

MoneyTree Sportsbook Rules and Policies

I. General Rules

1. INTRODUCTION

1.1. These Betting Rules govern the use of the sportsbook. Operators have to make sure that when placing a bet with the sportsbook, the End User is therefore agreeing that the End User has read, understood and will be adhering to these Betting Rules at any time applicable to 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. Virtual sports related rules.

1.2. The use of the sportsbook is at all times subject to the regulations imposed by the law applicable to the operations of the Operator and authority supervising the operations of the Operator and or the sportsbook.

1.3. Any disputes related to the use of this sportsbook platform should be emailed to support@moneytree.games. If the reply is unsatisfactory, a request for confidential arbitration can be sent to the Government of Curacao, whose decision is binding and can be entered as a judgment in any court of competent jurisdiction.

1.4. Sportsbook reserves the right to make changes to the site, betting limits, payout limits and offerings without prior notice.

1.5. These Betting rules may be updated, amended, edited and supplemented at any time without prior notice.

1.6. Any reference in these Betting Rules to words/objects that appear in singular also applies to plural. References to gender are non-binding and to be treated for information purposes only.

1.7. Bets are made using cryptocurrency, and the displayed value of bets is provided in USD as a reference for players. To mitigate any impact of cryptocurrency price fluctuations, players have the option to place their bets using stablecoin USDT.

The purpose of these Betting rules is processing and redemption, if any, of the bets fairly, honestly and in accordance with these terms.

2. GENERAL RULES

2.1. No one being under the age or under minimal gambling age limit according to the applicable law in the country of End User is permitted to use services of the sportsbook and respectively to open an End User account and place a Stake on a Bet.

2.2. In the event of a discrepancies between the English language version of these Betting rules and any other language version, the English language version will prevail.

2.3. Once a Bet is accepted by the sportsbook, it cannot be reversed. The sportsbook shall not be responsible for any missing or duplicate Stakes made by an End User. The Sportsbook platform will not review any requests for alteration of Stakes accepted and Bets placed for the reason that either a Bet is missing or duplicated.

2.4. All transactions of an End User may be reviewed in the “My Bets” user interface of the respective End User of the sportsbook to make sure that all requested Bets were accepted.

2.5. Statistical data or editorial texts published on the sportsbook are for information and entertainment purposes only, and not for decision making. There are no warranties for the correctness of such information or data. The sportsbook shall not acknowledge or accept any liability whatsoever regarding any decisions taken by an End User. At all times it is the End User’s responsibility to be aware about circumstances relating to an Event or Market.

2.6. It is forbidden to use any automated systems (any kind of scanners, robots etc.) on the sportsbook. The sportsbook reserves the right to cancel any Bet which is made using automated systems of any kind.

2.7. It is forbidden to use multiple or third party accounts for the purpose of use of services offered on the sportsbook. Bets made in contrary to the terms of this clause shall be void.

2.8. Offering of the Events and Markets available on the sportsbook may change from jurisdiction to jurisdiction, as offering of the sportsbook at all times is subject to applicable law.

2.9. Sportsbook uses only reputable and legitimate data source(s) for determination of the outcome of a bet. Unless the data sources are not expressly disclosed in these betting rules, the data source(s) may be disclosed to an End User upon request.

2.10. In case of any contradictions: Market Rules take precedence over Sport Rules. Sport Rules take precedence over General Rules. In case there are no specific Market Rules or Sport Rules, General Rules apply.

2.11. An “X” included in a description of an odds or a market of these terms shall be understood as a number defined in the sportsbook offering.

3. Placing a Stake/making a Bet

3.1. All Stakes placed by an End User and all Bets accepted by the sportsbook are subject to these Betting Rules, as well as to applicable law.

3.2. For any Bet to be valid, it needs to be expressly confirmed as accepted with a respective statement in the betslip.

3.3. It shall at all times remain the exclusive discretion of a sportsbook, whether or not to accept any Bet.

3.4. Bet types:

3.4.1. Single (Ordinary) – a Bet on a separate outcome of an Event. Single Bet payout shall be equal the amount of the stake times odds.

3.4.2. Combo – a Bet on several independent outcomes of Events. To win such a Bet it is necessary that every outcome of every Event included in this Bet is predicted correctly. Incorrect prediction of any Event included in the Combo results in losing the Combo in its entirety. Combo winning is equal to the amount of the stake times total odds of the Combo.

3.4.3. System - a set of Combos, which is a complete search variants of combos of the same size from a fixed set of outcomes. It is characterized by the same stake for each express (option system) and the same number of outcomes in each express. Betting the system must specify the total number of outcomes and number of combos (system option). System winning is equal to the amount of the stake times total odds of the System.

3.4.4. A 'Trixie' is a combination of Bets, which includes one treble and three doubles from a selection of three Events. For the avoidance of doubt in this clause and in these Betting rules a treble means a Combo which consists of 3 (three) Events/markets and a double means a Combo which consists of 2 (two) Events/markets. Trixie winning is equal to the amount of the stake times total odds of the Trixie.

3.4.5. A 'Patent' is a combination of Bets, which includes one treble, three doubles and three singles from a selection of three matches. Patent winning is equal to the amount of the stake times total odds of the Patent.

3.4.6. A 'Yankee' is a combination of Bets, which includes one fourfold, four trebles and six doubles from a selection of four matches. For the avoidance of doubt in this clause and in these Betting rules a fourfold means a Combo which consists of 4 (four) Events/markets. Yankee winning is equal to the amount of the stake times total odds of the Yankee.

3.4.7. A 'Canadian' (also known as 'Super Yankee') is a combination of Bets, which includes one fivefold, five fourfolds, ten trebles and ten doubles from a selection of five matches. For the avoidance of doubt in this clause and these Betting rules fivefold means a Combo which consists of 5 (five) Events/markets. Canadian winning is equal to the amount of the stake times total odds of the Canadian.

3.4.8. A 'Heinz' is a combination of Bets, which includes one sixfold, six fivefolds, fifteen fourfolds, twenty trebles and fifteen doubles from a selection of six matches. For the avoidance of doubt in this clause and these Betting rules sixfold means a Combo which consists of 6 (six) Events/markets. Heinz winning is equal to the amount of the stake times total odds of the Heinz.

3.4.9. A 'Super Heinz' is a combination of Bets, which includes one sevenfold, seven sixfolds, twenty-one fivefolds, thirty-five fourfolds, thirty-five trebles and twenty-one doubles from a selection of seven matches. For the avoidance of doubt in this clause and these Betting rules sevenfold means a Combo which consists of 7 (seven) Events/markets. Super Heinz winning is equal to the amount of the stake times total odds of the Super Heinz.

3.4.10. A 'Goliath' is a combination of Bets, which includes one eightfold, eight sevenfolds, twenty-eight sixfolds, fifty-six fivefolds, seventy fourfolds, fifty-six trebles and twenty-eight doubles from a selection of eight matches. For the avoidance of doubt in this clause and these Betting rules eightfold means a Combo which consists of 8 (eight) Events/markets. Goliath winning is equal to the amount of the stake times total odds of the Goliath.

3.4.11. If odds consider more than 2 digits after decimal point, the payout will be rounded for second digit after decimal point.

3.4.12. "Cash out" is an individual offer initiated by sportsbook, addressed to an End User, aimed at changing one or several essential betting conditions (coefficient, event calculation time, etc.) in order to fix a new Bet and terminate the previous Bet at any current time (further - Cash out). The offer to redeem a Bet can be both accepted and rejected by the End User. By selecting "Cash out" the End User confirms his acceptance of the new essential conditions of the Bet. Cash out rates can be offered for both pre-match and for live betting. The sportsbook reserves the right to change the offer to repurchase the Bet over time, or not to form a Bet to repurchase the bet without giving a reason.

3.4.13. "Bet Builder" a Bet on multiple Markets of the same Event, such as total, 1x2, team stats, player props and other markets marked with a Bet Builder Tab. To win such a Bet it is necessary that every outcome of every Market included in this Bet is predicted correctly. Incorrect prediction of any Market included in the Bet Builder Bet results in losing the Bet Builder Bet in its entirety. Bet Builder Bet winning is equal to the amount of the stake times total odds of the Bet Builder Bet. Bet Builder may be available in different sports which are marked with a special Bet Builder Tab in the Event.

Bet Builder Bets can also be included in a Combo/System consisting of other Bet Builder Bets or a combination of Bet Builder Bet and non-Bet Builder Bets.

Special terms of Bet Builder:

- a) Bet Builder Bets may not be available for all sports and/or Events and/or Markets. Availability of Bet Builder Bets shall at all times remain at Sportsbook's sole and exclusive discretion;
- b) Availability of Bet Builder Bets is not guaranteed and Sportsbook reserves the right to terminate availability of Bet Builder Bets for any reasons at sole discretion of the Sportsbook (e.g. technical issues; sportsbetting integrity etc.);
- c) Sportsbook reserves the right to amend, suspend or remove the Bet Builder feature (or any part of it) at any time;
- d) Sportsbook reserves the right to reverse the settlement of a Bet Builder Bet if the Bet or a selection within the Bet is settled in error (terms of the Betting Rules related to errors apply).

e) Sportsbook reserves the right to accept or void any Bet included in the Bet Builder Bet in accordance with the terms of the Betting Rules regarding voiding Bets. In case a Bet included in the Bet Builder Bet is voided – the remaining (non-voided) Bets included in the Bet Builder stand. In case of a void Bet terms of the Betting Rules related to void Bets apply.

3.5. Market types:

3.5.1. "Match" (1X2) allows 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.

3.5.2. "Correct Score" allows to bet on the (partial or definite) exact score of a match or Event.

3.5.3. "Over/Under" (Totals) allows 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 in the Bet be exactly equal to number of respective occurrences listed in 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.

3.5.4. "Odd/Even" allows to bet on the (partial or definite) odd or even number of a predefined occurrence (e.g. goals, points, corners, rebounds, penalty minutes, etc.) in an Event. For the avoidance of doubt an odd number shall be 1,3,5 etc., however Even number shall be 0,2,4 etc.

3.5.5. A "Head-to-Head" and/or "Triple-Head" allows to bet on a competition between two or three participants/outcomes, originating from either an officially organised event, or else, as virtually defined by the sportsbook.

3.5.6. "Half time/Full time" allows to bet on the result in the 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 shall be 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).

3.5.7. "Period betting" allows (where possible) to bet on the outcome of each separate period within a match/Event.

3.5.8. "Draw No Bet" allows (where possible) to bet on either "1" or "2" as defined in 4.5.1. 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 stake will be refunded.

3.5.9. "Handicap" allows (where 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 application of the handicap line is exactly equal to the betting line, then all such bets on this offer will void. Example: a Bet on -3.0 goals will be declared void if the team chosen wins the match by exactly 3 goals difference (3-0,4-1, 5-2, etc).

3.5.10. "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 of margin, the whole stake would be lost. Away team is 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.

3.5.11. "Double Chance" allows (where possible) to bet simultaneously on two (partial or definite) outcomes of an Event. The options are: 1X, 12 and X2 with "1", "X" and "2" as defined in 3.5.1.

3.5.12. "Outright" or "Place" allows to bet by choosing from a list of alternatives and place a stake on the eventuality that a participant of an Event wins or takes a place within an Event in a specified position in the classification of the listed Event.

3.5.13. Bets on "Quarter / Half / Period X" allow to bet 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 or as stipulated in the scoreboard or as stipulated in the standard terms of the respective type of the sport as determined by the governing body of respective sport (as applicable).

3.5.14. Bets on "Result at end of Quarter / Half / Period X" refer to the result of the match/event after termination of the stipulated timeframe and will take into account all other points/goals/events tallied from previous 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 or as stipulated in the scoreboard or as stipulated in the standard terms of the respective type of the sport as determined by the governing body of respective sport (as applicable).

3.5.15. 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 timeframe. Should the listed score not be reached within the stipulated timeframe (if any), all respective bets will voided, unless expressly stated otherwise in the offer.

3.5.16. 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 timeframe (if any), all respective bets will be voided, unless expressly stated otherwise in the offer.

3.5.17. Bets referring to the happening of a particular occurrence in a pre-defined time order, such as "First Card", or "Next Team to receive penalty minutes" will be voided should it not be possible, without any reasonable doubt, to decide the winning outcome, for example in case of players from different teams which are shown a card in the same interruption of play.

3.5.18. "Team to score first and win" refer to the listed team scoring the first goal in the match and winning the match. Should there be no goals in the match all bets will be voided.

3.5.19. Any reference to "clean sheet" indicates that the listed team must not concede any goal during the match.

3.5.20. "Team to win from behind" refers to the listed team winning the match after having been at least 1 goal down at any point in the match.

3.5.21. 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.

3.5.22. Any reference to "Injury Time" refers to the amount displayed by the designated official and not to the actual amount played.

3.5.23. Settlement of bets on offers such as "Man of the Match", "Most Valuable Player" etc. will be based on the Event's organizer's decision, unless expressly stated otherwise in the offer.

3.6. 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.

4. Events and Resulting

4.1. The dates and times of the Events posted in the sportsbook are purely of informational character. Neither the Sportsbook, nor the Operator guarantees accuracy of such information. An incorrectly posted time and/or date of an Event is not the reason for voiding bets unless expressly provided otherwise in these Betting rules.

4.2. The Sportsbook platform may display live scores for informational purposes; however the accuracy of such information is not guaranteed and may not be used for the purposes of settlement of Bets.

4.3. The Bets on an Event (including all Markets within such an Event) shall be settled after the respective Event has completed and the official resulting has been announced.

4.4. The result of an Event will be determined on the date of the Event's conclusion, unless the official resulting is provided later. The result of an Event will be the final determination by the Event's governing body on the date of the Event's completion, except where expressly stated otherwise in these Betting rules. In the case if any Event is provided outside of official competitions, then bets shall be settled using the information provided by the Event organizer.

4.5. If an Event has started and has not completed within 48 (forty-eight) hours of its official starting time, then all Bets on that Event shall be void, with the exception of:-bets placed on the odds related to periods that have been played to completion;- Events which in their normal course can take longer than 30 hours (e.g. golf tournaments);- sport-specific exceptions determined by these Betting Rules section for each individual sport.- Bets on the "First Team to Score", which shall have action as soon as there is a score, regardless whether the Event is completed or not.

4.6. If an Event did not start within 12 (twelve) hours from its scheduled starting time, all Bets on that Event shall be voided.

4.7. The resulting and/or settlement of an Event suspended after the start of the Event will be made according to the rules specified for that the particular type of sport below. If nothing in the sport's rules apply, the clause 5.5. of the General Rules apply.

4.8. For the purposes of Bet settlement no protested or overturned decisions changing the end resulting of any Event/market shall be recognized.

4.9. Bets are placed on the outcome of an Event/Market, regardless the score at the time the Bet was placed, for example, any incorrect scores displayed outside of soccer goals and red cards are not grounds for bets to be voided.

4.10. Bets on a specific period count only the scoring in that period, and are unaffected by what happens in any prior or a subsequent period(s).

4.11. If an odds on "Draw" market is offered along with Winner markets for an Event, and the draw happens, the Bets on Winner markets for each team lose. If a draw is not offered and a draw happens, then bets on Winner markets of both teams are void, unless expressly provided otherwise in sport specific rules.

4.12. If any Event involving a forfeit, walkover, or any other situation where the Event is considered complete without having been played, all Bets will be void, regardless of how the governing body of its league/sport scores it.

4.13. Misspellings, typographical errors, teams changing names, and incorrect leagues shall not be a reason for a Bet to be void, as long as it is clear judging reasonably and based on the context what the intended Event was.

4.14. If an Event takes place with an incorrect number sections of an Event (e.g. periods, sets, etc.) or with non-standard duration of the respective Event without it being indicated, all Bets on such an Event shall be void.

4.15. For the market "Aggregate Home/Away score of a league on a day (or week in the case of American football)", if all Events on that day/week in that league are not played to completion all Bets on the market are void.

4.16. For the market "Multi-way betting" Bets shall always have action unless a stipulation is added to the respective market that a certain competitor must start for action of the Bet. If such a stipulation is included, then all Bets on all competitors will be void if the stipulated competitor does not start in that specific event.

4.17. All winning bets on "Multi way" markets are paid out at full odds, regardless of the number of winners.

4.18. If a market is offered with "The Field" as a betting option, named teams or competitors must beat every other competitor for a bet on that competitor to win. If a listed competitor ties for a win, Bets on the tied competitors will be void, and all other Bets will be lost.

4.19. All settled markets are final after 72 hours and no queries will be accepted after that period of time. Within 72 hours after markets are settled, Sportsbook will only reset or correct the results due to human error, system error or mistakes made by the referring results source.

4.20. Outright bets are considered all in run and will be settled as a loss if the selection does not take part in the Event, unless otherwise stated. Dead heat rules apply where there is more than one winner. Stakes are first divided by the number of selections who tied and then this portion of the stakes is settled as a win and the rest settled as a lost.

4.21. If one of competitors of an Event did not start sportsbook shall cancel this head to head market.

4.22. In racing sports, unless otherwise expressly provided in respective sport rules, if both competitors of an Event didn't finish, the winner of the Event will be the competitor who has more laps. If both competitors are out in the same lap, sportsbook shall cancel this head to head market.

4.23. If competitors are in the same position, Sportsbook shall void bets on this head to head market.

5. Acceptance, suspension and voiding of Bets

5.1. All Bets will be accepted or rejected purely at sportsbook's discretion and subject to sportsbook's risk management policies (as applicable from time to time).

5.2. Acceptance of live (in-play) bets may be subject to a short delay before they are accepted and/or they will be kept pending during dangerous situations (e.g. free-kick, 1:1 attack, etc.) at sportsbook's discretion.

5.3. Sportsbook platform reserves the right to refuse, restrict, cancel or limit any Bet.

5.4. The Sportsbook platform reserves the right to declare the bets (or a part of them) void (payments are made with the odds «1») or to suspend payments until the end of trial (including judicial) in one of the following cases:

5.4.1. There are mistakes made when accepting the bets;

5.4.2. There is a software/website error (obvious typing mistakes in the list of offered events, discrepancy of odds in various positions, unusual or wrong odds, etc.);

5.4.3. If there are traces of unfair practices being used (bets made in fraudulent manner, obviously "bad" odds" (e.g. obviously incorrect odds), switched odds);

5.4.4. There is deviation from the current rules during the acceptance of a bet;

5.4.5. There are other circumstances confirming the incorrect bet;

5.4.6. the bet was made after an Event had started or the occurrence had already take place;

5.4.7. The venue of the Event was changed, unless otherwise specified in the particular sport's rules;

5.4.8. the outcome of the Event or Market at the time of placing the Bet was already known or if the odds have not been updated correctly due to technical issues.

5.4.9. where the outcome has been altered by the imposition of sanctions or where the imposition of sanction affect the outcome result (e.g. penalty points, enforced relegations or any other measure enforced as a result of anything other than the normal results of the games/competitions in question)

5.5. If there is an obvious error in the odds or limit of the market, Bets (placed on odds with an obvious error or exceeding the limit of the market) on that market may be void. If for any reason a bet is accepted after an Event has started (other than clearly indicated Live In-Play betting) Bets will have action unless a material advantage has been gained by the End User. The Sportsbook reserves the right to void the Bet if it was determined that an unfair advantage has been gained.

5.5.1. In case of suspicion of an unfair activity, Sportsbook reserves the right to void any Bet (in these cases, the payout is made with odds of "1") or suspend any withdrawals for up to 31 calendar days.

5.6. For End User accounts with minus (negative) balances, Sportsbook reserves the right to void any pending Bets, whether placed with funds resulting from the error or not.

5.7. Sportsbook reserves the right to suspend a acceptance of Bets of any unique End User ID without prior notice.

5.8. Sportsbook shall not be responsible for the damage incurred by the End User as a result of a system malfunction, defects, delays, manipulations or errors in data transfer.

5.9. Abuse of gaming software errors or mistakes in translation is prohibited. An End User / Operator who discovers any error in the gaming software must immediately report it. If the an End User/Operator will abuse errors in the gaming software, the sportsbook reserves the right to suspend End User's betting account, freeze the funds and cancel placed and/or already resulted Bets.

5.10. In Combo (also named as accumulators, parlays, multis) if certain outcomes are related, for example: place bet on Barcelona to win the La Liga combined with a Barcelona win in the deciding game, these Bets will be void.

6. Betting integrity

6.1. The maximum accumulated winnings for Multiple Bets in one calendar day is NO-LIMIT.

6.2. Sportsbook may limit the maximum amount of a Bet or a Stake at its discretion to any Event, Market, Operator or End User individually. Maximum Bet/Stake limits are subject to change without prior written notice. Changes do not apply to Bets that have already been accepted.

6.3. End Users are allowed to bet only as individuals. Group bets are not allowed. Repeated bets on the same outcome made by the same or different End User may subsequently be declared void at sportsbook's sole discretion.

6.4. Even after the official result of the event is already known, sportsbook may consider the indicated bets invalid if it considers that the End User(s) act in collusion or as a syndicate, or the bets considered were made by one or more End User(s) within a short period of time.

6.5. The sportsbook has the right to refuse to accept bets or to count already made bets as void if they are made from different game accounts from the same IP address.

6.6. Sportsbook may make an event or market unavailable for betting in case there is a suspected integrity, fairness, game or system fault, until the issue is resolved, including but not limited the sportsbook may depending on circumstances – suspend the betting on any event or market; withhold the settlement and decline any Bet until the fault has been resolved, at all times taking decisions fairly, reasonably and in good faith.

6.7. Placing bets on fixed matches is strictly prohibited on our Sportsbook. Any attempt to wager on Events or Markets that have been predetermined or manipulated in any way undermines the integrity of the sports betting ecosystem and is a violation of our Betting Rules. End Users found to be involved in betting on fixed matches will face immediate restrictions and cancellation of the Bets. We are committed to upholding the integrity of sports betting and have zero tolerance for activities that compromise fair play and the trust of our End Users. By using our Sportsbook, End Users agree to refrain from participating in any form of betting related to fixed matches and understand that violation may result in permanent restriction from betting in the Sportsbook. Any disputes regarding suspected involvement in betting on fixed matches will be thoroughly investigated by our team, and decisions will be made in accordance with our policies. We encourage End Users to report any suspicious activity related to fixed matches to our support team for investigation.

6.8. In any case where there is a game or system fault, including where sport and event betting transactions are not recoverable, the Bets placed shall be void and the stakes returned to the End Users.

6.9. In case of impossibility to get time related official data of the event, the sportsbook shall void the bets affected by the delay.

6.10. The use of arbitrage strategy, which involves exploiting differences in odds across different bookmakers/sportsbooks to guarantee profit, is strictly prohibited on our Sportsbook. We do not condone any form of betting activity that aims to manipulate odds or exploit discrepancies for guaranteed profit. End Users found engaging in arbitrage betting will face immediate cancellation of the Bets. Our Sportsbook is designed to offer fair and competitive betting opportunities to all End Users, and any attempt to circumvent this principle undermines the integrity of our Sportsbook. By using our services, End Users agree to refrain from employing arbitrage strategies and understand that violation may result in permanent restriction. Any disputes regarding suspected arbitrage activity will be resolved at the discretion of the Sportsbook, and decisions will be final.

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;

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

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 (such as Shots, Shots on target, Offsides, Throw-ins, Fouls, Saves, Goal kicks, Specials) will be settled according to the information received from the data feed provider as may be applicable from time to time, where <https://www.365scores.com/> is considered as a reference, otherwise sportsbook reserves the right to choose/change the source of the result for a specific event if the result differs at publicly available sources.

1.32. All soccer player props bets are settled using the information provided by OPTA (<https://soccerstats.info/>)

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 view reviews. [More on the official video review system \(VAR\) https://www.fifa.com/technical/football-technology](https://www.fifa.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 entrance medical team entrance.

1.37. Understanding of terms used for Soccer Player Props:

1.37.1. 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.

1.37.2. 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.

1.37.3. 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.

1.37.4. Goal Assist

The final touch (pass, pass-cum-shot 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.

1.37.5. Tackle Attack 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.

- Attack 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";
- Attack 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 case of a retirement and walk over of any player all undecided bets will be voided.

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.

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 certain points/games were finished, all affected point/game related markets are considered void.

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

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 resulted as soon as the final official box score is received from 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 nfl.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.

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 cleared according to the final result after 9 innings (8 1/2 innings if home team is leading at this point). The only exception is Winner market in pre-match (rule nr. 6.9.).

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 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.

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 Xpoints") 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 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.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 which 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 which has a significant impact on the odds, the scope of impact being determined by the sportsbook acting reasonably, the sportsbook reserve 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 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 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.

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

14.5. 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 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.

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 walk over of any player all undecided bets shall be void.

17.3. If markets remains 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.

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

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 cancelled 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.
Fours 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 overs of their innings?

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 it has not been possible to complete at least 80% of the specified overs have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction 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 in 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.

Fours 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 milestone (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.⁷⁴ In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. All runs, including extras, count towards settlement. Super overs do not count. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

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 on 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 is 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 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 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 on 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 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 fielder 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?

Rules: 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 teams first innings, unless settlement of the bet has already been determined. Only runs scored in the first innings count. If a team declares that innings will be considered complete for the purposes of settlement.

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 are 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 will count and runs. 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 replaced will be looked upon as to have 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 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 (cancelled).

19.2. 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, 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 minutes 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 category are displayed incorrectly, 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 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 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 exactly 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 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 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 predicts the round in which your selection will win the fight. Betting on 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 resulted 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 as 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 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 US Open, US Masters, USPGA 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 which 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 which 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 that are part of 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, 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 a hit 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. Event 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 which has the best ranked car in the final result.

27.2.2. "1st to retire (teams)" is settled with the team which retired one car first. N.B. Specific retirement market rules are considered as 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 as 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 overtakings market rules are considered as 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 as 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 overtakings rules

27.5.1. An overtaking needs 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 retirements rules

27.6.1. A car is considered as 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 1 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 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 purpose if he passes the finish line when the session is considered as ended

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 resulted 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 resulted. Match market, match side markets, and all other undecided mapmarkets will be voided. Bets placed on any following maps that will be completed will be resulted with the official results. However, any and all live offer 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 less than ten players, all bets on that map will be voided.

2. Esports game specific rules

2.1. CS:GO 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.

2.2. 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.

2.3. Rounds 1-15 constitute the first half of CS:GO maps.

2.4. 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 typo, back-office error, fixed matches), switched odds or a bet made after an event has started or 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 in 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/EvenDescription: 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. Baseball Market Rules

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

1.5. FIFA

1.5.1. Match duration– 2x6 minutes. This includes injury time but does not include extra time or penalty shootouts.

1.5.2. All Markets will be settled as set out in the General Rules.

1.6. FIFA: Volta

1.6.1. Match duration– 2x3 minutes. This includes injury time and extra time but does not include penalty shootouts.

1.6.2. All Markets will be settled as set out in the General Rules.

1.7. Penalty Shootout

1.7.1. Includes only penalty shootouts without regular time, injury time or extra time .

1.7.2. All Markets will be settled as set out in the General Rules.

1.8. NBA 2K

1.8.1. Match duration– 4x6 minutes. This includes overtime.

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

1.9. Rocket League

1.9.1. Match duration– 5 minutes. This doesn't include overtime.

1.9.2. All Markets will be settled as set out in the General Rules.

1.10. eFighting

1.10.1. The winner of the match is the character who wins the fight.

1.10.2. Explanation of eFighting market terms.

Health Bar- Each character has 2 Health Bars. The second bar is active only after the first is completely spent.

First damage– first successful attack.

Clash– Situation in the fight, when both characters challenge each other on special occasions. to increase hit points. Both fighters can win the clash, but there can also be a draw.

Supermove– Special move for each character, that occurs very rarely.

1.10.3. All markets will be settled according to the definitions above.

1.11. eCricket

1.11.1. Match consists of two innings- one for each team.

1.11.2. Each inning consists of five overs with 6 deliveries of each.

1.11.3. All Markets will be settled as set out in the Cricket Market Rules.

1.12 eBaseball

1.12.1. Match consists of 3 innings and extra innings if needed.

1.12.2. All Markets will be settled as set out in the Baseball Market Rules.

1.13 eShooter

1.13.1. Match consists of 15 rounds. To win against one of the teams, it is enough to score 8 points.

1.13.2. All Markets will be settled as set out in the General Rules.

1.14. eTennis

1.14.1. The winner of match is the first player to win 2 sets.

1.14.2. Player must win 3 games to win a set. If the score is tied at 2-2, then a player can win 4-2, or if players are still tied at 3-3 then the set is decided by a tie-break.

1.14.3. The winner of tie-break is the first player to win 5 points with minimum 2 points difference. If the score is tied at 5-5, the player can win 7-5, 8-6, 9-7, etc.

V. Virtual sports rules

1. Virtual football

1.1. The Virtual Football Modes provide 24/7/365 real money betting experience on virtual football. Competitions are generated continuously and bets can be placed at any time, even within a season.

1.2. Game structure

Each mode has a different tournament structure:

1.2.1. Virtual Football League Mode (VFLM):

-16 Teams

-Home&away matches

- 30 match days

- 8 concurrent matches per match day

-240 matches per season Group Stage

1.2.2. Virtual Football World Cup (VFWC):

-32 Teams (8 groups of 4 teams per group)

-12 match day chunks (3 match days of 4 chunks per match day)

-4 concurrent matches per match day chunk

-48 matches per group stage

-Knock-Out-Stage

-16 Teams

-5 round (R16[1..4]; R16[5...8]; R8; Semi Finals; Final & 3rd Place)

-4 concurrent matches (R16[1..4]; R16[5...8]; R8);

-2 concurrent matches (Semi Finals; Final & 3rd Place)

-16 matches per knock-out-stage.

2. Virtual basketball

2.1. The VBL provides 24/7/365 real money betting experience on virtual basketball.

The league consists of 16 teams and seasons run continuously. Each season comprises 30 match days (home and away matches). Bets can be placed at any time—even within a season.

2.2. Season Details- For the online version one season lasts 106:30 minutes in total, separated into a 'Pre-League' period, a 'Match day Loop', and a 'Post league' period. The 'Pre-League' period runs prior to the start of a season and lasts 60 seconds. All match days are summarized

as the 'Match day Loop' period with a total duration of 105:00 minutes. At the end of every season there is a 30 second 'Post Season' period.

2.3. Betting on a VBL match is allowed up to 10 seconds before tip-off. Betting markets for future match days of the current season remain open. When a future match day from the 'Match Day' bar at the bottom is selected, the matches related to that day along with the odds will be displayed in the lower odds section.

3. Virtual horses

3.1. The Virtual Horses (VHK) provides 24/7/365 real money betting experience on virtual horse races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race as well as on all future races of the current race days at any time.

3.2. Races are generated continuously- a new one will be started as soon as the current one has finished. Betting is possible in the next 10 upcoming races:

- 2 minute total event cycle;
- 40 seconds betting phase;
- 65 seconds event phase;
- 15 seconds results phase;
- 2grass and 1 dirt track with a 1000m race randomly scheduled;
- 8, 10, 12, 14 runners randomly assigned.

3.3. Virtual Horses markets rules:

3.3.1. Win- select the runner which will finish first;

3.3.2. Place- select the runner which will finish either 1st, and 2nd (6-7 Runners), select the runner which will finish either 1st, 2nd and 3rd (7+ runners);

3.3.3. Forecast (Correct Order)- select the runners that will finish 1st and 2nd in the correct order (exacta);

3.3.4. Forecast (Any Order)- select the runners that will finish 1st and 2nd in any order (quinella);

3.3.5. Tricast (Correct Order)- select the runners that will finish 1st, 2nd and 3rd in the correct order (trifecta);

3.3.6. Tricast (Any Order)- select the runners that will finish 1st, 2nd and 3rd in any order (trio).

4. Virtual dogs

4.1. The Virtual Dogs (VDK) provides 24/7/365 real money betting experience on virtual dog races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race as well as on the ten future races at any time.

4.2. Game information. Races are generated continuously- a new one will be started as soon as the current one has finished.- 2 minute total event cycle;-37 seconds or 67 seconds betting phase; -38 seconds or 68 seconds event phase;-15 seconds results phase;-night and day track with distance 360m and 720m randomly scheduled;- 6 or 8 runners randomly assigned.

4.3. Virtual Dogs markets rules:

Win- select the runner which will finish first;

4.3.2.Place- select the runner which will finish either 1st, and 2nd (6-7 Runners), select the runner which will finish either 1st, 2nd and 3rd (7+ runners);

4.3.3.Forecast (Correct Order)- select the runners that will finish 1st and 2nd in the correct order (exacta);

4.3.4.Forecast (Any Order)- select the runners that will finish 1st and 2nd in any order (quinella);

4.3.5.Tricast (Correct Order)- select the runners that will finish 1st, 2nd and 3rd in the correct order (trifecta);

4.3.6.Tricast (Any Order)- select the runners that will finish 1st, 2nd and 3rd in any order (trio).

VI. 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 later reduced to 7 or less 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 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 "Top 2/" (%)*	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	1.45	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 amount of deduction of 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 of the source of such error 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 Combobet then that Event shall be deemed void, and the remaining leg(s) of the Combobet 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