcome” means the result of an Event or Market on which a Stake has been placed. The determination of the Outcome is based on the actual results of the Event or Market, as verified by Qzino or official sources.

“Market” refers to a specific betting option or type of bet available within an Event, including all subcategories, lines, and alternatives offered by Qzino. Each Market defines the parameters of the Bet and the applicable Odds.

“Event” refers to any sports, esports, virtual sports, political, entertainment, or other occurrence taking place in real time, for which Qzino offers betting options through the Sportsbook. Events include all scheduled matches, contests, or competitions, and any other occurrence determined by Qzino in its sole discretion as eligible for betting.

“Odds” means the numerical value assigned by Qzino for a specific Outcome of an Event, representing the potential return relative to the Stake. Odds are set at Qzino’s sole discretion and may be adjusted at any time prior to or during an Event.

“Winnings” are the monetary amounts payable to the End User resulting from a Bet where the Outcome of an Event or Market has been correctly predicted. Winnings are calculated by multiplying the Stake by the relevant Odds, subject to any applicable terms, conditions, and limits established by Qzino.

“Operator” refers to Qzino, a legally registered entity authorized to provide betting services in accordance with applicable licensing, regulatory, and legislative requirements. The Operator manages and controls all aspects of the Sportsbook platform, including Odds, Markets, Events, and Bet settlement.

### **3. General rules**

No individual under the minimum legal gambling age in their jurisdiction is permitted to access or use the Sportsbook, open an End User account, or place a Stake on any Bet. It is the responsibility of the End User to ensure compliance with the age and legal requirements applicable in their country of residence. Any Bets placed by

underage individuals are considered void, and any resulting Winnings will be forfeited.

In the event of any inconsistency or discrepancy between the English version of these Betting Rules and any other language translation, the English version shall prevail in all matters of interpretation and enforcement.

Once a Bet has been accepted by the Sportsbook, it is final and cannot be cancelled, reversed, or altered. Qzino shall not be held responsible for any missing, duplicate, or erroneous Stakes submitted by an End User. The Sportsbook will not consider requests to modify or cancel Bets on the grounds of a missing or duplicated Bet.

End Users are responsible for reviewing all their Bets and transactions through the “My Bets” section of their account. This interface provides a full record of accepted Bets and Staking activity to ensure that all Bets have been properly recorded and acknowledged by the Sportsbook.

3.5. All statistical data, editorial content, or other informational materials provided on the Sportsbook are intended solely for informational and entertainment purposes. Such content is not guaranteed to be accurate, complete, or up to date, and must not be relied upon as the sole basis for placing Bets. Qzino disclaims all liability for any decisions made by End Users based on this information. It remains the End User’s responsibility to independently verify all relevant circumstances concerning any Event or Market before placing a Bet.

3.6. The use of automated systems, software, bots, scanners, scripts, or any other method that automates interaction with the Sportsbook is strictly prohibited. Qzino reserves the right to void, cancel, or reverse any Bets placed through such automated systems without prior notice.

3.7. End Users are permitted to operate only a single account on the Sportsbook. The use of multiple accounts, third-party accounts, or accounts operated on behalf of another individual is strictly forbidden. Any Bets placed in violation of this provision shall be considered void, and Qzino reserves the right to suspend or terminate accounts found in breach of this rule.

3.8. The availability of Events and Markets on the Sportsbook may vary by jurisdiction in compliance with applicable laws. Qzino reserves the right to restrict or modify access to certain Events or Markets depending on the End User’s location, ensuring adherence to all regulatory and legal requirements.

### 3.9. Data Sources for Bets

Qzino Sportsbook relies exclusively on reputable, verified, and legitimate data sources to determine the outcome of Bets. Unless explicitly stated otherwise in these Betting Rules, the specific data sources may be disclosed to End Users upon formal request. Qzino does not guarantee the accuracy of data obtained from third-party providers but undertakes reasonable efforts to ensure reliability.

### 3.10. Hierarchy of Rules

In the event of any inconsistency or contradiction, the following hierarchy of rules applies: Market Rules shall take precedence over Sport Rules, and Sport Rules shall take precedence over General Rules. If neither Market Rules nor Sport Rules explicitly cover a scenario, the General Rules shall apply.

### 3.11. Use of "X" in Odds or Markets

Where an "X" appears in the description of Odds or Markets within these Betting Rules, it shall be interpreted as a numeric value defined by the Qzino Sportsbook offering for that particular Event or Market.

## **4. Placing a Stake / Making a Bet**

### **4.1. Applicability of Rules**

All Stakes placed by an End User and all Bets accepted by Qzino Sportsbook are governed by these Betting Rules and must comply with all applicable laws and regulations in the jurisdiction of operation.

### **4.2. Validity of Bets**

A Bet is considered valid only once it has been explicitly accepted by Qzino Sportsbook, as indicated by a confirmation statement in the respective Bet Slip. Bets placed without such confirmation are not binding.

### **4.3. Discretion to Accept Bets**

Qzino Sportsbook reserves the exclusive right, at its sole discretion, to accept or reject any Bet. No End User is entitled to demand acceptance of a Bet.

### **4.4. Types of Bets**

4.4.1. Single (Ordinary) Bet - A Bet placed on the outcome of a single Event. The payout for a Single Bet is calculated as the Stake multiplied by the Odds provided at the time of Bet acceptance.

4.4.2. Combo Bet - A Bet that combines multiple independent outcomes from one or more Events. To win a Combo Bet, every individual outcome included must be correctly predicted. An incorrect prediction of any single Event within the Combo results in the loss of the entire Combo Bet. The payout for a successful Combo Bet is calculated as the Stake multiplied by the total combined Odds of all Events included in the Combo.

4.4.3. System Bet - A System Bet consists of multiple Combo Bets created from a fixed set of outcomes, forming all possible combinations of a specified size. Each individual Combo within the System uses the same Stake and contains the same number of outcomes. When placing a System Bet, the End User must specify both the total number of outcomes and the number of Combos (System option). The

payout for a successful System Bet is calculated by multiplying the Stake of each Combo by the total Odds of all winning Combos included in the System.

4.4.4. Trixie Bet - A Trixie is a specific System Bet involving a selection of three Events and comprises four individual Bets: one treble (a Combo of all three Events) and three doubles (each possible combination of two Events). For clarity, within this clause and throughout these Betting Rules, a treble refers to a Combo Bet that contains exactly three outcomes.

4.4.5. Patent Bet - A Patent Bet consists of a selection of three Events or Markets and comprises seven individual Bets: one treble (Combo of three Events), three doubles (Combos of two Events), and three singles (each individual Event). The payout for a successful Patent Bet is calculated by multiplying the Stake by the total Odds of all winning Bets included in the Patent.

4.4.6. Yankee Bet - A Yankee Bet consists of a selection of four Events or Markets and includes eleven individual Bets: one fourfold (Combo of four Events), four trebles (Combos of three Events), and six doubles (Combos of two Events). For clarity, a fourfold refers to a Combo containing exactly four outcomes. The payout for a winning Yankee Bet is calculated by multiplying the Stake by the total Odds of all winning Bets included in the Yankee.

4.4.7. Canadian (Super Yankee) Bet - A Canadian, also known as a Super Yankee, consists of a selection of five Events or Markets and includes twenty-six individual Bets: one fivefold (Combo of five Events), five fourfolds (Combos of four Events), ten trebles (Combos of three Events), and ten doubles (Combos of two Events). For clarity, a fivefold refers to a Combo containing exactly five outcomes. The payout for a successful Canadian Bet is calculated by multiplying the Stake by the total Odds of all winning Bets included in the Canadian.

4.4.8. Heinz Bet - A Heinz Bet consists of a selection of six Events or Markets and includes fifty Bets in total: one sixfold (Combo of six Events), six fivefolds (Combos of five Events), fifteen fourfolds (Combos of four Events), twenty trebles (Combos of three Events), and fifteen doubles (Combos of two Events). For clarity, a sixfold refers to a Combo containing exactly six outcomes. The payout for a winning Heinz Bet is calculated by multiplying the Stake by the total Odds of all winning Bets included in the Heinz.

4.4.9. Super Heinz Bet - A Super Heinz Bet consists of a selection of seven Events or Markets and includes 120 Bets in total: one sevenfold (Combo of seven Events), seven sixfolds (Combos of six Events), twenty-one fivefolds (Combos of five Events), thirty-five fourfolds (Combos of four Events), thirty-five trebles (Combos of three Events), and twenty-one doubles (Combos of two Events). For clarity, a sevenfold refers to a Combo containing exactly seven outcomes. The payout for a winning Super Heinz Bet is calculated by multiplying the Stake by the total Odds of all winning Bets included in the Super Heinz.

4.4.10. Goliath Bet - A Goliath Bet consists of a selection of eight Events or Markets and includes 247 Bets in total: one eightfold (Combo of eight Events), eight sevenfolds (Combos of seven Events), twenty-eight sixfolds (Combos of six Events), fifty-six fivefolds (Combos of five Events), seventy fourfolds (Combos of four Events),

fifty-six trebles (Combos of three Events), and twenty-eight doubles (Combos of two Events). For clarity, an eightfold refers to a Combo containing exactly eight outcomes. The payout for a winning Goliath Bet is calculated by multiplying the Stake by the total Odds of all winning Bets included in the Goliath.

4.4.11. Odds Precision - If the Odds provided include more than two decimal places, the resulting payout will be rounded to two decimal places.

4.4.12. Cash Out - "Cash Out" is an optional offer initiated by Qzino Sportsbook and presented to an End User to modify one or more essential conditions of an existing Bet (such as Odds or Event calculation time) in order to settle the Bet early. The End User may choose to accept or reject the Cash Out offer. By selecting "Cash Out," the End User confirms acceptance of the new terms of the Bet. Cash Out may be available for both pre-match and live betting. Qzino Sportsbook reserves the right to modify, withdraw, or refuse Cash Out offers at any time without providing a reason

4.4.13. Bet Builder - A Bet Builder is a Bet placed on multiple Markets within the same Event, which may include options such as total goals, 1X2, team statistics, player props, and any other Markets identified under the Bet Builder Tab. To win a Bet Builder Bet, the End User must correctly predict every outcome of all included Markets. If any single Market is predicted incorrectly, the entire Bet Builder Bet is lost. The payout for a winning Bet Builder Bet is calculated by multiplying the Stake by the total Odds of the Bet Builder Bet.

Bet Builder Bets may also be combined within a Combo or System Bet, either together with other Bet Builder Bets or in combination with non-Bet Builder Bets, following the rules applicable to Combo and System Bets.

### **Special Terms for Bet Builder Bets**

a) Bet Builder Bets may not be offered for all sports, Events, or Markets. The availability of Bet Builder Bets is determined solely at Qzino's discretion.

b) Qzino does not guarantee the availability of Bet Builder Bets and reserves the right to suspend or terminate their availability at any time for any reason, including but not limited to technical issues or concerns regarding the integrity of sports betting.

c) Qzino reserves the right to modify, suspend, or remove the Bet Builder feature, in whole or in part, at any time without prior notice.

d) Qzino reserves the right to reverse the settlement of any Bet Builder Bet if the Bet or any selection within the Bet is settled incorrectly. All provisions of these Betting Rules related to errors shall apply.

e) Qzino reserves the right to accept or void any individual Bet included in a Bet Builder Bet in accordance with the general rules regarding void Bets. If any selection within a Bet Builder Bet is voided, the remaining non-voided selections shall remain valid and be settled according to the standard rules for Bet Builder Bets.

4.4.14 Early Payout is a special offer that allows a Bet to be settled as a winner early if predefined settlement conditions (one or several), as listed in the special tag attached to the respective Event and Market, are met, irrespective of the actual final outcome of the Event.

a) Markets eligible for Early Payout will be identified accordingly. The applicable Early Payout conditions will be made available within the Sportsbook interface via special Early Payout tag(including on the Event page or “My Bets” section).

b) The availability of the Early Payout tag, including applicable conditions and eligible Events or Markets, is determined solely at the discretion of the Sportsbook and may vary.

c) Early Payout may apply to Single Bets and multiple Bets (including Combo, System, and BetBuilder Bets), whether consisting entirely of Early Payout selections or a combination of Early Payout and non-Early Payout selections. Early Payout may also be available in conjunction with certain bonus types (e.g., ComboBoost, Bet Refund, Free Money, No Risk).

d) For Single Bets, once the Early Payout condition is met, the Bet is settled as a winning Bet regardless of the final outcome of the Event. No additional payout will be made if the original selection also wins.

e) For multiple Bets (e.g., Combo, System, or Bet Builder Bets) containing both Early Payout and non-Early Payout selections, only the selections meeting the Early Payout conditions will be settled early. The remaining selections will continue to be settled in accordance with these Betting Rules.

f) The Sportsbook reserves the right to suspend, modify or withdraw any Early Payout market at any time including for reasons such as technical issues, human error, betting integrity, legal compliance, or other. Bets on Early Payout markets already accepted shall remain subject to the conditions applicable at the time of acceptance of the respective Bet, unless otherwise stated in these Betting Rules.

g) The Sportsbook reserves the right to reject or void any Bet on Early Payout markets in accordance with these Betting Rules. In such cases, the general provisions relating to void Bets shall apply.

h) In the event of an erroneous settlement due to technical issues, human error, or game-related circumstances (including, but not limited to, VAR decisions), the Sportsbook reserves the right to correct the settlement in accordance with the general Betting Rules regarding settlement of Errors.

i) Any matters not expressly addressed in this section shall be governed by these Betting Rules.

## 4.5. Market Types

4.5.1. Match (1X2) - allows you to place a bet on the final or partial outcome of a match or event. Options are:

- 1 = home team wins, or the team listed on the left in the offer;
- X = draw, or the option listed in the middle;
- 2 = away team wins, or the team listed on the right in the offer.

4.5.2. Correct Score - allows you to bet on the exact score of a match or event, either partial or final.

4.5.3. Over/Under (Totals) - allows you to bet on the total number of a pre-defined occurrence in a match or event (e.g., goals, points, corners, rebounds, penalty minutes, etc.). If the actual total equals the exact number listed in the betting line, all bets on that offer are void.

Example: if the betting line is set at 100 points, and the match ends 50-50, the bet is considered void.

4.5.4. Odd/Even - allows you to bet on whether the total number of a pre-defined occurrence in an event (e.g., goals, points, corners, rebounds, penalty minutes, etc.) is odd or even. For clarity, odd numbers include 1, 3, 5, etc., while even numbers include 0, 2, 4, etc.

4.5.5. Head-to-Head / Triple-Head - allows you to bet on the outcome of a competition between two or three participants, which may originate from either an officially organized event or a virtual event defined by the sportsbook.

4.5.6. Half-Time / Full-Time - allows you to bet on both the result at half-time and the final outcome of a match.

- Example: If the half-time score is 1-0 and the final score is 1-1, the winning outcome is 1/X.
- Bets are void if the match is played in a format other than the standard structure of two halves.

4.5.10. Asian Handicap - This market applies a handicap to balance the perceived strength between two teams.

- Example: Home team (-1.75) vs Away team (+1.75).
  - The stake is divided equally between two handicaps: -1.5 and -2.0.
  - For the bet to win in full, the home team must win by more than two goals (a margin of three or more).
  - If the home team wins by exactly two goals, the bet is partially won - the -1.5 portion wins, and the -2.0 portion is refunded (a "push").

- Any other outcome, including a one-goal win, a draw, or a loss, results in a loss of the full stake.
- Conversely, the away team with +1.75 receives a two-part advantage: +1.5 and +2.0. This structure determines partial wins or refunds depending on the final score.

4.5.11. Double Chance - This market allows betting on two possible results of a single event at the same time.

- Available options: 1X, 12, and X2, where “1”, “X”, and “2” are defined in 4.5.1.
  - 1X - Home team wins or draw
  - 12 - Either team wins (no draw)
  - X2 - Draw or away team wins

4.5.12. Outright / Place Betting - This market allows betting on the overall outcome of a competition or event.

- The End User places a bet on a participant to win or to finish in a specific position (e.g., top 3, top 5) within the final standings of a tournament, league, or race.

4.5.13. Quarter / Half / Period Result

Bets on “Quarter / Half / Period X” apply exclusively to the result or score achieved within the specified timeframe. These bets do not include points, goals, or events accumulated in any other period of the match or event.

Bets shall be void if the match is played in any format other than:

- the format stated in the betting offer,
- the format shown on the official scoreboard, or
- the standard format defined by the governing body of the respective sport (as applicable).

4.5.14. Result at End of Quarter / Half / Period

Bets on “Result at End of Quarter / Half / Period X” refer to the match or event outcome at the end of the specified timeframe, and include all points, goals, or events recorded up to that moment, including those from previous parts of the match.

Bets shall be void if the match format differs from:

- that stated in the offer,

- that displayed on the official scoreboard, or
- the official standard format as defined by the sport's governing body.

#### 4.5.15. Race to X Points / Race to X Goals

Bets on "Race to X Points," "Race to X Goals," or similar markets refer to which team or participant reaches the specified number of points, goals, or other metrics first.

- If the offer specifies a timeframe (e.g. "Race to 10 points in 1st half"), only points or goals scored within that timeframe count.
- If the listed score is not reached within the stated timeframe (if any), all such bets shall be void, unless explicitly stated otherwise in the betting offer.

#### 4.5.16. Winner of Point X / Scorer of Goal X

Bets on "Winner of Point X," "Scorer of Goal X," or similar markets refer exclusively to the team or participant that scores or wins the specific listed occurrence.

- Events that occur before the listed occurrence shall not be considered in the settlement of the bet.
- If the specified point or goal is not scored or achieved within the stated timeframe (if any), all such bets shall be void, unless explicitly stated otherwise in the offer.

#### 4.5.17. Bets on First or Next Event Occurrence

Bets referring to the order of specific occurrences -such as "First Card," "Next Team to Receive Penalty Minutes," or similar markets shall be void if it is not possible, beyond reasonable doubt, to determine the winning outcome.

For example, if players from both teams receive a card during the same interruption of play, and no clear sequence can be established, the bet will be declared void.

#### 4.5.18. Team to Score First and Win

This market refers to the team listed as scoring the first goal of the match and ultimately winning the match.

- If no goals are scored in the match, all bets placed on this market shall be void.

#### 4.5.19. Clean Sheet

Any reference to a "Clean Sheet" indicates that the listed team must not concede any goals during the entire match.

- If the listed team allows at least one goal, the “Clean Sheet” bet shall be settled as a loss.

#### 4.5.20. Team to Win from Behind

This market refers to the listed team winning the match after trailing by at least one goal at any point during the game.

- If the team never falls behind in score, or the match ends in a draw or loss, all bets on this market will be settled as losses.

#### 4.5.21. Team to Win All Halves / Periods

Any market referring to a team winning all halves or periods (e.g. “Team to Win Both Halves”) means that the listed team must outscore its opponent in each individual half or period of the match.

- Failure to win any of the stipulated halves or periods results in the bet being settled as a loss.

#### 4.5.22. Injury Time

Any reference to “Injury Time” relates to the time displayed by the official match referee or designated official, and not to the actual duration played.

- Bets settled according to injury time will rely exclusively on the officially indicated amount.

#### 4.5.23. Man of the Match / Most Valuable Player

Bets on markets such as “Man of the Match,” “Most Valuable Player,” or similar awards will be settled based on the decision of the official event organizer or governing body, unless explicitly stated otherwise in the offer.

- Any subsequent revisions to the award or statistical updates will not affect the original settlement.

## **5. Events and resulting**

### **5.1. Event Dates and Times**

All event dates and times displayed on the Sportsbook platform are provided for informational purposes only. The Sportsbook and the Operator do not guarantee the accuracy of such information. Any error, change, or inaccuracy in the listed date or time of an Event shall not constitute valid grounds for voiding or cancelling bets, unless explicitly stated otherwise within these Betting Rules.

### **5.2. Live Scores and Real-Time Information**

Live scores, statistics, or other real-time data displayed on the Sportsbook are provided solely for convenience and information. The Sportsbook does not warrant

the accuracy, timeliness, or completeness of such information, and it shall not be used as a basis for settlement or dispute of any bet.

### **5.3. Settlement of Bets**

Bets placed on an Event (including all Markets related to that Event) will be settled only after the Event is officially completed and the official result has been confirmed by the relevant governing authority or event organizer. Any subsequent corrections, protests, or revisions of results shall not affect the original settlement unless expressly stated otherwise in these Betting Rules.

### **5.4. Determination of Event Results**

The result of an Event shall be determined based on the official outcome confirmed by the Event's governing body on the date of the Event's completion, unless explicitly stated otherwise in these Betting Rules. For Events conducted outside of official competitions, bets shall be settled based on the information provided by the Event organizer or authority responsible for the Event.

### **5.5. Bets on Events Not Completed Within 48 Hours**

If an Event has commenced but is not completed within 48 (forty-eight) hours from its official start time, all bets on that Event shall be considered void, except in the following cases:

- a) Bets placed on odds related to periods or segments of the Event that have been fully completed;
- b) Events that normally extend beyond 30 hours, such as certain golf tournaments;
- c) Sport-specific exceptions explicitly outlined in these Betting Rules for individual sports.

Bets on markets such as "First Team to Score" shall remain valid and active as soon as the relevant occurrence happens, regardless of whether the Event is fully completed.

### **5.6. Settlement of Suspended Events**

In the event that an Event is suspended after its commencement, the resulting outcome and settlement of bets shall be determined according to the specific rules of the respective sport, as outlined in these Betting Rules. If no sport-specific rules apply, the provisions of Clause 5.5 (General Rules on incomplete Events) shall govern the settlement.

### **5.7. Protests and Overturned Decisions**

For the purposes of bet settlement, any protested, disputed, or subsequently overturned decisions that change the official outcome of an Event or Market shall not be recognized. Bets shall remain settled based on the official outcome at the time of Event completion.

## **5.8. Bets Are Based on Final Outcomes**

All bets are placed on the final outcome of an Event or Market, regardless of interim scores or statistics displayed during the Event. For example, incorrect or delayed display of scores, including soccer goals or red cards, shall not constitute grounds for voiding a bet, except as expressly stated elsewhere in these Betting Rules.

## **5.9. Bets on Specific Periods**

Bets placed on a specific period of an Event shall only take into account the scoring or outcomes within that period. Results from any previous or subsequent periods of the Event shall not affect the settlement of such bets.

## **5.10. Draw Markets**

- If a “Draw” market is offered alongside Winner markets and the Event ends in a draw, all bets on Winner markets for the competing participants shall lose.
- If a draw is not offered and the Event ends in a draw, all bets on Winner markets for each team shall be void, unless explicitly stated otherwise in the sport-specific rules.

## **5.11. Forfeits and Walkovers**

In cases where an Event is concluded due to forfeit, walkover, cancellation, or any other reason that the Event is deemed complete without being played, all bets on the Event shall be void, regardless of how the governing body records the result.

## **5.12. Errors in Names or Leagues**

Typographical errors, misspellings, team name changes, or incorrect league names shall not render a bet void, provided it is reasonably clear which Event or Market was intended. Bets shall be settled according to the intended Event as determined from context.

## **5.13. Non-Standard Event Format**

If an Event is conducted with an incorrect number of periods, sets, or segments, or with a non-standard duration that is not explicitly stated in the offer, all bets on that Event shall be void.

## **5.14. Aggregate Home/Away Score Markets**

For markets such as “Aggregate Home/Away score of a league on a day” (or week for American football), all bets shall be void if any Event included in the specified day/week of that league is not played to completion.

## **5.15. Multi-Way Betting Markets**

Bets on “Multi-way betting” markets shall always have action, except when the market explicitly requires a specific competitor to start for bets to be valid. In such

cases, if the stipulated competitor does not participate, all bets on all competitors shall be void.

#### **5.16. Payouts on Multi-Way Markets**

All winning bets on “Multi-way” markets shall be paid out at full odds, regardless of the number of winners in the market.

#### **5.17. “The Field” Markets**

For markets offering “The Field” as a betting option, the named competitor(s) must outright beat every other competitor for the bet on that competitor to win. If the competitor ties for the win, all bets on the tied competitors shall be void, and all other bets shall lose.

#### **5.18. Finality of Settled Markets**

All settled markets shall be considered final after 72 hours. No queries regarding settlements will be accepted after this period. Within the 72-hour window, the Sportsbook may adjust or correct results only in cases of human error, system error, or mistakes made by the official results source.

#### **5.19. Outright Bets**

All outright bets are considered actionable at the time of placement and shall be settled as a loss if the selected participant does not take part in the Event, unless otherwise explicitly stated. In cases of a dead heat (more than one winner), the stake shall first be divided equally among the tied selections, with each portion settled as a win for the tied selections, and the remaining stake portion settled as a loss.

#### **5.20. Head-to-Head Market - Non-Start**

If a competitor in a Head-to-Head market does not start, the Sportsbook shall cancel the respective market and all associated bets shall be void.

#### **5.21. Racing Sports - Non-Finish**

Unless otherwise specified in the sport-specific rules, if both competitors fail to finish a racing Event, the winner shall be the competitor who completed more laps. If both competitors exit on the same lap, the Sportsbook shall cancel the Head-to-Head market.

#### **5.22. Equal Positions**

If competitors finish in the same position, all bets on the Head-to-Head market shall be void.

#### **5.23. Overtime and Match Markets**

All standard match markets exclude overtime, unless explicitly stated otherwise in the market or Event terms.

## **5.24. Participation Requirement for Named Competitors**

If a Market includes exact names of one of two competitors, then all listed competitors must participate in the Event for the Bet to have action.

## **5.25. If an Event does not start at its scheduled time, the following rules apply:**

**Official Cancellation:** If the Event is officially cancelled before it starts, all Bets will be voided.

**Delay:** If the Event is delayed and the organizer of the respective Event has not provide updates regarding rescheduled time of the respective Event within 12 hours of its originally official scheduled start time, all Bets related to the affected Event shall be void, unless organizer of the respective Event reschedules the Event within 12 hours of the initially planned start time and the Event commences within 48 hours of the original start time.

**Sports Exceptions:** Where sport-specific rules provide otherwise, those sport-specific rules shall prevail and settlement of Bets placed on the relevant Event shall be determined in accordance with the respective applicable sport rules.

## **5.26. Placeholder and Bracket-Based Resulting:**

**5.26.1. Slot Priority:** In tournaments or events where participants qualify through a bracket or group stage, the Sportsbook may offer markets before the specific participants are confirmed. In such cases, the bet is placed on the bracket position (slot), regardless of which team or individual eventually fills it.

**5.26.2. Confirmation of Teams:** Once the official participants for a bracket position are confirmed by the governing body of the respective tournament, the competitor titles will be updated respectively. For the purpose of this market the identity of the specific participants at the time the bet was placed is irrelevant and do not affect the validity of the bet.

**5.26.3. Change of Participant:** If a team/player is replaced, disqualified, or substituted by the tournament organizer after they have been confirmed for a slot but before the match starts (e.g., a "Lucky Loser" in tennis or a replacement team in a cup), all bets remain valid and will be settled based on the performance of the actual competitors of the match.

**5.26.4. Finality of Position:** Settlement is based strictly on the official progress of the tournament according to the initial rules of the respective tournament. If due to the change of the tournament rules prior or during the tournament the bracket is fundamentally changed in comparison to the initial version (e.g., the tournament format

## **6. Accepting, suspension and voiding the bets**

### **6.1. Bet Acceptance**

All bets are accepted or rejected at the sole discretion of the Sportsbook and are subject to the Sportsbook's risk management policies, which may be updated from time to time.

### **6.2. Live (In-Play) Bets**

Acceptance of live/in-play bets may experience a short delay before confirmation. Bets may also be kept pending during potentially volatile situations (e.g., free-kicks, one-on-one attacks, etc.) at the sole discretion of the Sportsbook.

### **6.3. Rights to Refuse or Limit Bets**

The Sportsbook reserves the right to refuse, restrict, cancel, or limit any bet at any time, without prior notice.

### **6.4. Voiding or Suspending Bets**

The Sportsbook reserves the right to declare a bet, or part of a bet, void (with payout calculated at odds of “1”) or suspend settlement until the conclusion of an investigation, trial, or judicial review in the following circumstances:

- Suspected or confirmed irregularities in the Event, Market, or betting process;
- Technical or human errors impacting bet acceptance or settlement;
- Violations of the Betting Rules, Terms of Service, or applicable law;
- Other circumstances where Sportsbook deems it necessary to ensure fair and proper settlement.

The Sportsbook reserves the right to void or suspend settlement of any bet (in whole or in part) under the following circumstances:

6.4.1. Mistakes occurring during bet acceptance.

6.4.2. Software or website errors, including but not limited to:

- Typographical errors in the list of offered Events;
- Discrepancies in odds across different positions;
- Unusual, clearly incorrect, or invalid odds.

6.4.3. Evidence of fraudulent, manipulative, or otherwise unfair betting practices, including “bad” odds or deliberately switched odds.

6.4.4. Deviations from the applicable Betting Rules during the acceptance of a bet.

6.4.5. Other circumstances indicating that a bet was incorrectly accepted or placed.

6.4.6. Bets placed after the start of an Event or after the relevant occurrence has already taken place.

6.4.7. Changes to the venue of an Event, unless otherwise specified in the sport-specific rules.

6.4.8. The outcome of the Event or Market was already known at the time the bet was placed, or odds were not updated correctly due to technical issues.

6.4.9. Outcomes altered due to the imposition of sanctions affecting the Event or Market result, including but not limited to: penalty points, enforced relegations, or any other adjustments applied outside the normal results of the competition.

6.5. If there is an obvious error in the odds or the market limits, any Bets placed on such odds or exceeding the stated limits may be declared void. In cases where a Bet is accepted after the start of an Event (except for clearly indicated Live/In-Play bets), the Bet will generally remain valid unless the End User is determined to have gained a material advantage. The Sportsbook reserves the right to void such Bets if an unfair advantage is established.

**6.6. In cases of suspected unfair activity, the Sportsbook reserves the right to:**

- Void any affected Bets (in which case payouts will be made at odds of “1”);
- Suspend withdrawals for up to 31 calendar days while the investigation is ongoing.

6.7. For End User accounts with negative or minus balances, the Sportsbook reserves the right to void any pending Bets, regardless of whether the Bets were placed using funds affected by the error or not.

6.8. The Sportsbook reserves the right to temporarily or permanently suspend the acceptance of Bets from any End User ID at its sole discretion and without prior notice.

6.9. The Sportsbook shall not be liable for any losses, damages, or expenses incurred by an End User due to system malfunctions, technical defects, delays, data transmission errors, or any other issues beyond the Sportsbook’s reasonable control.

6.10. Abuse of software errors or mistranslations is strictly prohibited. Any End User or Operator who discovers an error in the gaming software must immediately report it to the Sportsbook. Should an End User exploit any such errors, the Sportsbook reserves the right to:

- Suspend the End User’s account;
- Freeze all account funds;
- Cancel any placed and/or already settled Bets affected by the error.

6.11. In Combo Bets (also referred to as accumulators, parlays, or multis), any Bets that involve related outcomes (e.g., placing a Bet on Barcelona to win La Liga combined with a Bet on Barcelona winning the deciding match) will be declared void.

**6.12. Bet Settings**

6.12.1. Do Not Accept Odds Changes - By default, any Bet placed will not be accepted if the odds change after placement. The End User must manually review and confirm any updated odds before placing the Bet again. This is the default setting, but the End User may opt out and select an alternative Bet Setting at any time.

6.12.2. Accept Higher Odds Only - If the odds change after Bet placement, the Bet will only be accepted if the odds have increased. If the odds decrease, the Bet will be automatically declined. End Users must manually opt in to enable this option, and may opt out at any time. This setting applies only to Bets placed after manual activation.

6.12.3. Accept Any Odds Changes - Bets may be accepted regardless of whether the odds increase or decrease after placement. End Users must manually opt in to enable this option, and may opt out at any time. This setting applies only to Bets placed after manual activation.

## **7. Betting integrity**

7.1. The maximum accumulated winnings for Multiple Bets in one calendar day is USD 100 000.

7.2. Maximum Bet/Stake Limits - The Sportsbook reserves the right, at its sole discretion, to limit the maximum amount of any Bet or Stake for any Event, Market, Operator, or individual End User. Maximum limits may be changed at any time without prior notice, and such changes do not affect Bets already accepted.

7.3. Individual Betting Only - All Bets must be placed by individual End Users only. Group, syndicate, or collective Bets are strictly prohibited. Multiple Bets on the same outcome placed by the same or different End Users may be declared void at the sole discretion of the Sportsbook.

7.4. Collusion and Suspicious Activity - The Sportsbook reserves the right to void any Bet, even after the official result is known, if it determines that the Bet was placed in collusion, syndication, or any coordinated manner among multiple End Users, or if multiple Bets are placed in a suspiciously short timeframe.

7.5. Single Account per IP - Bets originating from different accounts under the same IP address may be deemed void at the discretion of the Sportsbook. The Sportsbook may refuse to accept Bets from such accounts to ensure fair play and integrity

7.6. Suspension of Markets or Events - The Sportsbook reserves the right to temporarily suspend betting on any Event or Market if there is suspected irregularity, integrity issue, technical fault, or system error. During such suspensions, the Sportsbook may:

- Withhold acceptance of new Bets;
- Suspend settlement of existing Bets;
- Decline Bets until the issue is fully resolved.

All decisions under this clause will be made fairly, reasonably, and in good faith, with the aim of maintaining the integrity of the Sportsbook and protecting End Users.

7.7. Prohibition of Fixed-Match Betting - Betting on fixed, predetermined, or manipulated Events/Markets is strictly prohibited. Any End User found attempting to place Bets on such Events:

- Will have their Bets canceled;
- May face immediate restrictions or permanent suspension from the Sportsbook;
- May be subject to further action as deemed necessary to uphold the integrity of betting.

The Sportsbook is committed to fair play and transparency. End Users are responsible for ensuring that their Bets comply with this rule. Suspected violations will be thoroughly investigated, and decisions will be made in accordance with Sportsbook policies. End Users are encouraged to report any suspicious activity related to fixed or manipulated matches to the support team immediately.

7.8. Game or System Faults - In the event of any technical, game, or system malfunction, including situations where sports or event betting transactions cannot be recovered, all affected Bets shall be declared void, and the stakes will be returned to the End Users.

7.9. Unavailable or Delayed Official Event Timing - If the Sportsbook is unable to obtain the official time, date, or schedule of an Event, any Bets impacted by such delays or uncertainty shall be voided, and stakes will be returned to the End Users.

## 8. Bonuses

8.1. Any bets placed with a system bet will not count for the wagering requirement in Bonus.

### 8.2. Comboboost

8.2.1.

Selections	Multiplayer
2	1.01
3	1.02
4	1.04
5	1.05
6	1.07
7	1.1
8	1.15
9	1.17

10	1.2
11	1.25
12	1.3
13	1.35
14	1.4
15	1.45
16	1.5
17	1.65
18	1.75
19	1.85
20	2

8.2.2. The final bonus amount calculation is based on the final odds of the Combo once all outcomes are settled.

8.2.3. Cashed Out bets are not eligible to have a Comboboost.

8.2.4. Sportsbook reserves the right to amend, cancel, reclaim or refuse any promotion at its own discretion.

8.2.5. Comboboost is only available on selections with odds of 1.40 or above.

8.3. Freebets, freemoney, bet no risk.

8.3.1. Freebet - End User gets just a winning part of the bet. For example, freebet 5 on odd 3.5 player get on account  $5 \times 3.5 - 5 = 12.5$

8.3.2. Freemoney - End User gets a stake and winning a part on the account. For example, freemoney 5 on the odd 3.5 the player get on account  $5 \times 3.5 = 17.50$

8.3.3. Bet no risk - usual bet, but if End User loses he gets back his stake refunded.

## II. Special rules for sports

### 1. Soccer

1.1. Bets on the outcome of a match will be decided based on two halves of the scheduled number of minutes each and any time the referee adds to compensate for

injuries and other stoppages. It does not include periods of extra time nor penalty shootouts if not stated.

1.2. Corners awarded, but not taken are not considered.

1.3. Own goals will not be considered for "Anytime Goalscorer" or "Player to score X" or "Next Goalscorer" or other markets/odds settlement purposes and are ignored.

1.4. All players who took part in the match since kick off or previous goal are considered as runners.

1.5. For "Player Props" markets - if a player is not in the starting XI, all respective player markets will be voided (excluding the markets 1.6. Anytime goalscorer / 1.7 First goalscorer / 1.8 Last goalscorer / Player to score x+ / x Team First goalscorer)

1.6. Anytime Goalscorer markets - bets will stand, if a player came into the game from substitute. Non fielders and players who were listed in the squad but remained on the substitute bench and did not play in the game will be voided;

1.7. First Goalscorer markets - bets will stand, if a player came into the game from substitute before the first goal was scored. Non fielders and players who were listed in the squad but remained on the substitute bench and did not play in the game will be voided;

1.8. Last Goalscorer markets - bets will stand, if a player came into the game from substitute. Non-fielders and players who were listed in the squad but remained on the substitute bench and did not play in the game will be voided. If a player came out of the game before the last goal was scored, bets will be voided;

For the purposes of this clause a Non felder shall be understood as a player who was not listed in the match day squad.

1.9. If for any reason an unlisted player scores a goal all bets on listed players stand. For the purposes of this clause and these terms in general an unlisted player shall be understood as a player who was not listed in the match day squad.

1.10. Anytime "Goalscorer" or "Player to score X" or "Next Goalscorer" market will be settled based on TV broadcasting and statistics provided by Press Association unless there is clear evidence that these statistics are not correct.

1.11. Interval markets will be settled based on the goal time announced by TV broadcasting. If this is not available, the time according to the match clock is considered.

1.12. Interval goal markets are settled based on the time the ball crosses the line, and not the time the kick is made.

1.13. Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.

1.14. Booking interval markets are settled based on the time the card is shown and not the time the infringement is made.

1.15. Offsides will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.

1.16. Penalty markets will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.

1.17. Penalties awarded but not taken are not considered.

1.18. Next scoring type:

1.18.1. Freekick: The goal has to be scored directly from the freekick or corner to qualify as a goal by freekick. Deflected shots count as long as the freekick or corner taker is awarded the goal.

1.18.2. Penalty: The Goal must be scored directly from the penalty. Goals after a rebound of a missed penalty do not count.

1.18.3. Own Goal: If a goal is declared as an own goal.

1.18.4. Header: The scorers last touch has to be with the head.

1.18.5. Shot: The Goal has to be with any other part of the body than the head and the other types do not apply.

1.18.6. No Goal: If goal has not been scored.

1.19. If the market was opened with a missing or incorrect red card, the sportsbook reserves the right to void bets on respective market as far as such bets are affected by the missing or incorrect red card.

1.20. If odds were offered with an incorrect match time (more than 5 minutes), we reserve the right to void the respective bets.

1.21. If a wrong score is entered in the scoreboard of the sportsbook, all markets will be void for the time when the incorrect score was displayed.

1.22. If the team names or tournament are displayed incorrectly, we reserve the right to void the respective bets.

1.23. Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow-red card is not considered. As a consequence one player cannot cause more than 3 cards.

1.24. Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.

1.25. Cards shown after the regular time of the match are not considered.

1.26. Cards for non-players (already substituted players, managers, players on bench, coach) are not considered.

1.27. A Yellow card counts as 10 points and a red or a yellow-red card counts as 25 points. The 2nd yellow card for one player which leads to a yellow-red card is not considered. As a consequence one player cannot cause more than 35 booking points.

1.28. "Penalty Shootout - Total market" - Predict the total number of penalties scored in a penalty shootout

1.29. If the match format was changed sportsbook reserves the right to void all bets.

1.30. If a friendly match ended by referee decision earlier than 80 minutes, the bets will be voided.

1.31. Team Stats Markets

Team stats markets (such as Shots, Shots on target, Offsides, Throw-ins, Fouls, Saves, Goal kicks, Specials) will be settled according to the following priority of sources:

Official source (official league/competition website, etc.).

WhoScored (<https://www.whoscored.com/>).

365 Scores (<https://www.365scores.com/>).

Sofascore (<https://www.sofascore.com/>).

This order is final and prioritized. Lower-ranked sources will be ignored if the relevant statistics are available from a higher-priority source. For bet settlement, the initial publication of the results is used. Any subsequent changes to the results will not be grounds for bet re-settlement.

1.32. All soccer player props bets are settled using the information provided by OPTA.

1.33. The post or the crossbar (woodwork) - in the event that the ball hits the post of the crossbar and then remains in play (touched by a player or the referee, off the other post or crossbar, etc.). If the ball hits the goal post/crossbar then bounces onto another post/crossbar, only one post/crossbar hit is counted, if after the first hit the ball was not touched by a player or referee.

1.34. Offsides. If there is a free kick after an offside is called - offside counted.

1.35. The use of the Video Assistant Referee (VAR) ("Video Review") during matches is confirmed by TV broadcasts after the following events: the head referee gives the sign for a video review (a box drawn in the air), the head referee checks the incident on the on-pitch video review screen.

N.B. The message "Goal Check" on the scoreboard, or the referee putting their hand to their ear, are not indications of an official video review. All other conversations between referees and their associates are also not considered official video reviews.

More on the official video review system (VAR)  
<https://www.ffa.com/technical/football-technology>.

1.36. Bet on the medical team entering the field. The medical team is only considered to have entered the field when the referee grants permission and the player receives assistance. In the case of two medical teams being called to enter the field at the same time for different soccer teams by the head referee, such entrances are counted as one medical team entrance.

1.37. Expected goals (xG). Expected goals is a statistical metric used in football that gives more information about the quality of chances. The abbreviation of expected goals is 'xG'. These bets are settled using absolute values (in hundredths). <https://www.fotmob.com/> is considered as a reference for the settlements.

1.38. Understanding of terms used for Soccer Player Props:

1.38.1. Goal/Own Goal

Different governing bodies have different rules, and where possible OPTA

(<https://soccerstats.info/>) works with the relevant people to reflect their official decisions on goal scorers.

Regarding deflections, normally a goal is awarded if the original attempt is on target. An own goal is usually awarded if the attempt is off target and deflected into the goal by an opponent.

1.38.2. Shots

A shot target is defined as any clear attempt to score that:

Goes into the net regardless of intent.

Is a clear attempt to score that would have gone into the net but for being saved by the goalkeeper or is stopped by a player who is the last-man with the goalkeeper having no chance of preventing the goal (last line block).

Goes over or wide of the goal without making contact with another player.

Would have gone over or wide of the goal but for being stopped by a goalkeeper's save or by an outfield player.

Directly hits the frame of the goal and a goal is not scored.

Blocked shots are not counted as shots.

1.38.3. Shots on goal - any goal attempt that:

Goes into the net regardless of intent.

Is a clear attempt to score that would have gone into the net but for being saved by the goalkeeper or is stopped by a player who is the last-man with the goalkeeper having no chance of preventing the goal (last line block).

Shots directly hitting the frame of the goal are not counted as shots on goal, unless the ball goes in and is awarded as a goal.

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

#### 1.38.4. Goal Assist

The final touch (pass, cross-shot, shot attempt, or any other touch) leading to the recipient of the ball scoring a goal. If the final touch (as defined in this clause) is deflected by an opposition player, the initiator is only given a goal assist if the receiving player was likely to receive the ball without the deflection having taken place. Own goals, directly taken free kicks, direct corner goals and penalties do not get an assist awarded.

#### 1.38.5. Tackle

A tackle is defined as where a player connects with the ball in a ground challenge where he successfully takes the ball away from the player in possession.

The tackled player must clearly be in possession of the ball before the tackle is made.

A tackle won is deemed to be where the tackler or one of his team-mates regains possession as a result of the challenge, or that the ball goes out of play and is "safe";

A tackle lost is where a tackle is made but the ball goes to an opposition player.

Both are deemed as successful tackles however, the outcome of the tackle (won or lost) is different based on where the ball goes after the tackle.

It is not a tackle, when a player cuts out a pass by any means.

## **2. Tennis**

2.1. In the event of a retirement, walkover, or early match termination before specific point or game- related events are completed, all undecided or affected bets will be voided, unless the outcome of a specific market is already determined and there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

Examples:

a) A set is abandoned at 4-4: bets on Over/Under 9.5 games or fewer in the set are settled as Won/Lost respectively, since any natural conclusion to the set would have at least 10 games; bets on Over/Under 10.5 games or more shall be void.

b) A best-of-3 sets match is abandoned at 6-4 4-6: bets on Over/Under 25.5 games or fewer in a match will be settled as Won/Lost respectively, since any natural conclusion to the match would have at least 26 games; bets on Over/Under 26.5 games or more shall be void.

c) A best-of-3 sets match is abandoned at 6-4 4-6 5-5: bets on either player with a handicap of +2.5 or more will be settled as Won, bets on either player with a handicap of -2.5 or less will be settled as Lost, and bets on the tie with a handicap of +/- 3 or more will be settled as Lost. All bets on handicaps ranging from -2 to +2 shall be void.

2.2. In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues. For the delayed/interrupted game, bets will not be voided unless the tournament is officially canceled/postponed.

2.3. If penalty point(s) are awarded by the umpire, all bets on that game will stand.

2.4. In case a match is finished before specific points/games are finished, all affected point/game-related markets are considered void.

2.5. If markets remain open with an incorrect score that has a significant impact on the odds, the scope of impact being determined by the sportsbook acting reasonably, the sportsbook reserves the right to void respective bets.

2.6. If the players/teams are displayed incorrectly, the sportsbook reserves the right to void respective bets.

2.7. All bets stand in any of the following circumstances:

a) Change of venue

b) Change of day of the match and/or schedule

c) Change of surface on which the match is played

d) Change from indoor to outdoor court or vice versa

2.8. If a match is decided by a Match tie-break then the tie-break will be considered to be the 3rd set.

2.9. Every tie-break or Match tie-break counts as 1 game.

### **3. Basketball**

3.1. Markets do not consider overtime unless expressly stated otherwise.

3.2. If the odds were offered with an incorrect match time (more than 2 minutes), the sportsbook reserves the right to void respective bets.

3.3. If markets remain open with an incorrect score on scoreboard of the sportbook, which has a significant impact on the odds, the scope of impact being determined by

the sportsbook acting reasonably, the sportsbook reserves the right to void respective bets.

3.4. In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.

3.5. If a match ends before the Xth is reached (e.g. for markets “Who scores Xth point? (incl. ot)”, “Which team will win race to x points? (incl. ot)”), respective bets will be void.

3.6. Market “Will there be overtime” will be settled as “yes” if at the end of regular time the match finishes in a draw, regardless of whether or not overtime is played.

3.7. Basketball Player Props rules:

3.7.1. If one or more of the players in any bet does not participate, the bet will be voided.

3.7.2. All player bets are settled as soon as the final official box score is received from the statistic providers.

3.7.3. If the venue is changed from the one scheduled, all bets on the match will stand, provided the game is not also postponed by more than 48 hours, and provided the home team is still designated as such. If the game is cancelled or postponed and does not resume the same day, all pending bets that have not already been settled based on an outcome being determined during the game will be voided.

3.7.4. If a game that has started is suspended, due to a rain delay or other deferral, and resumes within 36 hours of the originally scheduled start time (local time), then all wagers will stand. If a game starts, is then suspended, and resumes more than 36 hours after the originally scheduled start time (local time), all existing wagers will be void unless they have been determined prior to the game’s suspension.

3.7.5. All overtime is included in settlement.

3.7.6. Sports data sources for NBA and NCAA are nba.com and ncaa.com.

3.7.7. Sports data source for Euroleague basketball is the data - feed providers data.

#### **4. American football**

4.1. In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.

4.2. Markets do not consider overtime unless expressly stated otherwise.

4.3. If markets remain open with an incorrect score, which has a significant impact on the odds, the scope of impact being determined by the sportsbook acting reasonably, the sportsbook reserves the right to void respective bets.

4.4. If odds were offered with an incorrect match time (more than 89 seconds), the sportsbook reserves the right to void respective bets.

4.5. If a wrong score is displayed, the sportsbook reserves the right to void the bets for this timeframe.

4.6. In case of abandoned or postponed matches all markets are considered void unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time).

4.7. If the teams are displayed incorrectly, the sportsbook reserve the right to void respective bets.

4.8. All offered players are considered as runners.

4.9. If no further touchdown is scored, the market "Next touchdown scorer (incl. overtime)" will be voided.

4.10. Players, which are not listed for the match squad, are considered as "Competitor1 other player" or "Competitor2 other player" for settlement purposes. N.B. this does not include players which are listed without an active odd.

4.11. Players of the Defense- or Special team are considered as "Competitor1 d/st player" or "Competitor2 d/st player" for settlement purposes, even if the player is listed as dedicated outcome.

4.12. Market will be settled based on TV broadcast and statistics provided by official associations unless there is clear evidence that statistics are not correct.

4.13. American football Player Props rules:

4.13.1. If one or more of the players in any bet does not participate, the bet will be voided.

4.13.2. All player bets are resulted as soon as the final official box score is received from statistic providers.

4.13.3. If the venue is changed from the one scheduled all bets on the match will stand, provided the game is not also postponed by more than 48 hours, and provided the home team is still designated as such. If the game is cancelled or postponed and does not resume the same day, all pending bets that have not already been settled based on an outcome being determined during the game will be voided.

4.13.4. If a game that has started is suspended, due to a rain delay or other deferral, and resumes within 36 hours of the originally scheduled start time (local time), then all wagers will stand. If a game starts, is then suspended, and resumes more than 36 hours after the originally scheduled start time (local time), all existing wagers will be void unless they have been determined prior to the game's suspension.

4.13.5. Sports data source for American football is nf.com.

4.13.6.A touchdown is credited to any player who carries or receives the ball in the end zone (ie. it excludes Passing TD's)

4.13.7. "Player tackles" markets are settled based on total tackles which is the sum of solo + assisted tackles.

4.13.8. All overtime is included in settlement.

## **5. Ice Hockey**

5.1. All markets (except period, overtime and penalty shootout markets) are considered for regular time only unless otherwise is expressly mentioned in the respective market.

5.2. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all markets including overtime and penalty shootout.

5.3. If the market remains open when the following events have already taken place: goals and penalties, the sportsbook reserves the right to void respective bets.

5.4. If the odds were offered with an incorrect match time (more than 2 minutes), the sportsbook reserves the right to void respective bets.

5.5. If a wrong score is entered in scoreboard of the sportsbook, all markets will be cancelled for the time, when the incorrect score was displayed.

5.6. Ice Hockey Player Props rules:

5.6.1. If one or more of the players in any bet does not participate, the bet will be voided.

5.6.2. All player bets are resulted as soon as the final official box score is received from statistic data providers.

5.6.3. If the venue is changed from the one scheduled all bets on the match will stand, provided the game is not also postponed by more than 48 hours, and provided the home team is still designated as such. If the game is cancelled or postponed and does not resume the same day, all pending bets that have not already been settled based on an outcome being determined during the game will be voided.

5.6.4. If a game that has started is suspended, due to a rain delay or other deferral, and resumes within 36 hours of the originally scheduled start time (local time), then all wagers will stand. If a game starts, is then suspended, and resumes more than 36 hours after the originally scheduled start time (local time), all existing wagers will be void unless they have been determined prior to the game's suspension.

5.6.5. Sports data source for NHL is nhl.com.

All overtime is included in settlement but does not include penalty shootouts.

## **6. Baseball**

6.1. If an inning ends before the Xth point is reached (incl. extra innings), the bets placed on this market (Which team wins race to x points?, Who scores the Xth point (incl. ot)) shall be voided.

6.2. Market "When will the match be decided?" will be settled as "Any extra inning" if at the end of regular time (After a full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played.

6.3. Market "Will there be overtime?" will be settled as "Yes" if at the end of regular time (After full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played.

6.4. Possible extra innings are not considered in any market unless expressly stated otherwise.

6.5. All markets will be settled based on the final result after 9 innings (or 8 1/2 innings if the home team is leading at that point). The only exception is the Winner market in pre-match (see rule 6.9). If a shortened format (e.g. 7 innings) is officially announced before the start of the game, all bets will be settled based on the scheduled number of innings. In case of a double-header, where games are officially limited to 7 innings, bets will be settled according to the final result after the 7th inning. A minimum of 6½ innings (if the home team is leading) is required for bets to stand unless the outcome has already been determined.

6.6. In the case of a postponed match, all markets are considered void unless the match continues within 48 hours of the official start time.

6.7. In the case of an abandoned match, all undecided markets are considered void unless the match continues within 48 hours of the official start time. All fully decided markets will be settled

6.8. If markets remain open with an incorrect score or incorrect match status, which has a significant impact on the odds, the scope of impact being determined by the sportsbook acting reasonably, the sportsbook reserves the right to void respective bets.

6.9. The Winner market will be settled for pre-match if the match goes at least 5 innings (4.5 if the home team is leading) and is considered official.

6.10. Baseball Player Props rules:

6.10.1. If one or more of the players in any bet does not participate, the bet will be voided.

6.10.2. All player bets are resulted as soon as the final official box score is received from statistic data providers.

6.10.3. If the venue is changed from the one scheduled, all bets on the match will stand, provided the game is not also postponed by more than 48 hours, and

provided the home team is still designated as such. If the game is canceled or postponed and does not resume the same day, all pending bets that have not already been settled based on an outcome being determined during the game will be voided.

6.10.4. If a game that has started is suspended, due to a rain delay or other deferral, and resumes within 36 hours of the originally scheduled start time (local time), then all wagers will stand. If a game starts, is then suspended, and resumes more than 36 hours after the originally scheduled start time (local time), all existing wagers will be void unless they have been determined prior to the game's suspension.

6.10.5. All extra innings are included in the settlement.

6.10.6. If a player was not in the starting lineup for Baseball, the bet will be voided.

6.10.7. Player Bets. If a definitive outcome for a player bet can be determined during the game, it will be settled as win/loss no matter how many innings are played. For all other player markets that have an undetermined outcome, the game must go at least 8.5 innings for bets to stand; otherwise, these bets will be voided.

6.10.8. If there is a late pitcher change, then all bets will remain regardless of the starting pitcher. However, if an individual pitcher does not start the game, then all of this player's markets will be voided.

## **7. Handball**

7.1. If a match ends before the Xth is reached, the bets placed on the market "Who scores Xth point? (incl. ot)" shall be voided.

7.2. If a match ends before the Xth is reached, the bets placed on the market "Which team will win race to x points? (incl. ot)" shall be voided.

7.3. All markets (except "Who scores the Xth point" and "Which team will win race to X points") are considered for regular time only.

7.4. If the match goes to a 7-metre shootout, the bet placed on the markets "Who scores Xth point?" and "Which team will win race to X points?" shall be voided.

7.5. If odds were offered with an incorrect match time (more than 3 minutes), the sportsbook reserves the right to void respective bets.

7.6. If markets remain open with an incorrect score that has a significant impact on the odds, the scope of impact being determined by the sportsbook acting reasonably, the sportsbook reserves the right to void respective bets.

## **8. Volleyball**

8.1. If a set ends before the Xth point is reached, bets placed on the market "Who scores [Xth] point in set [Y]" shall be voided.

8.2. In the case of a match not being finished, all undecided markets shall be voided.

8.3. Golden set is not considered in any other markets.

8.4. If markets remain open with an incorrect score, which has a significant impact on the odds, the scope of impact being determined by the sportsbook acting reasonably, the sportsbook reserves the right to void respective bets.

8.5. Official points deductions will be taken into account for all undetermined markets. Markets that have already been determined will not take such deductions into account.

## **9. Beach volleyball**

9.1. If a set ends before the Xth point is reached, all bets placed on the market "Who scores [Xth] point in set [Y]" shall be voided.

9.2. In case of a match which is not being finished, all undecided markets are voided.

9.3. Golden set is not considered in any other markets.

9.4. If markets remain open with an incorrect score that has a significant impact on the odds, the scope of impact being determined by the sportsbook acting reasonably, the sportsbook reserves the right to void respective bets.

9.5. If a team retires, all undecided markets are voided.

9.6. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

## **10. Futsal**

10.1. All markets (except halftime, first half markets, overtime, and penalty shoot-out) are considered for regular time only.

10.2. If a match is interrupted and continued within 48h after the initial kick-off date and time, all open bets will be settled with the final result. Otherwise, all undecided bets shall be voided.

10.3. If a market remains open when any of the following events have already taken place, e.g., goals, red or yellow-red cards, and penalties, the sportsbook reserves the right to void respective bets.

10.4. If the market was opened with a missing or incorrect red card, the sportsbook reserves the right to void bets on respective market as far as such bets are affected by the missing or incorrect red card.

10.5. If odds were offered with an incorrect match time (more than 2 minutes), the sportsbook reserves the right to void respective bets.

10.6. If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.

10.7. If the team names or tournament are displayed incorrectly, the sportsbook reserves the right to void respective bets

## **11. Badminton**

11.1. If a set ends before the Xth point is reached, the bets placed on the market "Who scores [Xth] point in [Nth] set" shall be voided.

11.2. In the case of a match not being finished, all undecided markets shall be voided.

11.3. If markets remain open with an incorrect score that has a significant impact on the odds, the scope of impact being determined by the sportsbook acting reasonably, the sportsbook reserves the right to void respective bets.

11.4. If a team retires all undecided markets shall be voided.

11.5. If the players/teams are displayed incorrectly, the sportsbook reserves the right to void respective bets.

11.6. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

## **12. Rugby union and rugby league**

12.1. All markets (except halftime, first half markets, overtime, and penalty shoot-out) are considered for regular time only.

12.2. Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.

12.3. If the market remains open when the following events have already taken place e.g. goals, red or yellow-red cards and penalties, the sportsbook reserves the right to void respective bets.

12.4. If the market was opened with a missing or incorrect red card, the sportsbook reserves the right to void bets on respective market as far as such bets are affected by the missing or incorrect red card.

12.5. If odds were offered with an incorrect match time (more than 2 minutes), the sportsbook reserves the right to void respective bets.

12.6. If the team names or tournament are displayed incorrectly, the sportsbook reserves the right to void respective bets.

## **13. Rugby Sevens**

13.1. All markets (except halftime, first half markets, overtime, and penalty shoot-out) are considered for regular time only.

13.2. Regular 14 / 20 Minutes: Markets are based on the result at the end of a scheduled 14 / 20 minutes play unless expressly stated otherwise. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.

13.3. If the market remains open when the following events have already taken place e.g. goals, red or yellow-red cards and penalties, the sportsbook reserves the right to void respective bets.

13.4. If the market was opened with a missing or incorrect red card, the sportsbook reserves the right to void bets on respective market as far as such bets are affected by the missing or incorrect red card.

13.5. If odds were offered with an incorrect match time (more than 1 minute), sportsbook reserves the right to void respective bets.

13.6. If the team names or categories are displayed incorrectly, sportsbook reserves the right to void respective bets.

## **14. Darts**

14.1. In case of a match not being finished, all undecided markets shall be voided.

14.2. If markets remain open with an incorrect score which has a significant impact on the odds, the scope of impact being determined by the sportsbook acting reasonably, the sportsbook reserves the right to void respective bets.

14.3. If the players/teams are displayed incorrectly, sportsbook reserves the right to void respective bets.

14.4. Bullseye counts as red check out colour.

## **15. Snooker**

15.1. In case of a retirement or disqualification of a player all undecided markets are considered void.

15.2. In case of a re-rack, settlement stays if the outcome was determined before the re-rack.

15.3. No fouls or free balls are considered for settlement of any Potted- Colour market.

15.4. In case of a frame starting but not being completed, all frame related markets will be voided unless the outcome has already been determined.

15.5. If markets remain open with an incorrect score which has a significant impact on the odds, the scope of impact being determined by the sportsbook acting reasonably, sportsbook reserves the right to void respective bets.

15.6. If the players/teams are displayed incorrectly, sportsbook reserves the right to void respective bets.

15.7. If a match is not completed all undecided markets shall be voided.

## **16. Table tennis**

16.1. If a set ends before the Xth point is reached, the bets placed on the market "Who scores [Xth] point in set [Y]" shall be voided.

16.2. In the case of a match not being finished, all undecided markets shall be voided.

16.3. If markets remain open with an incorrect score that has a significant impact on the odds, the scope of impact being determined by the sportsbook acting reasonably, the sportsbook reserves the right to void respective bets.

16.4. If the players/teams are displayed in the sportsbook incorrectly, sportsbook reserves the right to void respective bets.

16.5. If a player retires, all undecided markets are considered void.

16.6. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

## **17. Bowls**

17.1. If a set ends before the Xth point is reached, the bets placed on the market (Xth set - which team wins race to x points, Xth set - which team scores Xth point) shall be void.

17.2. In case of a retirement and walkover of any player, all undecided bets shall be void.

17.3. If markets remain open with an incorrect score that has a significant impact on the odds, the scope of impact being determined by the sportsbook acting reasonably, the sportsbook reserves the right to void respective bets.

17.4. If the players/teams are displayed incorrectly, sportsbook reserves the right to void respective bets.

17.5. If a player retires, all undecided markets shall be void.

## **18. Cricket**

## Head to Heads

### 18.1. Match Betting

Description of the market: Who will win the match?

Rules: 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 deadheat 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 discontinued due to external factors, then bets will be void unless a winner is declared based on the official competition rules.

If a match is canceled, then all bets will be void if it is not replayed or restarted within 36 hours of its advertised start time.

### 18.2. Double Chance

Description of the market: Will the match result be either of the three options given?

Rules: A tie will be settled as a dead heat. All match-related bets will be settled in accordance with official competition rules.

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

### 18.3. Match Betting: Draw No Bet

Description of the market: Who will win the match, given that all bets will be void if the match is a draw?

Rules: A tie will be settled as a dead heat. All match-related bets will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

### 18.4. Toss Winner

Description: Who will win the toss?

Rules: If no toss takes place, all bets will be void. Other equivalents are considered a toss e.g. bat flip.

### 18.5. Toss/Win Double

Description: Who will win the toss, and then who will win the game?

Rules: Toss Winner rules as above. Match Betting rules as above

#### 18.6. Tied Match

Description: Will the match be tied?

Rules: 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.

#### 18.7. Most Fours

Description of the market: Which team will hit the most fours?

Rules: 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 of overs. 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. Four scored in a super over do not count.

In First Class games, only first innings fours will count.

#### 18.8. Most Sixes

Description of the market: Which team will hit the most sixes?

Rules: 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 of overs. 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.

#### 18.9. Most Extras

Description of the market: Which team will have the most extras added to their batting score?

Rules: 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.

#### 18.10. Most Run Outs Conceded

Description of the market: Which team will concede the most run-outs in the match?  
Rules: 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.

#### 18.11. Highest First Over

Description of the market: Which team will score the most runs in the first over of their innings?

Rules: 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 of overs.

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.

#### 18.12. Most Runs in Groups of Overs

Description of the market: Which team will score the most runs after the first specified number of overs of their innings?

Rules: If the specified number of overs is not completed, 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 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 of overs.

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

### 18.13. Highest First Partnership

Description of the market: Which team will score the most runs before losing their first wicket?

Rules: 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.

### Match Markets

#### 18.14. Match Markets Match Fours

Description of the market: How many fours will be hit in the match?

Rules: 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 of overs. 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. Four scored in a super over do not count.

#### 18.15. Match Sixes

Description of the market: How many sixes will be hit in the match?

Rules: 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 of overs.

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.

#### 18.16. Match Extras

Description of the market: How many extras will be scored in the match? Rules: 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 of overs.

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.

#### 18.17. Match Wides

Description: How many wides will be scored in total in the match?

Rules: 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.

#### 18.18. Match Run Outs

Description of the market: How many run outs will there be in the match? Rules: 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 of overs.

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.

#### 18.19. Match Wickets

Description: How many wickets will fall in the match?

Rules: 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.

#### 18.20. Match Ducks

Description: How many ducks will be scored in total in the match?

Rules: 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.

#### 18.21. Match Milestones

Description: How many of the specified milestones (50/100) will be scored in total in the match?

Rules: This is determined by how many individual innings of 50+ or 100+ are scored in the match. A score of over 100 would count as both a 50 and a 100. 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.

#### 18.22. Maximum Over in Match

Description: How many runs will be scored in the highest scoring over of the match?

Rules: 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.<sup>74</sup> 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 in other limited-overs formats.

#### 18.23. Match Top Batter

Description of the market: Which batter will score the most runs in the match? Rules: The result of this market is determined by the batter 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 batters 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 batter does not bat, but was named in the starting XI, bets on that batter will stand. If a batter is substituted in after the in-play market has been offered, the original market will be removed and settled as normal, even if the substitute scores the highest individual score. A new market with updated selections may be offered.

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.

#### 18.24. Match Top Bowler

Description of the market: Which bowler will take the most wickets in the match?

Rules: 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 substitute (concussion, or otherwise) not named in the starting XI takes the most wickets, bets on the market will be void.

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.

#### 18.25. Team of Top Batter

Description: Which team will contain the top batter in the match?

Rules: Same rules apply as Match Top Batter, with dead heat rules applying if the runs scored by the top batter on both teams is the same. If settlement is already determined at the time a match is curtailed, bets will stand.

#### 18.26. Team of Top Bowler

Description: Which team will contain the top bowler in the match?

Rules: Same rules apply as Match Top Bowler, with dead heat rules applying if the wickets taken by the top bowler on both teams are the same. If settlement is already determined at the time a match is curtailed, bets will stand.

#### 18.27. Player of the Match

Description: Who will be named player of the match?

Rules: Bets will be settled on the officially declared player of the match. Dead-heat rules apply. If no player of the match is officially declared then all bets will be void. All

players who played in the match will be settled, including substitutes. If a player does not play, bets will be void.

#### 18.28. First Innings Lead

Description: What will be the run deficit between first innings in a First Class match?

Rules: 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.

#### 18.29. Fifty/Hundred in Match

Description: Will there be a fifty/hundred scored in the match?

Rules: 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.

#### 18.30. Fifty/Hundred in First Innings

Description: Will there be a fifty/hundred scored in the first innings of the match?

Rules: 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.

#### 18.31. Highest Individual Score

Description: What will be the highest score by a batter in the match?

Rules: 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.

#### Delivery Markets

#### 18.32. Runs off Delivery

Description: How many runs will be scored off the specified delivery?

Rules: 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 a 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.

## Over Markets

### 18.33. Runs in Over

Description: How many runs will be scored in the specified over?

Rules: 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 unless penalty runs cause the innings or match to end before a ball is bowled in the over, in which case that over will be void. If a run out occurs in the bowler's run up to end the game, and no deliveries have been completed in that over, bets will be void. 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.

### 18.34. Boundary in Over

Description of the market: Will there be a boundary scored in the specified over?

Rules: As for "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.

### 18.35. Wicket in Over

Description of the market: Will a wicket fall in the specified over?

Rules: As for "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.

### 18.36. Over Odd/Even

Description of the market: Will the number of runs scored in the specified over be odd or even?

Rules: As for "Runs in Over". Zero will be deemed to be an even number.

### Group Markets

### 18.37. Runs in Groups of Overs

Description: How many runs will be scored in the specified number of overs?

Rules: 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. Extras and penalty runs in the particular group of overs count towards settlement of that group. 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.

### 18.38. Wickets in Groups of Overs

Description: How many wickets will fall in the specified number of overs?

Rules: 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 batter 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.

### 18.39. Runs in Session

Description of the market: How many runs will be scored in the specified session?

Rules: 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.

### Innings Markets

### 18.40. Innings Runs

Description of the market: How many runs will a team score in a specified innings?

Rules: 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.

#### 18.41. Innings Wickets

Description of the market: How many wickets will the batting team lose in the current innings?

Rules: 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. If a team declares, that innings will be considered complete for the purposes of settlement.

#### 18.42. Innings Fours

Description of the market: How many fours will the batting team hit in their current innings?

Rules: Same as for Most Fours.

#### 18.43. Innings Sixes

Description of the market: How many sixes will the batting team hit in their current innings?

Rules: Same as for Most Sixes.

#### 18.44. Innings Extras

Description of the market: How many extras will be added to the named team's batting innings?

Rules: Same as for Most Extras.

#### 18.45. Innings Wides Conceded

Description: How many wides will be bowled by the named bowling team?

Rules: Same as Match Wides.

#### 18.46. Innings Ducks

Description: How many ducks will be scored in the named team's batting innings?

Rules: Same as Match Ducks.

#### 18.47. Innings Run Outs

Description of the market: How many run outs will be conceded in the innings?

Rules: Same as for Most Extras.

#### 18.48. Maximum Over in Innings

Description of the market: How many runs will be scored off the highest scoring over of the current innings?

Rules: Same as for Maximum Over in Match

#### 18.49. Innings Runs, Odd or Even?

Description of the market: Will the total innings runs be odd or even?

Rules: If the innings is abandoned, forfeited, or there is no official result, all bets will be void.

#### 18.50. Innings to finish with a Boundary

Description of the market: Will the last ball of the innings be a boundary?

Rules: 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.

#### 18.51. Top Batter in Innings

Description: Which batter will score the most runs for the named team?

Rules: The result of this market is determined on the batter 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. Pre-match top batter 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 batter does not bat, but was named in the starting XI, bets on that batter will stand. If a batter is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute scores the highest individual score. A new market with updated selections may be offered. 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.

#### 18.52. Top Bowler in Innings

Description: Which bowler will take the most wickets for the named team?

Rules: 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. Pre-match 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, the original market will be removed and settled as normal even if the substitute takes the most wickets. A new market with updated selections may be offered. 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.

#### 18.53. Last Player Standing

Description: Which batter will be not out upon completion of the innings?

Rules: If there are two or more batters who are not out upon completion of the innings, the winner for the purpose of settlement will be the last batter 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. All players who played in the innings will be settled, including substitutes.

#### 18.54. Most Economical Bowler

Description: Which bowler will concede the fewest runs per over in the innings?

Rules: The result of this market is determined by the bowler with the lowest number of runs conceded per over while bowling in an individual innings. To match the scorecard, so in this case, wides and no-balls do count, though byes, leg byes, and penalty runs do not. If a bowler does not bowl, but was named in the starting XI, bets

on that bowler will stand. Pre-match 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 two or more bowlers have exactly the same runs per over, dead heat rules will apply. Runs conceded in a super over don't count.

## Player Markets

### 18.55. Batter Runs

Description: How many runs will the named batter score?

Rules: If the batter finishes the innings not out at the end of an innings, their score will be the final result. If a batter does not bat, the bet will be void. If a batter retires hurt but returns later, the total runs scored by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter 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 batter 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. For pre-match bets, only the batter's first innings will count. Runs scored in a super over do not count.

### 18.56. Combined Batsman Runs

Description: How many total runs will the named batters score?

Rules: As "Batter Runs", and if any of the named batters do not bat, the bet will be void, unless settlement of the bet has already been determined or goes on to be determined.

### 18.57. Batter Fours

Description: How many fours will the named batter hit?

Rules: If the batter finishes the innings not out at the end of an innings, their number of fours will be the final result. If a batter does not bat, the bet will be void. If a batter retires hurt, but returns later, the total fours hit by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter 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 batter 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. For pre-match bets, only the batter's first innings will count. Fours scored in a super over do not count.

#### 18.58. Batter Sixes

Description: How many sixes will the named batter hit?

Rules: If the batter finishes the innings not out at the end of an innings, their number of sixes will be the final result. If a batter does not bat, the bet will be void. If a batter retires hurt, but returns later, the total sixes hit by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter 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 batter 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. For pre-match bets, only the batter's first innings will count. Sixes scored in a super over do not count.

#### 18.59. Batter Milestones

Description: Will the named batter reach the specified milestone?

Rules: As "Batter Runs"

#### 18.60. Batter Deliveries Faced

Description: How many deliveries will the named batter face?

Rules: To match the scorecard, so in this case wides do not count, but no-balls do. If a batter retires hurt, but returns later, the total deliveries faced by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter 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 batter 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. For pre-match bets, only the batter's first innings will count. Deliveries faced in a super over do not count.

#### 18.61. Batter Method of Dismissal

Description: How will the named batter be out?

Rules: If the specified batter is not out, all bets will be void. If the specified batter retires and does not return to bat later, all bets will be void. If that batter does return

to bat later and is out, bets will stand. Caught and bowled is included in a fielder catch.

#### 18.62. Bowler Wickets

Description: How many wickets will the named bowler take?

Rules: If a bowler does not bowl, 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. For pre-match bets, only the bowler's first innings will count. Wickets scored in a super over do not count.

#### 18.63. Bowler Runs Conceded

Description: How many runs will the named bowler concede?

Rules: To match the scorecard, so in this case wides and no-balls do count, though byes, leg byes and penalty runs do not. If a bowler does not bowl, 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, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter 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. For pre-match bets, only the bowler's first innings will count. Runs conceded in a super over do not count.

#### 18.64. Named Player Player Performance

Description: How many points will the named player score in the player performance scoring system?

Rules: Points are scored as follows: 1 point per run scored, 20 points per wicket taken, 10 points per catch taken, 25 points per stumping taken. 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.

#### 18.65. Batter Matchbet

Description: Which of the named players will score the most runs?

Rules: 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.

#### 18.66. Bowler Matchbet

Description: Which of the named players will take the most wickets?

Rules: 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.

#### 18.67. All-Rounder Matchbet

Description: Which of the named players will score the most points in the player performance scoring system?

Rules: Points are scored as follows: 1 point per run scored, 20 points per wicket taken, 10 points per catch taken, 25 points per stumping taken. 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.

#### 18.68. Keeper Matchbet

Description: Which of the named wicket keepers score more points in the player performance scoring system?

Rules: 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, 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.

#### Partnership Markets

#### 18.69. Fall of Next Wicket

Description: How many runs will the batting team have scored when the next wicket falls?

Rules: If the partnership is ended by the end of an innings, bets will settle at the final score. For settlement purposes, a batter 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.

#### 18.70. Next Player Out

Description: Which batter will be the next to be dismissed?

Rules: If either batter retires hurt or the batters at the crease are different from those quoted, the bets placed on both batters will be declared void. If no more wickets fall, all bets will be void.

#### 18.71. Method of Next Wicket Dismissal

Description: How will the next batter be out?

Rules: The result will be determined by the dismissal method of the next wicket that falls. A batter retiring hurt does not count as a wicket. If a batter 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 a fielder's catch.

#### 18.72. Race to 'X' Runs

Description: Which batter will reach the specified number of runs first?

Rules: All bets stand, regardless of any curtailment. If neither batter reaches the specified number of runs the markets will be settled as 'Neither'

#### 18.73. Next Boundary Four or Six

Description: Will the next boundary be a four or a six?

Rules: If there are no more boundaries in the innings, bets will be void. 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 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. 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. Boundaries scored in a super over do not count.

#### 18.74. Winning Over

Description: In which over of the named team's innings will the match be completed?

officialRules: 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.

#### One-sided Markets

#### 18.75. Both Teams to Score 'X' Runs

Description: Will both teams score the specified number of runs?

Rules: In line with Innings Runs rules, each innings will be judged to be complete if at least 80% of the overs scheduled to have been bowled at the time the bet was placed have been bowled, and this market will be settled accordingly. In drawn First Class matches, bets will be void if fewer than 100 overs have been bowled in either team's 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.

#### 18.76. Either Batter Method of Dismissal

Description: Will either of the named batters be dismissed in the specified method?

Rules: All bets will settle, regardless of whether either batter remains not out, or retired hurt, at the end of the innings.

#### 18.77. Both Batters Method of Dismissal

Description: Will both of the named batters be dismissed in the specified method?

Rules: As "Either Batter Method of Dismissal"

#### 18.78. Runs off Consecutive Deliveries

Description: How many runs will be scored off each of the specified deliveries?

Rules: As "Runs off Delivery" except the specified number of runs must be scored off both named deliveries.

#### 18.79. Wicket off Delivery

Description: Will a wicket fall in the specified delivery?

Rules: The specified delivery must be completed for bets to stand. For settlement purposes, any wicket will count, including run outs. A batter retiring hurt does not count as a wicket. If a batter is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

#### 18.80. Both Batters to Score 'X' Runs in Over

Description: Will both batters score the specified number of runs in the over?

Rules: 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 batters is dismissed or retired hurt before the over commences.

#### 18.81. Both Batters to Score a Boundary in Over

Description: Will both batters score a boundary in the over?

Rules: As “Both Batters 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.

#### 18.82. Both a Four and a Six to be Scored in an Over

Description: Will both a four and a six be scored in the over?

Rules: 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.

#### 18.83. Batter and Bowler Combo Milestones

Description: Will the named batter and the named bowler reach their specified milestones?

Rules: For batter - same as “Batter Runs”. In first-class games, only runs scored in the first innings will count. For bowler - if a bowler does not bowl, they will be deemed to have taken 0 wickets. 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 and runs will count. Wickets and runs scored in a super over do not count.

#### 18.84. Batters Combo Milestones

Description: Will both the batters reach their specified milestones?

Rules: Same as “Combined Batter Runs”.

Notes for all Markets

18.85. Players sent off/retired out

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

18.86. Concussion/tactical substitutions

When a player leaves the field as a 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 substitute, for settlement purposes, both they and the player they replace will be treated as having played a full part in the match.

18.87. 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.

18.88. 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 in other limited-overs formats.

18.89. Incorrectly created matches

If a match is created in the wrong format (i.e. T20 instead of List A), bets will be void and a new match will be created.

## **19. Squash**

19.1. If a set ends before the Xth point is reached, this market “Who scores [Xth] point in set [y]” is considered void (canceled).

19.2. If markets remain open with an incorrect score that has a significant impact on the odds, the scope of impact being determined by the sportsbook acting reasonably, the sportsbook reserves the right to void respective bets.

19.3. If the players/teams are displayed incorrectly, sportsbook reserves the right to void respective bets.

19.4. If a player retires, forfeits the match or is disqualified all undecided markets shall be voided.

19.5. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

19.6. If penalty point(s) are awarded by the umpire, all bets on that game will stand.

## **20. Aussie rules football**

20.1. All markets exclude overtime unless expressly stated otherwise.

20.2. Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80-minute play unless expressly stated otherwise. This includes any added injury or stoppage time, but does not include extra time.

20.3. If odds were offered with an incorrect match time (more than 2 minutes), sportsbook reserves the right to void respective bets.

20.4. If the team names or categories are displayed incorrectly, the sportsbook reserves the right to void respective bets.

## **21. Boxing**

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

21.2. In the event of a fight being declared a "No Contest," all bets will be void.

21.3. Should the scheduled number of rounds be changed before the fight, then all "Total Rounds", "Round Betting" and "Method of Victory" bets will be void.

21.4. Boxing markets rules:

21.4.1. Winner (To Win the Fight) predict which competitor will win the bout. No draw selection is offered. For the Winner market where no draw selection is offered, all bets will be void in the event of a draw (this includes a fight which ends in a Majority Draw or a Technical Draw).

21.4.2. 1x2 (Fight Result) predict the result of the bout. If the fight ends in a Majority Draw or a Technical Draw, then Draw will be the winning selection.

21.4.3. Total Rounds (Over/Under) means betting on the round in which the fight result will be determined. For settlement purposes where a half round is stated - then 1 minute 30 seconds of the respective round will define the half to determine under or over. Thus, 9.5 rounds would be one minute and thirty seconds of the 10th round. If the fight ends at exactly 1 minute 30 seconds of the 10th round, then the result would be over 9.5 rounds.

21.4.4. Winner & exact round predict the round in which the selection will win the fight. Betting on the winner and exact round is for a fighter to win by KO (knock out), TKO (technical knock out), or disqualification during that round. Where a boxer fails to answer the bell for the next round, his opponent shall be deemed to have won the contest in the previous round. In the event of a technical decision before the end of the fight, all bets will be settled as a win by decision, and round bets will be deemed losers.

21.4.5. Winning Method predicts the method by which the result of the fight will be decided. All bets will be settled on the official result declared. A win by disqualification is counted as a knockout/technical knockout.

21.4.6. Any fighter to win inside the distance predicts if the fight will be decided before the scheduled number of rounds. In the event of a technical decision, for settlement purposes, the fight will have been deemed NOT to have gone the distance.

## **22. MMA**

22.1. All markets are settled according to the result available immediately after the end of the fight. Any subsequent appeals or amendments to the result are not taken into consideration for settlement purposes.

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

22.3. Should there be a withdrawal or a substitution of one of the fighters concerned, bets will be void.

22.4. In the event of a fight being declared a “No Contest,” all bets will be void.

22.5. Should the scheduled number of rounds be changed before the fight, then all “Total Rounds”, “Winner and exact rounds”, and “Winning Method” bets will be made void.

22.6. MMA Markets rules:

22.6.1. Winner (To Win the Fight) - predicts which competitor will win the bout. No draw selection is offered. For the Winner market where no draw selection is offered, all bets will be void in the event of a draw (this includes a fight which ends in a Majority Draw or a Technical Draw).

22.6.2. 1x2 (Fight Result) Predict the result of the bout. If the fight ends in a Majority Draw or a Technical Draw, then Draw will be the winning selection.

22.6.3. Total (Over/Under) Betting on the round in which the fight result will be determined. For settlement purposes, where a half round is stated, then 2 minutes 30 seconds of the respective round will define the half to determine under or over. Thus, 2.5 rounds would be two minutes and thirty seconds of the 3rd round. If the fight ends at precisely 2 minutes 30 seconds of the 3rd round, then the result would be over 2.5 rounds.

22.6.4. Winning Method predicts the method by which the result of the fight will be decided. All bets will be settled on the official result declared. A win by disqualification is counted as a Knockout/Technical Knockout.

For the purposes of the Winning Method market, a KO (knock out) includes the following:

- referee stoppage due to strikes while either fighter is, or both fighters are, standing;
- referee stoppage due to strikes while either fighter is, or both fighters are, on the canvas;
- stoppage by the doctor;
- stoppage by a fighter's corner/team;
- a fighter retires due to injury;
- a win by disqualification.

For the purposes of the Winning Method market, a submission includes the following:

- referee stoppage due to tap-out;
- referee stoppage due to technical submission;
- a fighter's verbal submission (including a verbal submission which is made due to strikes).

22.6.5. Winner & exact rounds predict the round in which your selection will win the fight. Betting on the winner and exact round is for a fighter to win by KO (knock out), TKO (technical knock out), disqualification, or submission during that round or to win by decision. Where a fighter fails to answer the bell for the next round, his opponent shall be deemed to have won the contest in the previous round. In the event of a technical decision before the end of the fight, all bets will be settled as a win by decision, and round bets will be deemed losers.

22.6.6. "Will the fight go the distance?" predicts if the fight will be decided before the scheduled number of rounds. In the event of a technical decision, for settlement purposes, the fight will have been deemed NOT to have gone the distance.

## **23. Golf**

23.1. A player is deemed to have played in a tournament or a specific round once they have teed off. If a player withdraws, retires, or is disqualified after having teed off, bets will stand.

23.2. In tournaments affected by bad weather or other similar reasons, bets will be settled on the official result regardless of the number of rounds played.

23.3. If the tournament is abandoned, any bets placed after the last completed round will be void.

23.4. If a golf round is abandoned, all undecided markets will be void.

23.5. Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count).

23.6. In case of any delay (rain, darkness...) all undecided markets remain unsettled, and the trading will be continued as soon as the round/tournament continues

23.7. In the event of any non-runners, 2 ball and 3 ball bets will be void.

23.8. Golf markets rules:

23.8.1. "2 Balls" predicts which player will shoot the lowest score in the listed round. If both players retire at the same hole, the market will be void. Market will be void if both competitors achieve the same score for the affected round. A player can be considered a runner if he tees off on his first scheduled hole.

23.8.2. "3 Balls" predicts which player will shoot the lowest score in the listed round.

Dead heat rules apply.

23.8.3. "Outright Winner" - all outright bets are settled on the player awarded the trophy. The result of playoffs is taken into account. Where a tournament is reduced from the scheduled number of holes for any reason (e.g., bad weather conditions), outright bets (except "First round leader" bets) placed prior to the final completed round will be settled on the player awarded the trophy.

23.8.4. "Group Betting (Top XY)" - The winner will be the player achieving the highest placing at the end of the tournament. Dead-heat rules apply except where the winner is determined by a playoff. Special case: If a group betting is offered and only one competitor starts, bets related to the respective group betting will be void.

23.8.5. "Finishing Position of a Named Player" - In the event of a tie for a finishing position, the tied position will count. For example, a tie with 4 other players for 7th place will count as a finishing position of 7th.

23.8.6. "End of Round Leader (e.g., First round - Winner)" - settlement is based on the tournament score at the end of the specified round. Dead-heat rules apply.

23.8.7. "Tournament Top 4/Top 5/top 6/Top 10/Top 20 Finish" - Dead-heat rules apply.

23.8.8. "To Win/Not to Win a Major" - The 4 majors are the US Open, the US Masters, the US PGA, and the British Open.

23.8.9. "Competitor markets" - if the affected competitor retires, all undecided competitor markets will be void.

23.8.10. "Total markets" - if a player who is listed in the group retires, all undecided total markets will be void.

23.8.11. "Hole" & "Hole a to b" markets - if a player who is listed in the group retires, all related and undecided "hole" and "hole a to b" markets will be void.

23.8.12. "Winner" - settled with the official winner of the entire tournament (including extra holes). Bets on all listed players will stand once they have teed off.

23.8.13. "Winner of group"- the winner of this market is the player with the lowest score of a certain group of players after the tournament is over. Only players in the market belong to that group. If there are two or more players inside that group that are tied for the lowest tournament score out of that group, a dead heat settlement applies.

23.8.14. "End of round x - leader" - if there are two or more players tied for the lead after a round, dead heat settlement applies. If a player does not hit a single shot in a tournament, he will be voided for all end-of-round leader markets. If a player withdraws from the tournament, he will be voided for all end-of-round leader markets, as long as he has not played a shot in the respective round.

## **24. Motorcycle Racing**

24.1. If a specific event is postponed or abandoned, then bets remain valid provided that the event is completed within 72 hours.

## **25. Athletics**

25.1. If a specific event is postponed or abandoned, then bets remain valid provided that the event is completed within 72 hours.

## **26. Winter sports**

26.1. If a specific event is postponed or abandoned, then bets remain valid provided that the event is completed within 72 hours.

## **27. Formula1**

27.1. General Formula1 betting rules:

27.1.1. Unless otherwise stated in the market rules, the result at the time of the podium presentation is considered valid for settlement purposes.

27.1.2. Events being shortened due to weather conditions or other circumstances, but are deemed official by the governing association, will be settled accordingly as long as full points are awarded.

27.1.3. If a race is postponed to another day (to be determined within UTC time zone) all markets shall be considered void.

27.1.4. Unless otherwise stated in the market rules, the dead heat rule will be applied if the number of winners exceeds the expected amount of winning selections for a specific market.

27.1.5. If one or more drivers have to start the race from the pit-lane, he/they will be ranked at the end of the starting grid for settlement purposes.

27.1.6. If competitors (which are reflected as dedicated selections) retire in different laps, the number of finished laps is considered for settlement purposes.

## 27.2. Team market rules

27.2.1. "Winner (team)", "Top x (team)" and "Head2head (team)" are settled with the team that has the best-ranked car in the final result.

27.2.2. "1st to retire (teams)" is settled with the team that retired first. N.B.

Specific retirement market rules are considered valid for this market.

27.2.3. "1st pit stop (teams)" is settled with the team whose car entered the pit lane first. N.B. Specific pit stop market rules are considered valid for this market.

27.2.4. Team total overtakings is settled based on the accumulated number of overtakings of both cars in the specified team. N.B. Specific overtaking market rules are considered valid for this market.

## 27.3. Markets for fastest lap rules

27.3.1. The driver who achieved the fastest lap in the specified lap, cluster of laps, or race is considered the winner.

27.3.2. The lap time in milliseconds is valid for settlement purposes.

## 27.4. Head2Head markets & Winner of group market rules

27.4.1. If all competitors (which are reflected as dedicated selections) retire in the same lap, the market will be voided.

27.4.2. Markets will be considered void if one of the drivers retires in or before the formation lap.

## 27.5. Markets for overtaking rules

27.5.1. An overtaking need to be maintained until the end of the lap in order to be considered for settlement purposes.

27.5.2. Overtakings during the first lap are not considered for settlement purposes.

27.5.3. Overtakings of a specific driver in the same lap when he enters or exits the pit are not considered for settlement purposes.

27.5.4. Overtakings of a car in the lap of its retirement are not considered for settlement purposes.

27.5.5. Lapping and unlapping is not considered as overtaking.

## 27.6. Markets for retirement rules

27.6.1. A car is considered retired for settlement purposes if it does not pass the finish line when the session is considered as completed, unless the car/driver is disqualified.

27.6.2. If more than one competitor retires in the same lap where the first retirement happened, the dead heat rule will be applied.

27.6.3. If a car retires in the pit or pit lane, the last started lap is considered for settlement purposes.

#### 27.7. Markets for pit stops

27.7.1. The car which enters the pit-lane first will be considered as the winner of this market.

27.7.2. If a car enters the pit lane and retires it will still be considered as a pit stop for settlement purposes.

#### 27.8. Total finishers market rules.

27.8.1. A driver is only considered as a finisher for settlement purposes if he passes the finish line when the session is considered as ended.

## **28. Chess**

### 28.1. General Notes

a) All bets refer to a single game as described in the offering unless stated otherwise.

b) If the game is not completed (e.g., forfeited or aborted), all related markets will be void unless their outcome was already determined.

c) Each move is counted when White makes a move (if White has made 10 moves, the game is considered to have 10 moves), unless specified otherwise in the market description.

d) All moves and events are based on the official game protocol.

### 28.2. Markets:

#### 28.2.1. Will there be a checkmate?

Bet settles as Won if the game ends in checkmate. Bet settles as Lost if the game ends by draw, resignation, timeout, or stalemate without checkmate.

#### 28.2.2. Total number of castlings

The Bet is settled based on the total number of all castlings by both players (0, 1 or 2). For the purpose of determining the total number of castlings of both kingside and queenside is included.

#### 28.2.3. First move

The End User has to predict correctly which move will be played first in the game (e.g., e4, d4).

#### 28.2.4. First piece to move

The Bet is settled based on piece type (Pawn or Knight), that moves first by either player in the respective game.

#### 28.2.5. First captured piece

The Bet is settled based on the piece (Pawn, Knight, Bishop, Rook or Queen) first to be captured during the respective game.

#### 28.2.6. Will there be a pawn promotion?

Bet settles as Won, if any pawn is promoted during the game. For the purpose of this market promotion of a pawn by either player counts.

#### 28.2.7. Will there be an en passant?

Bet settles as Won, if an en passant capture occurs during the game. En passant is a special pawn capture that can only happen immediately after an opponent's pawn moves two squares forward from its starting position, landing beside your pawn on the same rank (row) but on an adjacent file (column). Your pawn can then capture it as if it had moved only one square forward.

#### 28.2.8. Will there be a stalemate?

The Bet settles as Won, only if the game officially ends in a stalemate. Stalemate is a situation where the player whose turn it is to move has no legal moves available, but their king is not in check.

#### 28.2.9. Who will have more pieces at the end?

The Bet is settled based on the biggest number of remaining pieces (including pawns) for a player at the end of the game. The Bet will be settled as Draw if the number of the remaining pieces for each player at the end of the game are equal.

#### 28.2.10. Final number of pieces

The Bet is settled based on the total number of all pieces left on the board at the end of the game (remaining pieces of both players counted together), including pawns..

#### 28.2.11. Number of checks

The Bet is settled based on the total number of times a player gives a check throughout the game.

#### 28.2.12. Total moves

Bet is settled based on the total number of moves until the end of the game.

#### 28.2.13. Checkmate before move {X}

The Bet settles as Won, if checkmate occurs before the specified order number or a move. For the purposes of this market each move is counted when White makes a move (if White has made 10 moves, the game is considered to have 10 moves).

#### 28.2.14. Game will end before move {X}

The Bet settles as Won, if the game-ending result (checkmate, resignation, draw) happens before move X. For the purposes of this market each move is counted when White makes a move (if White has made 10 moves, the game is considered to have 10 moves).

#### 28.2.15. First to check

The Bet settles as Won, if the End User predicts which player will give the first check (White or Black).

#### 28.2.16. Who will finish higher in the final standings?

The Bet is settled based on the final standings of the particular tournament, e.g. the winner is the player who finishes in the higher position on the official leaderboard of the tournament. In case of equal points,

Play Chess Online - Free Games 's official tiebreaks will be used to determine the outcome.

If official tiebreaks are not applied (e.g. the players agree to share positions without a tiebreak), or if the official website does not publish a ranked list (e.g. "1st-2nd place: both players"), the bets will be deemed void.

If a player does not start the tournament (i.e. plays 0 games), all related bets shall be voided.

#### 28.2.17. Who will win more games with White?

The Bet shall be settled based on who gets more wins while playing with White. If both players have the same number of White wins, the outcome is Draw (X).

If a player doesn't play any games with White, bets on that player shall be voided.

#### 28.2.18. Who will win more games with Black?

The Bet shall be settled based on who gets more wins while playing with Black. If both players have the same number of Black wins, the outcome is Draw (X).

If a player doesn't play any games with Black, bets on that player shall be voided.

#### 28.2.19. Total number of wins combined

The Bet shall be settled based on the total number of wins by both players combined in the respective tournament as determined in the market description.

For the purposes of this market only wins shall be counted. Example: Player A = 7 wins, Player B = 6 wins → Total = 13.

#### 28.2.20. Player Total Wins

The Bet shall be settled based on the total number of wins by the player, regardless of color of pieces. If the player does not start the tournament - the Bets shall be voided.

#### 28.2.21. Player Total Wins with White

The Bet shall be settled based on wins achieved by the particular player playing only with White.

If the player doesn't play any games with White pieces - the Bets shall be voided.

#### 28.2.22. Player Total Wins with Black

The Bet shall be settled based on wins achieved by the particular player playing only with Black pieces.

If the player doesn't play any games with Black pieces - the Bets shall be voided.

#### 28.2.23. Player Total Points

Points are counted on all games played including technical results (e.g. forfeit (technical) wins or losses) as follows:

Win (including forfeit win) = 1 point, Draw = 0.5 point,

Loss (including forfeit loss) = 0 points

If the respective player withdraws mid-tournament, only completed games count.

#### 28.2.24. Player To start 3-0

The Bet settles as Won, if the player wins the first 3 (three) consecutive games of the respective tournament, including any forfeit (technical) wins.

If the player loses or draws any of the first 3 (three) consecutive games of the respective tournament - bet is settled as Lost.

If the player doesn't start the event - the Bets shall be voided.

### **III. Esports special rules**

#### **1. General rules applicable to esports**

1.1. All esports markets are based on in-game score events or results at the end of a scheduled match/map. All settlements will occur using the official score and results, which are declared on the official video stream or the in-game stream of the relevant matches.

1.2. All match start dates and times displayed for Esports matches are for indication purposes only and are not guaranteed to be correct. Bets will stand if a match is offered with an incorrect date and/or time.

1.3. If a match is paused/postponed and not rescheduled to a later time within 24 hours of the actual scheduled start time, then all bets on that match will be voided.

1.4. If the name of a player/team/tournament is misspelled, all bets will still stand unless it's obvious that the misspelled name is the same as a different entity/person.

1.5. If a team name is changed due to a team leaving the organization, joining another organization, or due to an official change of team name, all bets will stand.

1.6. If the organizer of the event allows for stand-ins and there is an official result, all bets will be settled as normal.

1.7. In the case where there is an overruling of a match result by the organizer due to unforeseen circumstances - such as cheating - all bets on that match will be voided. This rule is applicable within 72 hours from the end of the match, after the term sportsbook will not change the result of the tickets.

1.8. If a match has been declared as a walkover win by the tournament organizer, all bets will be void.

1.9. If one team retires during a match, only wagers on the completed individual maps will be refunded. Match market, match side markets, and all other undecided

map markets will be voided. Bets placed on any following maps that will be completed will result in the official results. However, any and all live offers will be suspended on this match and moved to a new match with a different match ID that will genuinely reflect the state of the match. The only exemption to this rule would be in this very situation: Team A wins map 1 and proceeds to forfeit map 2. In this case, we would void all wagers on all undecided match and map 2 markets and continue our offer within map 3 of the match.

1.10. All markets consider overtime, unless expressly stated otherwise in the market name.

1.11. If the match format is changed or differs from the one which is being offered, the sportsbook reserves the right to void all bets.

1.12. If the fixture is listed incorrectly, the sportsbook reserves the right to void all bets.

1.13. If a match is played before the scheduled start date / time, all bets placed after the actual start of the match will be refunded. All bets placed before the actual start of the match will stand.

1.14. If a match or map is replayed due to an organizer or technical issues, all affected markets will be voided, while the replayed matches or maps will be handled separately as a new match.

1.15. If a game on the map starts with fewer than ten players, all bets on that map will be voided.

## **2. Esports game specific rules**

### **2.1. Counter-Strike 2 rules:**

2.1.1. If one of the players disconnects and is unable to reconnect or be replaced for the rest of the map, both teams decide to continue 4v5, and they play at least 5 rounds. All affected bets on that map, match, and match sidemarkets will be voided.

2.1.2. If a team retires, receives a win by admin decision, or is disqualified before all scheduled rounds of a map are played, all undecided bets on that map and match will be voided.

2.1.3. Rounds 1-12 constitute the first half of "Counter-Strike 2" maps.

2.1.4. In the case of a round restart, all bets will stand. All markets will be resolved based on the official score.

### **2.2. Valorant rules:**

2.2.1. If one of the players disconnects and is unable to reconnect or be replaced for the rest of the map, both teams decide to continue 4v5, and they play at least 5

rounds. All affected bets on that map, match and match side markets will be voided.

2.2.2. If a team retires, receives a win by admin decision, or is disqualified before all scheduled rounds of a map are played, all undecided bets on that map and match will be voided.

2.2.3. Rounds 1-12 constitute the first half of Valorant maps.

2.2.4. In the case of a round restart, all bets will stand. All markets will be resolved based on the official score.

### **2.3. Dota 2 rules:**

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

2.3.2. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the map, all affected bets on that map and match will be voided. If a competitor disconnects or quits after the 10th minute of play of a map has started, bets have action according to the official result.

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

### **2.4. League of Legends rules:**

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

2.4.2. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the map, all affected bets on that map and match will be voided. If a competitor disconnects or quits after the 10th minute of play of a map that has started, bets have action according to the official result.

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

## **2.5. King of Glory rules:**

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

2.5.2. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the map, all undecided bets on that map and match will be voided. If a competitor disconnects or quits after the 10th minute of play of a map has started, bets have action according to the official result.

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

2.5.4. Market-specific rules - if the final gameplay length/duration is the same as a particular threshold, it is resolved as OVER.

## **2.6. eSports FIFA**

2.6.1. eSports Battle match duration - 2x4 minutes.

2.6.2. Liga Pro eFootball match duration - 2x6 minutes.

2.6.3. All Markets will be settled as set out in the General and Soccer Market Rules.

## **2.7. eSports NBA2K**

2.7.1. Match duration - 4x5 minutes. This includes overtime.

2.7.2. All Markets will be settled as set out in the General and Basketball Market Rules.

# **IV. Esports solution betting rules**

## **1.1 General Rules**

1.1.1. Sportsbook platform reserves the right to cancel any bet made on obviously "bad" odds (e.g., odds that include a typo, back-of-the-envelope error, fixed matches), switched odds, or a bet made after an event has started or a match was affected by obvious technical problems.

1.1.2. All bets will be settled when the outcome of the market has taken place.

1.1.3. Market "Match" (1X2) is where it is possible to bet on the (partial or definite) outcome of a match or event. The options are: "1" = Home team, or team listed to the left side of the offer; "X" = Draw, or the selection in the middle; "2" = Away team, or team listed to the right side of the offer.

1.1.4. Market "Correct Score" is where it is possible to bet on the (partial or definite) exact score of a match or event.

1.1.5. Market "Over/Under" (Totals) is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g., goals, points, corners, rebounds, penalty minutes, etc.). Should the total amount of the listed occurrences be exactly equal to the betting line, then all bets on this offer will be declared void. Example: an offer where the betting line is 128.0 points and the match ends with the result 64-64 will be declared void.

1.1.6. Market "Odd/Even" is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g., goals, points, corners, rebounds, penalty minutes, etc.). "Odd" is 1,3,5, etc.; "Even" is 0,2,4 etc.

1.1.7. Market "Half time/Full time" is where it is possible to bet on the result at half time and the final outcome of the match. E.g. if at Half time the score is 1-0 and the match ends 1-1, the winning outcome is 1/X. The bet is void if the regular time of the match is played in a different time format than those listed in the bet (i.e. other than two halves).

1.1.8. Market "Period betting" is where it is possible to bet on the outcome of each separate period within a match/event.

1.1.9. Market "Draw No Bet" is where it is possible to bet on either "1" or "2" as defined in. It is also common practice to refer to "Draw No Bet" in cases where no draw odds are offered. Should the specific match contain no winner (E.g., match ends as a draw), or the particular occurrence does not happen (E.g., Draw No Bet and match ends 0-0), the stakes will be refunded.

1.1.10. Market "Handicap" is where it is possible to bet on whether the chosen outcome will be victorious once the listed handicap is added/subtracted (as applicable) to the match/period/total score to which the bet refers to. In those circumstances where the result after the adjustment of the handicap line is exactly equal to the betting line, then all bets on this offer will be declared void.

1.1.11. Market Asian Handicap: Home team (-1.75) vs Away team (+1.75). This means that the stake is divided into 2 equal bets and placed on the outcomes -1.5 and -2.0. For the bet to be fully paid out at the listed odds, Team A must win the match with a bigger margin than both of their listed handicaps (ie. 3 goals or more margin). In the eventuality that Team A wins with only a 2 goal margin, the bet will be considered as partially won with a full payout on the -1.5 part of the bet and a refund on the -2.0 side since the outcome on that part of the bet would be considered a "tie". Should the match produce any other outcome, including a Team A victory with only 1 goal margin, the whole stake would be lost. Away teams are given a +1.75

goal advantage in the match. This means that the stake is divided into 2 equal bets and placed on the outcomes +1.5 and +2.0.

1.1.12. Market "Double Chance" is where it is possible to bet simultaneously on two (partial or definite) outcomes of a match or event. The options are: 1X, 12, and X2 with "1", "X", and "2" as defined in.

1.1.13. Market "Team to score first and win" refers to the listed team scoring the first goal in the match and going on to win the match. Should there be no goals in the match, all bets will be settled as void.

1.1.14. Bets on "Quarter / Half / Period X" refer to the result/score achieved in the relevant timeframe and does not include any other points/goals/events tallied from other parts of the event/match. Bets will be voided if the match is played in any other format but the one stipulated in the offer.

1.1.15. Bets on "Result at end of Quarter / Half / Period X..." refer to the result of the match/event after termination of the stipulated time frame and will take into account all other points/goals/events tallied from previous parts of the event/match.

1.1.16. Bets on "Race to X Points / Race to X Goals..." and similar offers refer to the team/participant reaching the earliest the particular tally of points/goals/events. If the offer lists a timeframe (or any other period restriction) it will not include any other points/goals/events tallied from other parts of the event/match which are not related to the mentioned time frame. Should the listed score not be reached within the stipulated time frame (if any), all bets will be declared void, unless otherwise stated.

1.1.17. Bets on "Winner of Point X / Scorer of Goal X" and similar offers refer to the team/participant scoring/winning the listed occurrence. For the settlement of these offers, no reference to events happening prior to the listed occurrence will be taken into consideration. Should the listed event not be scored/won within the stipulated time frame (if any), all bets will be declared void, unless otherwise stated.

1.1.18. Any reference for a team to win all halves/periods (e.g. Team to win both halves) means that the listed team must score more goals than its opponent during all the stipulated halves/periods of the match.

## **1.2 Basketball Market Rules**

1.2.1. Markets do not consider overtime unless otherwise stated.

1.2.2. If a match ends before the Xth is reached, this market is considered void (cancelled). Who scores Xth point? (incl. ot), Which team will win race to x points? (incl. OT).

## **1.3 Cricket Market Rules**

1.3.1. Delivery Markets Runs off. The result will be determined by the number of runs added to the team total, off the specified delivery. 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.

1.3.2. 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.

1.3.3. Wicket 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.

1.3.4. Over Odd/Even Description: Will the number of runs scored in the specified over be odd or even? Rules: As "Runs in Over". Zero will be deemed to be an even number.

1.3.5. Innings Markets. 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.

## **1.4 eSoccer**

### 1.4.1. Match Format

The match consists of 2 halves with one of the following durations: 2x6 minutes 2x4 minutes 2x15 minutes. The match duration includes injury time, but excludes extra time and penalty shootouts.

### 1.4.2. Settlement

All markets are settled according to the General Rules.

## **1.5 eSoccer: Volta**

### 1.5.1. Match Format

The match consists of 2 halves of 3 minutes each. This duration includes injury time and extra time, but does not include penalty shootouts.

#### 1.5.2. Settlement

All markets are settled according to the General Rules.

### **1.6 eSoccer: Penalty**

#### 1.6.1. Match Format

The match consists of 5 penalty shots per team, following traditional penalty shootout rules:

Each team takes up to 5 shots alternately.

The team with the most goals after 5 shots wins.

If the score is tied after 5 shots each, the shootout continues with a sudden death format (1 shot each) until a winner is determined.

#### 1.6.2. Settlement

All markets are settled according to the General Rules.

### **1.7 eSoccer: X-Battle FC**

#### 1.7.1. Match Format

The match consists of 2 halves of 30 seconds each.

No overtime is played.

#### 1.7.2. Settlement

All markets are settled according to the General Rules.

### **1.8 eBasketball**

#### 1.8.1. Match Format

The match consists of 4 quarters of 6 minutes each.

Overtime is included in the match duration.

#### 1.8.2. Settlement

All markets are settled according to the General Rules and the Basketball Market Rules.

## **1.9 eBasketball: Blitz**

### 1.9.1. Match Format

The match consists of 1 quarter of 1 minute.

### 1.9.2. Settlement

All markets are settled according to the General Rules and the Basketball Market Rules.

## **1.10 eStreetball**

### 1.10.1. Match Format

The match is played up to 11 points. The first team to reach 11 points wins.

### 1.10.2. Settlement

All markets are settled according to the General Rules and the Basketball Market Rules.

## **1.11 eFighting: Injustice 2 / MK11**

### 1.11.1. Match Outcome

Match Winner: The character who wins the overall fight.

Round Winner: The character who wins an individual round within the fight.

### 1.11.2. Match Definitions

Health Bar: Each fighter has 2 health bars. The second becomes active only after the first is fully depleted.

First Damage: The first successful attack landed during the match.

Clash: A special in-fight moment where both fighters can engage in a challenge to recover health. The outcome may be won by either fighter or end in a draw.

Supermove: A rare and powerful move unique to each character, executed under specific conditions.

Will There Be Mercy: Indicates whether the "Mercy" mechanic is used - a moment where one fighter chooses to spare their opponent instead of finishing them.

Finish Him Method: The way the opponent is defeated - examples include Fatality, Brutality, or a regular hit.

Winner HP Left: The amount of health remaining for the winning character at the end of the match.

### 1.11.3. Settlement

All markets are settled according to the definitions provided above and the official outcome as determined by the game.

## **1.12 eCricket**

### 1.12.1. Match Format

The match consists of 2 innings - one per team.

### 1.12.2. Inning Format

Each inning consists of 5 overs, with 6 deliveries per over.

### 1.12.3. Settlement

All markets are settled according to the General Rules and the Basketball Market Rules.

### 1.13 eCricket: Super Over

#### 1.13.1. Match Format

The match consists of 1 over per team.

#### 1.13.2. Settlement

All markets are settled according to the General Rules and the Cricket Market Rules.

## **1.14 eCricket: X-Battle Bats**

### 1.14.1. Match Format

The match consists of 10 rounds, with 1 hit per round. No extra innings are played.

### 1.14.2. Settlement

All markets are settled according to the General Rules.

## **1.15 eShooter: CS2 (MR15)**

### 1.15.1. Match Format

The match consists of 15 rounds, with the first team to reach 8 rounds is declared the winner.

### 1.15.2. Settlement

All markets are settled according to the General Rules.

## **1.16 eShooter: CS2 (BO3)**

### 1.16.1. Match Format

The match is played in a Best of 3 format - the first team to win 2 maps is declared the winner.

### 1.16.2. Settlement

All markets are settled according to the General Rules.

## **1.17 eHorse Racing**

### 1.17.1. Settlement

All markets are settled according to the General Rules.

## **1.18 eTennis**

### 1.18.1. Match Outcome

The winner is the first player to win 2 sets.

### 1.18.2. Set Format

Each set is played to 3 games. A player can win the set by:

Reaching 4-2, or

Winning 4-3 via a tie-break.

### 1.18.3. Tie-Break Format

The Bet is settled as Won, if the tie-break is won by the first player reaches 5 points with a minimum 2- point lead (e.g., 7-5, 8-6, 9-7, etc.).

### 1.18.4. Settlement

All markets are settled according to the General Rules.

## **1.19 eVolleyball**

### 1.19.1. Match Format

The match consists of 1 set played to 25 points. There is no over/under rule applied.

### 1.19.2. Settlement

All markets are settled according to the General Rules.

## **1.20 eBoxing**

### 1.20.1. Match Format

The match consists of 1 round lasting 2 minutes.

### 1.20.2. Settlement

All markets are settled according to the General Rules.

## **1.21 eKabaddi**

### 1.21.1. Match Format

The match consists of 2 halves, each lasting 5 minutes.

### 1.21.2. Settlement

All markets are settled according to the General Rules.

## **1.22 eVaquejada**

### 1.22.1. Match Format

The match consists of 4 rounds, each with 4 attempts:

Attempts 1-2 are scored with a maximum of 8 points each

Attempts 3-4 are scored with a maximum of 10 points each

### 1.22.2. Settlement

All markets are settled according to the General Rules.

## **V. Greyhound, Horse and Harness Racing rules**

### **1. General**

1.1 All bets shall be settled based on the official declaration of the result of the race as made by the relevant racing authority on the day of the race.

1.2 In the event of a Dead Heat, the bet will be paid out at face value divided by the number of Dead Heating winners of the event.

1.3 Whilst the sportsbook strives to provide the most up-to-date and accurate data, the sportsbook shall not be liable for any errors regarding the Horses, Greyhound, or Harness racing data.

### **2. Market Specific Rules**

2.1. To the market “Win Betting” Dead heat rules apply.

2.2. To the market “Place Betting” the following rules apply:

2.2.1. Where there are 8 or more runners in a race, a place shall be paid on first, second, and third places. If a bet is placed when the field has 8 or more runners and the field is later reduced to 7 or fewer runners, first, second, and third places will be paid; however, deductions shall apply. See Deductions Table in clause 3.3.5.

2.2.2. Dead heat rules apply

2.3. To the market “Top 2 Betting’ the following rules apply:

2.3.1. Pays on runners to come 1st or 2nd in the race.

2.3.2. Bets are only valid on races with 5 or more runners. Any bets placed on a race with less than 5 runners will be voided.

2.3.3. Dead heat rules apply.

### **3. Settlement & Cancellation rules**

3.1. Scratchings

3.1.1. If a runner is scratched, the stake will be refunded.

3.2. Abandoned, Postponed and Transferred Races

3.2.1. If a race is abandoned or transferred to another venue/track (including transferring to a different track at the same venue) or postponed to another date, single bets shall be void. Affected Combo Bets will be recalculated, excluding that Event.

3.2.2. Where a race is postponed and rescheduled to take place at the same venue within 48 hours of the original scheduled start time of the race, all bets shall stand as if the race was not postponed.

3.2.3. If scratchings are reinstated due to a postponed race at the same venue then all bets shall be void.

3.3. Deductions

3.3.1. Any bet may be subject to deduction after the placement of the bet. These deductions are applied to the face value (expected winnings) of the bet.

3.3.2. In the case of scratchings after the declaration of the final field, and after the bet has been placed, deductions will apply to the face value of the winning bets as per the Deductions table - See Deductions Table in clause 3.3.5.

3.3.3. Deduction calculations are specified as a percentage deducted from the amount of the stake’s winnings.

3.3.4. In the event that multiple runners are scratched from a race, a combined deduction rate will be calculated by summing the total of each of the scratched runners deduction rate as per Deductions table. See Deductions Table in clause 3.3.5

3.3.5. Deductions Table

Odds from (> more than)	Odds to (less or equal)	Market Win (%)*	Market Top2 (%)*	Market Place (%)*
1.00	1.01	76	40	26
1.01	1.02	75	40	26
1.02	1.03	75	40	26
1.03	1.04	73	40	26
1.04	1.05	73	40	26
1.05	1.06	73	40	26
1.06	1.07	73	40	26
1.07	1.08	72	40	26
1.08	1.09	72	40	26
1.09	1.10	72	40	26

1.10	1.12	71	40	26
1.12	1.14	71	40	26
1.14	1.16	71	40	26
1.16	1.18	69	40	26
1.18	1.20	69	39	26
1.20	1.22	67	39	26
1.22	1.24	65	38	26
1.24	1.25	65	38	26
1.25	1.26	65	38	26
1.26	1.28	65	38	26
1.28	1.30	65	38	26
1.30	1.35	62	38	26
1.35	1.40	60	37	25
1.40	1.45	56	37	25

1.45	1.50	55	37	25
1.50	1.55	53	36	24
1.55	1.60	51	36	24
1.60	1.65	49	35	24
1.65	1.70	47	34	24
1.70	1.75	46	34	23
1.75	1.80	45	34	23
1.80	1.85	44	33	23
1.85	1.90	43	33	23
1.90	1.95	41	32	22
1.95	2.00	40	32	22
2.00	2.05	40	32	22
2.05	2.10	39	31	22
2.10	2.15	37	31	21

2.15	2.20	36	30	21
2.20	2.25	36	30	21
2.25	2.30	35	29	21
2.30	2.35	34	29	21
2.35	2.40	33	29	20
2.40	2.45	31	28	20
2.45	2.50	31	28	20
2.50	2.60	30	27	19
2.60	2.70	29	27	19
2.70	2.80	28	26	18
2.80	2.90	27	25	18
2.90	3.00	26	25	18
3.00	3.10	25	24	17
3.10	3.20	24	23	17

3.20	3.30	23	22	16
3.30	3.40	22	22	16
3.40	3.50	22	22	16
3.50	3.60	21	21	15
3.60	3.70	20	21	15
3.70	3.80	20	20	15
3.80	3.90	19	20	14
3.90	4.00	19	20	14
4.00	4.20	18	19	14
4.20	4.40	18	19	14
4.40	4.50	18	19	14
4.50	4.60	16	18	14
4.60	4.80	15	17	13
4.80	5.00	15	17	13

5.00	5.50	13	15	12
5.50	6.00	12	15	12
6.00	6.50	11	14	11
6.50	7.00	10	13	10
7.00	7.50	9	12	9
7.50	8.00	8	11	8
8.00	8.50	8	11	8
8.50	9.00	7	10	7
9.00	9.50	7	10	7
9.50	10.00	6	8	6
10.00	11.00	5	7	5
11.00	12.00	5	7	5
12.00	13.00	4	6	4
13.00	14.00	4	6	4

14.00	15.00	3	4	3
15.00	16.00	3	4	3
16.00	17.00	3	4	3
17.00	18.00	2	3	2
18.00	19.00	2	3	2
19.00	20.00	2	3	2
20.00	~	0	0	0

\*The column provides the amount of deduction from the face value of the winnings of the respective bet.

#### 3.4. Errors

3.4.1. If the sportsbook publishes, posts, or quotes any incorrect betting information for any horse racing, greyhound, or harness racing Event, including, but not limited to, posting wrong odds, then, regardless of the cause or source of such error, the sportsbook reserves the right to void any respective bet.

#### 3.5. Acceptance of Bets after Race Start Time

3.5.1. If a single bet is inadvertently accepted after the official start time of the Event, the bet shall be voided and will be refunded to the End User.

3.5.2. If a bet was accepted after the official start time of the Event as part of a Combo bet then that Event shall be deemed void, and the remaining leg(s) of the Combo bet will stand.

### 3.6. Other

3.6.1. In the event of a horse or a greyhound being withdrawn late by order of the stewards, all bets will be paid taking into account the stewards decision regarding the status of the horse or greyhound (as applicable), including deductions on remaining runners. See deductions table in clause 3.5.5.

3.6.2. Bets will be settled as per the official decision of stewards on race day. Where a horse/dog is later disqualified or placings amended at a later date, for any reason, the official result as declared by stewards on the day of the race will stand for the purposes of bet settlement.

## **VI. Predictions**

### **General Rules**

1.1. Scope of Predictions: The "Predictions" section covers betting markets on various events, including but not limited to Politics, Arts, Entertainment, Science, and specialized Sporting milestones.

1.2. Specific Market Rules (Tooltips): Due to the unique nature of each "Predictions" market, the specific criteria for settlement, winning conditions, and definitive timeframes are provided directly within the information tooltips (marked with the "i" symbol) located next to each market.

By placing a bet on a "Predictions" market, the End User confirms they have read and accepted the specific settlement rules provided in the respective tooltip.

In the event of any conflict between the General Sportsbook Rules and the information contained in the market tooltip, the tooltip information shall prevail.

1.3. Sources and Settlement: The official sources (websites, government records, or official announcements) used to verify the outcome of a "Predictions" market will be specified in the market's information tooltip.

If a specified source becomes unavailable or provides ambiguous data, the Sportsbook reserves the right to use other publicly recognized and reputable sources to determine the result.

1.4. Postponement and Cancellations: Unless otherwise specified in the tooltip, if an event within the "Predictions" category is cancelled, is indefinitely postponed or will never happen due to objective or force majeure circumstances for a period longer than 1 (one) year from the expected deadline, all unsettled bets will be declared Void (Refunded). If a specific deadline for the outcome is mentioned

