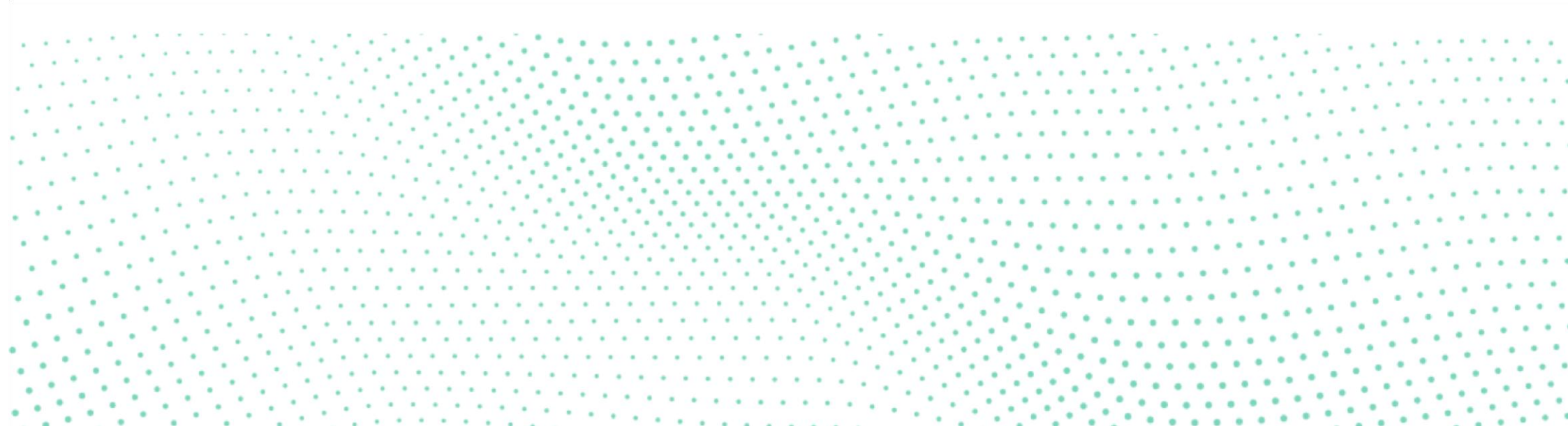




SPORTSBOOK

BETTING-RULES



INTRODUCTION

Our Sportsbook betting rules are a set of guidelines that explain how you can bet on sports events.

These rules cover things like the types of bets you can make, how much you can bet, how odds work, what happens if a game is cancelled or postponed, and how bets are settled after the event.

They also clarify what to do if a player is disqualified or retires, how multiple bets like parlays are handled, and the rules specific to each sport. These rules make sure that betting is fair, transparent, and consistent for everyone involved.

GENERAL RULES

If you are unsure about the rules related to placing a bet on any sport or market, you can refer to this page to find them all explained in full.

The minimum amount for a bet **is X**. Your maximum amount for a bet differs between sports and regulatory jurisdiction. When customers place a bet, they will see the allowed value specified in the field.

The operator's rights:

Reserves the right to refuse the whole or any part of any bet request for any reason and at our sole discretion.

May void/cancel the bets: Individual bet requests may be reviewed, and an alternative price or stake offered at our sole discretion. In cases where placed after the outcome of an event is known or after the selected participant or team/participant has gained a material advantage.

To void any bet that may have been accepted when the account did not have sufficient funds to cover the bet. If an account has insufficient funds because of a deposit that has been cancelled by the payment processing party, the operator reserves the right to cancel any bet that may have been accepted retroactively.

To void any or all bets made by any person or group of persons acting to defraud us.

To cancel any bets from customers who place money on an event where they are in any way involved, as participants, referee, coach etc. Also, the operator reserves the right to withhold payment and void the bets if reasonable grounds of to suspect the match-fixing or breach of integrity of the event.

There are 3 main ways to wager, that define betting types, and have their specifics to determine final odds and winnings.

- Single - a betting type with a single selection/outcome. The winnings are determined by multiplying the stake and the selected market's odds;
- Multiple - a betting type, consisting of 2 or more selections/outcomes. The winnings are determined by multiplying each selected market's odds by the stake. Winnings depend on correctly predicting all selections/outcomes;
- System - a variation of Multiple betting type, consisting of 3 or more outcomes. In a system bet, each event's selected outcome is linked at least once with another event's outcome, forming chosen combinations of all selected outcomes. The winnings are determined by summing up the winnings from all correctly predicted combinations of events' outcomes;

Customers cannot cancel or change a bet once the bet has been placed and confirmed (the bettor can only use Cash out option).

We do not accept wagers where two or more objects will affect each other. Even if a customer will have such a bet accepted by mistake, we will cancel such bets afterwards. In such circumstances bets can also be cancelled after the result has been determined. The whole bet would be cancelled, even if parts of it are valid.

In situations where we believe that a bet is placed after the outcome of an event is known or after the selected participant or team/participant has gained a material advantage - we reserve the right to void the bet, win or lose.

Bets will be accepted up to the advertised start time. If a bet is inadvertently accepted which includes an event after its start time, unless it is a live-betting event, the match/bet will be treated as a non-runner.

Irrespective of which betting odds format you select for odds to be shown in your customer account, all bets will be settled based on decimal odds.

Multiple bets that combine different selections within the same event are not accepted. (Unless it is Bet Builder feature).

When an event is cancelled, all related bets will be void automatically and accounts refunded. If any match is abandoned due to injury or bad weather etc. all bets that have already been settled until the time of abandonment will stand.

The operator does not accept any responsibility for typing, human or palpable errors, which lead to obvious price errors. In such cases all bets will be deemed void.

Winnings will be credited to the Customer's account following confirmation of the final and officially announced result.



The betting events shall be deemed to have occurred even though they have not actually finished if match has already lasted at least:

- Football – 60 min.
- Basketball NBA – 40 min.
- European basketball or in the case of playing according to the FIBA and WNBA rules – 35 min. • Ice Hockey NHL – 54 min.
- Other Ice Hockey – 50 min.
- American Football – 50 min.
- Baseball – for result purposes: 5 innings, but for the outcomes of the betting markets 'total' and 'handicap' – at least 9 innings.
- Handball – 50 min.

Exceptional circumstances:

- These rules apply unless superseded by sports specific betting rules.
- Abandonment: If the event does not conclude within **12** hours of the scheduled start time, all bets are voided.
- Cancellations: If the event is cancelled, all bets are voided.
- Postponements: If an event's start time is postponed more than **12** hours from the original scheduled time, all bets are voided. The exception has no bearing on the settlement of bets on tennis events. Bets remain valid until an eventual completion of the match.
- Change of Opponents: If there is a change in opponents for an event, all bets are voided.
- Change of Venue: If there is a change in venue, all bets are voided.
- Periods of Time: If the length of the event is modified, all bets are voided.
- Dead Heat: If there are more winners than expected, the winnings will be split proportionately.
- Change of Surface: If there is a change in surface all bets will stand.
- If a player/team name is misspelled, all bets will stand unless it is obvious it is the wrong player/team.

Dead heat rules:

A dead heat is defined as an event in which there are two or more joint winning contracts.

In the case of a dead heat, the winnings made, and losses incurred by users are split according to the number of competitors. As a result, final odds may be less than 1, if dead heat is applied. The formula for this, along with relevant examples, are given below:

'For' bets are decided using this equation:

Return = (Backer's stake * (number of expected winners/numbers of actual winners)) * original odds.

For instance, if the user placed a for order of €20 on a horse at odds of 4.0 which then finished first in a dead heat with two other runners, their bet would be divided as follows:

$$(\text{€}20 * (1 / 3)) * 4 = \text{€}26.67$$

$$\text{Profit/loss} = \text{return} - \text{backer's stake} = \text{€}6.67$$

'Against' bets are worked out like this:

Return = ((1 - (expected amount of winners / number of actual winners) * original odds) / (original odds - 1)) * original liability

For instance, if a user placed a sell order on the same event for €20 at odds of 4.0, their return would be calculated as follows:

$$(1 - (1 / 3) * 4.0 / (4.0 - 1)) * 60 = ((0.6667 * 4) / 3) = \text{€}53.33$$

$$\text{Profit/loss} = \text{return} - \text{original liability} = \text{€}53.33 - \text{€}60 = -\text{€}6.67$$

In the event of a dead heat in a multi-winner market, only contracts that are tied past the last winning position will be affected. Any winning contracts will then be divided by the number of places remaining.

BET SETTLEMENT

All results should be based on the official source or official website of the competition in question. In cases where statistics or results from official sources are unavailable, or there is significant evidence that the website has incorrect information, the use of independent sources for settlement can be evoked. In cases of absence of consistent information, we will place bets based on in-house statistics.

RE-SETTLEMENT AND ERRORS

Markets are generally settled shortly after the end of the event in question. Sportsbook provider may settle (or partially settle) some markets before the official result is declared, simply as a customer service benefit. However, Sportsbook provider reserves the right to change the market settlement if:

The official result was different from the result on which sportsbook provider initially settled the market (for example, a result modified by the competent regulatory body shortly after an event); either.

The entire market was declared void (for example, in case of suspension of the event).

Sportsbook provider reserves the right to accept, limit or reject any bet before confirming it.

If technical or system problems or human errors occur, sportsbook provider reserves the right to reverse the settled market or void the bet.

If sportsbook provider re-settles a market, this could result in adjustments to the client's balance to reflect changes in the market settlement.

Non-participants and injuries:

If a player, team, or other competitor has taken part in a sporting event after it has officially started and subsequently does not complete the event for any reason, any bets placed on that player, team or other competitor will be considered valid (i.e., bets on that player, team or other competitor will not be void).

In the event of an injury being announced in a market where the number of games or the price of runners remaining could significantly affect prices, e.g., top scorer/top run scorer, we reserve the right to void bets. This could apply to bets placed between the publication of the news of the injury and the review of the market in question.

Selections not offered:

Sportsbook provider endeavors to always keep its markets up to date (so that potentially winning selections are always on offer in each market). However, should the ultimate winning team/individual/participant be unavailable for any reason, bets on other selections in the applicable market will stand (and will be settled in accordance with these and any other applicable rules).

Scoring Screens/Score Centre & Live Betting Information:

The score screens are indicative only and sportsbook providers will not be held responsible for bets placed on their basis.

We do make every effort to ensure all live betting information is accurate, however, there may be situations where such information is incorrect. The score, result or time displayed and further information on site is for reference only. We assume no liability for the accuracy of information we provide for the live betting.

CASH OUT

Cash Out is a feature offered on various Sportsbook single and multiple bets. Cash Out allows you to modify your original bet and lock in a win or loss by settling your bet (or part of it) early, without having to wait for the event to end.

Acceptance of your Cash Out request is not guaranteed and may not be successful if, for example, the market suspends odds movement before your request has been processed, due to an unforeseen technical problem, or if the third-party provider covering the sporting event has not been able to continue coverage as originally agreed. Sportsbook provider reserves the right to suspend or disable the Cash Out feature at any time.

If your Cash Out request is successful, a "success" message will be displayed and your bet (or the relevant part of your bet) will be settled immediately and any winnings equal to the amount shown on the Cash Out button will be returned to your account. Immediately.

Sportsbook provider reserves the right to void settlement of a Cash Out if the bet or a market is settled in error (e.g., human, or technical error). If Sportsbook provider re-settlement a bet, changes to the customer's balance may be made to reflect the changes in the settlement of the bet.

Cash out is not available for wagers placed with Free bets or Risk-Free bets.

Partial Cash Out allows you to cash out a part of your bet while leaving the remainder of your stake to run and be settled upon the final score.

BET BUILDER

BetBuilder is a feature that allows users to create a bet by combining multiple selected outcomes from one event; e.g. including offered outcomes of the 'number of goals scored', 'corners awarded', 'players to score', or 'yellow cards issued', all within the same event. The odds for each selected outcome are combined to give a total odds price for the BetBuilder bet. This tool offers the flexibility to tailor specific bets based on predictions for how different aspects of a game can unfold. BetBuilder-eligible markets are indicated with a relevant icon on site.

By default, if any individual selection is void (e.g a player did not take any part in the match), then the whole bet will be made void. However, before confirming a bet placement, there is an option to choose an alternative calculation of the compiled BetBuilder bet by activating a dedicated checkbox in bet slip. Then if any individual selection is void, re-priced odds without voided selection will be offered, as the default option, retaining other selected outcomes in-play until results are known.

For any obvious pricing errors, the sportsbook provider reserves the right to cancel any bets placed at that wrong price.

Football:

Bets on football matches are accepted for the regular time (90 minutes and injury time added), unless otherwise stated. If the betting outcome hits the total or handicap, the bet is refunded. If such a bet is involved in a combination bet, the odds for it become 1.00.

Statistics like shots on goal, corners etc., are based on the number of statistics during the 90 minutes and injury time according to the official betting site data (e.g., UEFA). As for national competitions, statistical data is used from national competition official websites.

The result 0:0 is considered an even score.

"Who will advance further in the tournament?" Criteria by order: stage, place in a group, number of points, goal difference, goals scored.

A friendly match or an event with unusual game format has an additional informative indication on site, stating that match format can change. All match markets will be settled based on the actual result when the game finishes (excluding any extra-time).

First Goalscorer/Last Goalscorer: Bets will be settled according to which player scores the First Goal of the match. If the selected player does not start the match and enters the field of play before the first goal scorer market has been won, bets placed on that player in this market will stand. Any unlisted players will count as winners should they score the first goal of the match. If the only goal of the match is an own goal, the No Goal scorer selection will be settled as a winner. If the selection comes on after the first goal already scored, the bets on first player to score on this selection will be void.

Interval Betting: Bets on specific timeframes/intervals, such as Match Result/Goals Scored/Corners/etc. After xx Minutes, will only take into consideration outcomes and occurrences relevant for the specified timeframe/interval. Other events and occurrences that happened outside the specified timeframe will not be taken into consideration for settlement purposes.

For the purposes of these markets, the occurrence is considered to have happened when and if it is executed, not when awarded by the referee. For example, settlement of Time of First Corner will only take into consideration when the corner is actually kicked. If the action needs to be re-taken, bets will be settled with the outcome achieved from the re-taken action.

Cards: Only cards shown to players currently on the pitch will count. Cards shown to managers or players on the bench at the time of receiving the card do not count. Any card shown after the full-time whistle will be disregarded.

Corners: Only corners that are taken will count. If a corner is re-taken, it will only count as one corner.

Run of play: In this type of bet, the leading team is the team which scores the first goal of the game. The change of the leading team during the game does not influence the way the bets are calculated.

Extra Time: All bets are settled after the official statement issued for the extra period only. Any goals, corners, etc. that were taken or scored during the regulation time do not count. Extra time does not include a Penalty shootout. If the match does not go to an Extra Time [ET] all bets are void. Markets offering: 3W Money Line 1st Half 3W Money Line Draw No Bet To Win To Nil 3W Handicap Total Goals Number Of Team Goals Total Team Goals Teams Odd/Even Both Teams To Score 1X2 Rest Of The Match Teams Clean Sheet Goal Crazy Corners Corners 1st Half Double Chance Exact Score Odd/Even 1st Team To Score Last To Score 2nd - 10th Goal (Next Goal)

Penalties Shootout: All bets are settled on the official score for penalty shootout part only. If the match does not go to a penalty shootout all bets are void. Markets offering:

- Penalties HC & OU - all the penalty kicks taken during shootout.
- To Win Penalties
- Total Penalties Taken - all the penalty kicks taken during shootout.
- Total Team Penalties Converted - only converted penalties count for settlement.
- Penalties Sudden Death - select if the shootout will exceed the first 10 penalties.
- Penalties Exact Score
- Team GK X Penalty Save - Predict if GK will make a save. If there is no save, all bets will be void.
- Team X Penalty Props - Predict specific method of penalty to be Scored/Missed. If the penalty is Scored/Missed in another way than the listed selections, bets will be settled as losers.
- Team To Take 1st Penalty.
- Team To Take Last Penalty
- Team To Miss 1st Penalty Last
- Penalty Score/Miss First Penalty - Twentieth Penalty - choose per each Team if First, Second, Third... penalty taken will be either scored or missed

Full-time result: This market will be settled on which team has won after regular time has expired or if there is a draw.

Winning Margin: Pick which team will win and by what goal difference in regular time.

Correct score: This market will be settled on the correct score after the regular time has expired.

Total goals: This market will be settled on the sum of the goals for each team during regular time.

Half-time/full-time winners: This market will be settled on the result at half-time, including stoppage time from the first half, and the result at end of regular time, including stoppage time.

Team to score in both halves: This market will be settled on whether the team scores in regular time (including stoppage time) in both halves of the event.

Team to win both halves: This market will be settled on whether the team scores more goals than their opposition in both the first and the second half (including stoppage time).

Both teams score: This market will be settled on whether both teams will score over the course of the 90 minutes (including stoppage time).

Team Clean Sheet: This market will be settled on whether the stated team keeps a clean sheet (doesn't concede a goal) over the course of the 90 minutes (including stoppage time).

Winner and Both Team to Score: This market will be settled on the winner of the match combined with a prediction on whether both teams will score over the course of the 90 minutes (including stoppage time).

Both Teams to Score and over 2.5: This market will be settled on whether both teams will score over the course of the 90 minutes (including stoppage time) combined with a prediction on whether the total number of goals will be above or below 2.5.

Winner and over 2.5: This market will be settled on the winner of the match combined with a prediction on whether the total number of goals over the course of the 90 minutes (including stoppage time) will be above or below 2.5.

Half-time result and score markets: These markets will be settled based on the result of the game when the half-time whistle is blown (regular time plus any stoppage time).

Over/Under Goals: These markets will settle based on the number of goals scored at the end of regular time and any stoppage time. Penalties or extra time will not be included.

Total Goals/Total Goals: 1st Half Predict the total goals scored in the match/1st half by both teams. If an event is abandoned, all bets will be void, unless the outcome of the placed bet has already been determined. Over 2.5 - The bet will be a winner if there are 3 or more goals in the match/ 1st half Under 2.5 - The bet will be a winner if there are 2 goals or less in the match/ 1st half.

Asian Handicaps: These markets will settle based on the final score at the end of regular time and any stoppage time. Penalties or extra time will not be included. The table below demonstrates possible scenarios and may be used, as reference for final settlements.

SIDE SPREADS - Asian Handicap Table					
Betting the FAVOURITE			Betting the UNDERDOG		
Handicap	Your Team's Result	Bet Result	Handicap	Your Team's Result	Bet Result
0	win	win	0	win	win
	draw	push		draw	push
	lose	lose		lose	lose
-0.25	win by 1 or more	win	+0.25	win by 1 or more	win
	draw	lose half		draw	win half
	lose	lose		lose	lose
-0.5	win	win	+0.5	win	win
	draw	lose		draw	win
	lose	lose		lose	lose
-0.75	win by 2 or more	win	+0.75	win or draw	win
	win by 1	win half		lose by 1	lose half
	draw or lose	lose		lose by 2 or more	lose
-1	win by 2 or more	win	+1	win or draw	win
	win by 1	push		lose by 1	push
	draw or lose	lose		lose by 2 or more	lose
-1.25	win by 2 or more	win	+1.25	win or draw	win
	win by 1	lose half		lose by 1	win half
	draw or lose	lose		lose by 2 or more	lose
-1.5	win by 2 or more	win	+1.5	win or draw	win
	win by 1	lose		lose by 1	win
	draw or lose	lose		lose by 2 or more	lose
-1.75	win by 3 or more	win	+1.75	win, draw or lose by 1	win
	win by 2	win half		lose by 2	lose half
	win by 1, draw or lose	lose		lose by 3 or more	lose
-2	win by 3 or more	win	+2	win, draw or lose by 1	win
	win by 2	push		lose by 2	push
	win by 1, draw or lose	lose		lose by 3 or more	lose
-2.25	win by 3 or more	win	+2.25	win, draw or lose by 1	win
	win by 2	lose half		lose by 2	win half
	win by 1, draw or lose	lose		lose by 3 or more	lose

TOTAL GOALS (Goal Line) - Asian Handicap Chart					
Betting the Total Goals OVER			Betting the Total Goals UNDER		
Goal Line	Game Total Goals	Bet Result	Goal Line	Game Total Goals	Bet Result
0.5	0	lose	0.5	0	win
	1 or more	win		1 or more	lose
0.75	0	lose	0.75	0	win
	1	win half		1	lose half
	2 or more	win		2 or more	lose
1	0	lose	1	0	win
	1	push		1	push
	2 or more	win		2 or more	lose
1.25	0	lose	1.25	0	win
	1	lose half		1	win half
	2 or more	win		2 or more	lose
1.5	1 or less	lose	1.5	1 or less	win
	2 or more	win		2 or more	lose
1.75	1 or less	lose	1.75	1 or less	win
	2	win half		2	lose half
	3 or more	win		3 or more	lose
2	1 or less	lose	2	1 or less	win
	2	push		2	push
	3 or more	win		3 or more	lose
2.25	1 or less	lose	2.25	1 or less	win
	2	lose half		2	win half
	3 or more	win		3 or more	lose
2.5	2 or less	lose	2.5	2 or less	win
	3 or more	win		3 or more	lose

Goal Method:

- Free-Kick – Goal must be scored directly from the free kick. Deflected shots count provided the free-kick taker is awarded the goal. Also includes goals scored directly from a corner kick.
- Penalty – Goal must be scored directly from the penalty, with a penalty taker as named scorer.
- Own Goal - If the goal is declared as an own goal.
- Header – Last touch of the scorer must be with the head.
- Shot – All other goal-types not included above. • No Goal – Game ended 0:0.

Anytime Goalscorer: This market will be settled based on all players who scored at any time during the regular time and any stoppage time. Bets will be voided on players who take no part in the match. Own goals do not count for this market. Subsequent appeals or rulings will not be considered.

Team First Goalscorer: This market will be settled based on which player scores the first goal for their respective team during regular time and any stoppage time. Bets will be voided on players who take no part in the match. Own goals do not count for this market. Subsequent appeals or rulings will not be considered. If the selection comes on after the first goal already scored, the bets on first player to score on this selection will be void.

Total Goals/Total Goals: 1st Half Predict the total goals scored in the match/1st half by both teams. If an event is abandoned, all bets will be void, unless the outcome of the placed bet has already been determined. Over 2.5 - The bet will be a winner if there are 3 or more goals in the match/ 1st half Under 2.5 - The bet will be a winner if there are 2 goals or less in the match/ 1st half.

Own Goal: Predict if there will be an own goal scored in the match.

Draw No Bet: This market will be settled on the full-time result. In the event of a draw all bets will be voided.

To advance markets: For tournaments featuring single-elimination and similar formats, this market will be settled on a match's final result, including extra time or penalties.

Over/Under Cards: These markets will settle based on the number of cards shown over the course of the 90 minutes (including stoppage time). Yellow card counts as 1, red card counts as 2, one yellow card and one red card counts as 3, two yellow cards leading to a red card as 3. Maximum card count per player is 3. Please note that cards shown to any player not taking part in the game (f.e. substitutes or substituted players including) or team managers do not count towards the total.

Over/Under Corners: These markets will settle based on the number of corners taken over the course of the 90 minutes (including stoppage time).

Total Team Corners: Total team corners are similar to Over/Under wager. Win/Loss is determined by the number of corners taken by the chosen team. Push rules apply. Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also, if a corner needs to be re-taken for any reason, it will be counted as 1 corner. If a match is abandoned all bets will be void unless settlement is already determined.

Player Specials: bets placed on players that take part at any point during the match will be considered valid unless stated in the market specific rule, irrespective of the time of inclusion/substitution of the player. Own goals do not count for the settlement of this offer.

First Card Received/1st Player Booked/ 1st Player to receive yellow card: In the event of two or more players receiving a card for the same incident then the player who is first shown a card by a referee will be deemed the winner for settlement purposes.

Player will be Carded/Booked: you are betting whether the nominated player will receive a Yellow or Red Card in 90 minutes plus injury time. Cards shown to managers, players on the bench or after the game do not count.

Method of Qualification: this market will be settled on the winner of the match combined with a prediction on whether a match will be decided in regular time, extra time or via a penalty shootout.

Outright markets:

- A season or competition is declared as started once the first game of the scheduled season or competition has begun.
- If a team is thrown out, disqualified, or otherwise removed from a league, one of two actions will apply:
 - If this happens prior to the relevant season/tournament start, all bets on affected markets will be voided.
 - If this happens after the relevant season/tournament has started, affected markets will stand and the team will be deemed to be relegated/eliminated and all bets on that team will be settled accordingly (assuming that before the end of the season/tournament said team is not reinstated).

'Top Goalscorer': only the goals scored in the league or competition stated in the quoted division/ tournament count. For example, if a player joins a club during the season, goals scored in a different league will not count, however goals scored in the same league for a different club will count. Own goals will not count nor will goals scored in penalty shootouts. All bets stand whether the chosen player plays any minutes of football in the stated competition or season. Dead heat rules apply.

'Outright Winner': will be settled on the final position/points total of teams at the completion of all scheduled matches. In the event of two or more teams tying the result will be determined by the official result of the governing body. Dead heat rules apply.

Player Props Markets: The markets have different settlement methods, which are specified by event's type and as follows:

Pre-match

- Pre-match Player Props markets are settled in accordance to Full Time results. In cases when a player misses the match, does not start the game in a starting line-up or enters the field during a substitution, the outcomes for such players' propositions are void.

In-Play

- In-Play Player Props markets are settled in accordance to Full Time results, regardless of player's played minutes.

List of Player Props Markets:

Player Total Shots

Player Shots On Target

Player Passes Attempted Player

Player Passes Successful

Player Offsides Totals

Player Total Tackles

Fouls Committed by the Player

Fouls Suffered by the Player

Player Props markets are settled in accordance with data presented and confirmed by Opta.

Basketball:

All outcomes are defined according to the final score, including any overtimes, unless there is an offer to bet on a draw after regular time. When there is an offer to bet on a draw after regular time, the main outcomes (1, X, 2, 1X, 2X, 12) in such a match are defined by the regular time (without overtimes).

All other kinds of bets, including the bets on statistical data, are defined by full time (including all overtime(-s)). If a team gets a technical foul prior to the start of a match (for ex. the basket is broken, the team is trying to delay the match, there is a fight between players and as a result there is a technical foul, etc.), bets on 'First to scores' are still valid.

In cases where overtime is played, not because of the regular time result being a draw, but because it is required by tournament regulations, all bets are settled according to regular time result. As for bets on player performances in such a match, all bets are settled including overtime.

Wagering is available on the performance of a named basketball player in a variety of achievements e.g., points, rebounds, assists, blocks, free throws, etc. Markets will be settled according to game stats from the respective official competition site published on the day of the game. Relevant players must see court-time for bets to have action. Overtime counts for any player's props unless specified otherwise. If a player does not see any court-time, bets on such player's markets will be void.

Specifically, for in-play bets; if, after placing a bet, the selected player does not see any further court-time, bets will be void.

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

3x3, Streetball and Big3 match versions of the sport, settlement will be based on official competition rules. Where a match starts but is not completed, bets will be void unless the specific market outcome is already determined.

Match winner: This market will be settled on which team has won after the game has ended. Overtime counts for this market unless you are betting on a match winner market which includes a draw price.

Quarter result: These markets will be settled based on which team scores more points in the specified quarter.

Over/Under: Predict if the points scored by both teams will be over or under a given number.

Half-time/full-time: (6-Way market) This market will be settled on the result at half-time and the result at full-time. Overtime is included for Half-time/full-time markets.

Point spreads: These markets will settle based on the final score at the end of the game. Overtime counts for point spread markets.

Quarter handicaps: These markets will be settled on the number of points scored in the specified quarter.

Quarter Over/Under markets: These markets will be settled on the combined number of points scored in the specified quarter.

Half Over/Under markets: These markets will be settled on the combined number of points scored in the specified half.

Quarter odd or even score: These markets will be settled based on whether the combined number of points scored in the specified quarter is odd or even.

Half odd or even score: These markets will be settled based on whether the combined number of points scored in the specified half is odd or even.

Second Half / Fourth Quarter Markets – All second half and fourth quarter market selections do not include Overtime periods if they occur.

Player Props Markets: Players must have play time for bets to be valid. Overtime statistical data is included. Bets for 1st Quarter Assists/Points/Rebounds markets are void, if a player did not participate in a match or 1st quarter particularly.

Top Scorer: The player with the most points scored within the match will be declared the winner. In case of multiple players scoring most points in the match, a Dead Heat rule will be applied.

Baseball:

Bets on these sports are accepted for the entire match time (including overtimes) if it is not stated otherwise. In Baseball, bets on totals and handicaps are accepted for the entire time of the event (including overtimes). If the result including the handicap is a draw or if the total is hit, the bet is refunded. If such an outcome is in a combination bet, then the odd for this bet is 1.00.

Starting Pitchers published on baseball markets are available for information purposes only. Any starting pitchers that are shown in your betting history and/or on your bet slip will not affect your bet, and all bets remain valid, whether the starting pitcher shown starts the match or not.

Bets will be settled as their outcomes become determined. Later decisions to void markets will not affect earlier settled markets if the outcomes of which are unaffected. Matches must begin within 36 hours of the initially scheduled start time or be voided. If a match begins but is later abandoned or postponed an official result must be declared within 36 hours for outstanding bets that have not yet been unconditionally determined to be valid. Extra innings will be included unless stated otherwise.

At least nine innings (or 8.5 innings if the home team is ahead) must be completed for bets on 'Total runs' or 'Run line' markets to be valid. This applies except in cases where the match was always scheduled to be played with less innings, (for example scheduled 7 innings double header matches during the 2020 MLB season) or where the outcome of the market has already been determined.

If a match is scheduled to be played with less than 9 innings, at least the stated number of innings (or half an innings less if the home team is ahead) must be completed for bets on 'Total runs' or 'Run line' markets to be valid unless the outcome of the market has already been determined.

If a game is abandoned all bets placed on winner markets will be voided:

If the game is not replayed within 36 hours of the original start time or unless five innings have been played (or 4.5 innings if the home team is ahead).

An official result must still be declared in either of the above cases in order for bets on the winner market to be settled.

Unless otherwise specified, such as for MLB below, all bets will stand regardless of whether a listed starting pitcher starts the first innings for their respective team or not.

Live-Betting: All bets are action regardless of pitching changes. Extra innings count.

Money line Predict: which team will win the game.

Regular Season Wins/Match-Ups: Team must complete at least 160 MLB regular season games (including tie breakers) for bets to have action unless the remaining games during the course of the season do not affect the result.

Total Hits Total: Hits market will be settled by using the official MLB box score immediately following the conclusion of the game. The game must go at least 9 innings (8.5 innings if the home team is winning) and both listed pitchers must start for the wager to have action. Extra innings count.

Odd/Even: A prediction of whether the total number of accumulated runs in a game will add up to an odd or even number. The game must go at least 9 full innings (or 8 1/2 innings if the home team is ahead) for bets to have action.

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

Bases Betting: For any bets related to Bases markets a batter is credited as follows:

Single = 1 Base

Double = 2 Bases

Triple = 3 Bases

Homerun = 4 Bases

American Football:

Bets on these sports are accepted for the entire match time (including overtimes) if it is not stated otherwise. In Baseball, bets on totals and handicaps are accepted for the entire time of the event (including overtimes). If the result including the handicap is a draw or if the total is hit, the bet is refunded. If such an outcome is in a combination bet, then the odd for this bet is 1.00.

Match winner: This market will be settled on which team has won after the game has ended. Overtime counts for this market unless you are betting on a match winner market which includes a draw price.

Live-Betting Live: betting game bets include overtime. Points are considered regardless of whether they are scored before or after the bet is placed.

Quarter result: These markets will be settled based on which team scores more points in the specified quarter.

Half-time/full-time: This market will be settled on the result at half-time and the result at full-time. Overtime does not count for Half-time/full-time markets.

Point spreads: These markets will settle based on the final score at the end of the game. Overtime counts for point spread markets.

Quarter handicaps: These markets will be settled on the number of points scored in the specified quarter.

Over/Under markets: These markets will be settled on the combined total score at the end of the game. Overtime does count for over/under markets.

Quarter Over/Under markets: These markets will be settled on the combined number of points scored in the specified quarter.

Half Over/Under markets: These markets will be settled on the combined number of points scored in the specified half.

Quarter odd or even score: These markets will be settled based on whether the combined number of points scored in the specified quarter is odd or even.

Half odd or even score: These markets will be settled based on whether the combined number of points scored in the specified half is odd or even.

Total team points: "Total team points" is similar to Over/Under Wager. Win/loss is determined by the points accumulated by a named team.

To Qualify: Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be void.

Team to Score First Touchdown: Predict which team will score the first TD in the game. If the match is not completed, then all bets are void unless the market has already been determined.

Team to Score Last Touchdown: Predict which team will score the last TD in the game. If the match is not completed, then all bets are void.

Bandy:

At least 80 minutes of the match must have been played for bets to be considered valid. All bets are regular time only unless other is stated. All games must start on the scheduled date (local stadium time) for bets to have action. The exception is if we advertise an incorrect start time. If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, bets placed based on the original listing will be void. All match markets will be settled on the score at the end of regular time and will exclude overtime if played, unless otherwise stated.

If scheduled playing time is changed from 2 halves x 45 minutes to 3 periods x 30 minutes, full time bets will be considered valid and half-time bets will be void. Halves markets - The relevant half must be completed for bets to have action unless the specific market outcome is already determined.

Ice Hockey:

Bets are accepted for the final winner (including overtime and shootouts), entire match (including overtime, but not the shootout), full time (60 minutes), unless otherwise stated. Handicap and Total bets are accepted for full time only (60 minutes). If the result including the handicap is tied or if a Total is hit, the bet is refunded. In case such a bet is in a combination, its odds are turned into 1.00. Bets for the correct score are settled according to the full time (60 minutes). Bets on statistical data (shots on goal, penalty minutes, goals by player, assists, efficiency points and so on) are settled according to the data of full time (60 minutes). If a match does not begin at the scheduled time and is not played within 36 hours of the original scheduled start time, all bets are voided.

1st/2nd/3rd Period: Bets settled on the first/second/third period result only. The 3rd period excludes overtime. The relevant period must be completed for bets to have action. If a match is abandoned during the second period, all first period bets are still valid. If a match is abandoned during the third period, all first/second period bets are still valid.

ML Predict: predict the winner of the match including overtime and penalties.

Over/Under: Predict the total goals achieved in a match. Over/Under bets on pre and live games will be settling with the regulation result. Examples: Over 2 Bets win if there are three or more goals scored in the match. If there are two goals exactly, the stake is returned. Bets lose if there is 0 or 1 goal scored in the match. Over 2.5 Bets win if there are three or more goals scored in the match. Bets lose if there are 0, 1 or 2 goals scored in the match.

Winning Margin: Pick which team will win and by what goal difference in regular time.

Total Goals: Predict the total goals achieved in the match.

Number of Goals: Bet on the total number of goals scored by the two teams within the official 60-minute play. Own goals are counted for betting purposes.

Draw No Bet: Predict the winning team. In the event of a draw all bets are void and stakes are refunded.

Overtime: Predict whether the game will go to overtime or not

Most Goals: Predict in which period the most goals will be scored. If 2 or more periods have the same score, all bets will be void. Most goals exclude overtime.

1st To 3 Goals: Predict which team will be the first to score 3 goals. Over time is included for this bet type for all leagues. All penalty shootouts will be considered as one goal. For example: if team A is the first team to score in a penalty shootout when the regulation time is tied with 2:2, and team B won the penalty shootouts, then team B is the first team to score for this purpose.

Finishing Position: Predict which team will be ahead in the final tournament position. If one or more teams fail to start the tournament, all bets are considered void and stakes will be refunded.

Regular Season Point Totals: All scheduled games must be played for wagers to have action.

Tennis:

Bets involving handicaps and totals are settled according to the entire match time. If the result including handicap is tied or the total is hit, the bet is refunded. If the bet is included in a combination, the odds are turned into 1.00. If it is a match between teams (like Davis Cup) and one or more players are not participating in a match and are replaced by others, the bets remain valid.

If it is a doubles match and one of the players is not participating in the match and is substituted by another player, the bets on this match are refunded (odds turn into 1.00). If in the moment of betting there are no certain players announced, the bets remain valid. If the match format changes (for ex. 2 sets instead of 3), the bets on such match are refunded (odds are turned into 1.00).

In case the match is not fully completed due to player's early retirement (for example due to the injury), the bets on the winner of the match are voided and refunded. The bets on the statistics of the match (aces, double faults, serve speed and similar), which are not known (or are affected) until early retirement, are voided and refunded. The bets on the statistics of the match (aces, serve speed and similar) that are known (or are not affected) until early retirement, remain valid. In case a player who started the tournament withdraws due to an injury or any other reason, all bets related to their performance in the tournament remain valid.

Surface data is of an informative nature, so if it changes, the best remains valid. If one of the participants does not complete the match, only the outcomes of the games played remain valid, and in the option of interpretation of the winner of the competitions, the winning is paid only taking into consideration the effective technical victory. Bets with other betting outcomes are canceled. If one of the participants did not start in the match (disqualification, injury, etc.), the odds for the match are turned into 1.00. In all such cases bets are refunded (odds are turned into 1.00).

No refunds for non-starters and unlisted winners. All bets stand if a player withdraws before or during the tournament.

Winner Full Time including Live Betting: If the full statutory number of sets hasn't been completed, all bets will be deemed void.

Asian Handicap & O/U Sets Full Time: including Live Betting Refers to the sets played in the match. Win/loss is determined by the number of sets accumulated by both players. If the full statutory number of sets hasn't been completed, all bets will be deemed as void. A super tie break is considered as one set for bets on O/U.

Games Point Winner / Games First Point Winner Predict: which player will win the stated point. The nominated point will be featured in the name of the bet type, for example: 1st set - 5th game – 1st Point Winner. If a point is not played for any reason – it is awarded by the umpire as a penalty point, the game or the match is over before the point is played, a player withdraws, etc. – bets on it will be void. In the event of the next scheduled game(s) being a Tie-break all bets on that game(s) will be void, except for 'Next Game First Point'.

Game Winner Predict: which player will win the stated game. The nominated game will be featured in the name of the bet type, for example: 2nd set – 7th game – Winner. If a game is not completed for any reason, bets on it will be void. Tie break games will not be counted for this bet type.

Game Exact Score Predict: the points of the winner and his opponent in the stated game by choosing from the given options. The nominated game will be featured in the name of the bet type, for example: 1st set – 8th game – Exact Score. If a game is not completed for any reason, bets on it will be void. In the event of the next scheduled game(s) being a Tie-break all bets on that game(s) will be void, except for 'Next Game First Point'.

Outright:

- **Predict the winner of the tournament:** If the selected player does not play a point, all bets on the player are void.
- **Winning Continent:** Predict which continent will the winner of the tournament come from. Nationality, as displayed by the sport's governing body, will be used for settlement purposes.
- **Winner Age O/U:** Predict if the winner of the tournament is above or below the stated age. If the winner's age is the same as the line, the number of days after the players birthday will be considered 182 days or under will be settled as under whereas 183 or over will be settled as over.
- **Winner Without X:** Predict the winner of the tournament without the stated player. If the stated player wins the tournament the runner up will be settled as the winner. First-time winner - Predict if the winner of the tournament has won it previously.
- **Total Aces O/U Tournament:** Predict if the total Aces in the tournament be above or below the stated line.
- **Total Holds O/U Tournament:** Predict if the total holds of serve in the tournament be above or below the stated line.
- **Total Double Faults O/U Tournament:** Predict if the total Double Faults in the tournament be above or below the stated line.

Formula-1 (F-1):

Winner: A winner is the racer who finished first according to the primary classification protocol right after the race. All Race bets are settled based on the official FIA standings at the time of the podium ceremony, and subsequent penalties/disqualifications will be disregarded.

Finishing Position: The racer's finishing position in an interval according to the race protocol (first to third, third to sixth, etc.).

Better Result/Performance: A bet on which of the two racers will perform better. The better performance is the higher position in the final classification. If both players did not finish the race, the better performance is considered to be by the racer who finished more laps. If both racers did not finish the race and completed the same number of laps, the bet on this outcome is refunded (odds turn into 1.00).

Finish/Will not Finish: Bet on whether the racer will finish the race (whole distance). A racer who trailed the leader by a few laps, but was still classified, is considered to have finished the race.

Fastest lap: Bets are accepted on which racer will achieve the best single lap time.

Safety car: Bets on whether the safety car will be involved in a race.

Handball:

According to the Chinese Handball League rules, if one of the teams has a 15-goal advantage over its opponents, the game ends and the team in the lead is declared the winner. All bets made on such games remain valid. All bets are regular time only unless other is stated.

Live-Betting: If the event is not completed, then all bets will be void, unless otherwise stated or the outcome has already been determined.

Over/Under: Predict if the total number of goals scored by both teams will be over or under a given number. If the game is abandoned, then all bets will be void unless the outcome has already been determined.

Alternative Goals: Predict if the total number of goals scored by both teams will be over or under a given alternative number. If the game is abandoned, then all bets will be void unless the outcome has already been determined.

1st Half Bets (1X2, Handicap and Over/Under): are settled on the first half result only. If the 1st half is not completed, then all bets are void unless the outcome has already been determined.

2nd Half Bets (1X2, Handicap and Over/Under): are settled on the second half result only. If the 2nd half is not completed, then all bets are void unless the outcome has already been determined.

First team to score/Last team to score: Predict which team will score the first/last goal in the match. Own goals count towards the team credited with the goal. If a game is abandoned after a goal is scored, then all bets on First team to score will stand, while bets on Last team to score will be void.

Odd/Even: A prediction of whether the total number of accumulated goals by both teams will add up to an odd or even number.

Halftime/Fulltime: Predict the result of a match at halftime and at the end of regular time. If a game is abandoned, bets will be void. Example: If you choose 1/X, you bet on the home team to lead in the first half and the match to end in a draw. Extra time doesn't count.

Race to X Goals: Predict which team will be the first to reach X goals. If the game is abandoned, then all bets will be void unless the outcome has already been determined. Includes Neither.

Highest Scoring Half: Predict in which half most goals will be scored. Includes Draw.

Total team goals "Total team goals": is similar to Over/Under Wager. Win/loss is determined by the goals accumulated by a named team. If the game is abandoned, then all bets will be void unless the outcome has already been determined.

Poker:

The player needs to reach a higher spot in the event and cash than the other player or the player needs to last a level longer than their opponent. If not - the H2H bet is void. Both players must compete in the tournament or bets are off and the bet is refunded.

Biathlon, Skiing, Ski Jumping, Alpine Skiing, Nordic Combined, Speed Skating, Kayak, Shooting, Surfing:

Both competitors/teams quoted in the head-to-head must leave the start line for bets to stand. If neither competitor/team finishes in an event with multiple runs, the number of runs completed will determine the winner. If one of the competitors/teams did not start the competition, bets will be voided. Bets will be settled according to the final standings, unless otherwise stated.

Athletics:

The winner is determined by the official results list. In "Head-to-Heads", the participant who has the best final position wins. If one participant should proceed further than the other one, the one proceeding the furthest will

win. If both participants get knocked out on the same level, for instance if both participants fail to proceed from the quarterfinals, bets are considered void, and the odds are set to 1.00. If one participant is a no show all head-to-head or special bets involving that participant will be void, however outright bets will stand.

Aussie Rules:

The winner is determined by the official results list on AFL. If any match ends in a draw/tie, including overtime if played, then stakes will be refunded unless a price is offered for the draw/tie.

Gameplay specifics: Like many other codes of football, the way to score points is to score goals. In Australian Football, there are two types of scores: a goal and a behind. A goal umpire judges whether a goal or behind is scored.

Game length: The length of a game of Australian Football can vary from league to league but is generally around 15 to 25 minutes per quarter. In the AFL, each quarter runs for 20 minutes plus time on – which makes up for time occupied in stoppages, such as when the ball going out of bounds, injuries, goals (or behinds) being kicked, or when the umpire is setting the angle of a free kick on goal. Time is kept by two off-field officials, known as "timekeepers", who sound the siren at the start and end of each quarter. A typical AFL quarter might run from 27 to 33 minutes, but may be even longer if, for instance, injuries cause delays. AFL breaks after the first and third quarters are six minutes, with a 20-minute break at halftime.

1st Quarter / 2nd Quarter / 3rd Quarter / 4th Quarter: Bets settled on 1st/2nd/3rd/4th – Quarter Result final result only. If a match is abandoned at any time those Quarter markets that are already determined will stand.

1st Half / 2nd Half: Bets settled on the first/second half result only. Bets will be void if the match is abandoned before half time. If a match is abandoned during the second half all first half bets are still valid.

Total Points / Goals / Behinds: Predict how many Points (combined between Goals & Behinds), Goals or Behinds (counted as separate scoring) – will be scored during the match.

Winning Margin: Predict the Team to win the Match and the victory margin.

Badminton:

All bets are settled according to the official results of the event in question. If a specific event is suspended or postponed, bets remain valid provided that the event is completed at the same venue within 12 hours.

One full game must be completed for bets to stand. If less than 1 game is completed in the match, all bets will be considered void. If any participants retire, the handicap bets and Over/Under bets will be considered as void unless there is no possible way the match could be played to its natural conclusion without unconditionally determining the result of that market.

Beach Soccer:

All bets are regular time only unless otherwise stated. Regular time is defined by the official rules published by the respective governing association. If a match starts earlier than the scheduled time, all bets placed after the actual time started will be deemed void.

No adjustments to settlement will be made for any changes or adjudications made by governing bodies after the event or tournament.

Beach Volleyball:

No refunds for non-starters and unlisted winners. All bets stand if a player withdraws before or during the tournament.

Boxing/Martial Arts:

Results will be graded based on the official result decided at ringside. The result may be revised or altered after initial presentation by the ring announcer. Bets are not official until results are verified by officials at the fighting venue.

Any alterations after the ringside result by sanctioning body which overturns a fight decision based on appeal, lawsuit, drug testing result, or any other sanction will not be recognized, and bets will remain as they were based on ringside result.

Bets on a fighter to win by "KO/TKO" are considered winners, if the fighter KO, TKO, or corner stoppage only.

For settlement purposes where a half round is stated then up to and including 1 minute and 29 seconds, will determine settlement as 'Under'; 1 minute 30 seconds and after will determine settlement as 'Over' the respective round quote.

For MMA fights specifically, where a half round is stated then 2 minute 30 seconds of the respective round will define the half to determine under or over.

When a draw occurs, wagers on either fighter to win are refunded, apart from any bets where the draw option is offered. Any other bets are graded according to their specific wording.

Any fight that is deemed "no contest" or "no decision" will have all wagers refunded.

Winner: All bets will be valid regardless of changes to the number of rounds to be fought. Declaration of a draw - all bets will be void and stakes will be refunded, except otherwise stated (3 Way ML). This includes a fight which ends in a Majority Draw. Bets will be settled on the official result announced in the ring. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result).

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

Total Rounds: If for any reason the number of rounds in a fight is changed then bets already placed will be void and stakes returned. 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. In the case of Women's Boxing and 2-minute rounds over 1:00 will define the half of the round. For example: Over 90 seconds into the 7th round of a boxing fight will equal Over 6.5 rounds.

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

Technical Decision: Decision is on scorecard points between the judges. Technical Decision is settled by the judges' scorecards at any time other than at the end of the scheduled rounds.

Majority Decision: Decision is on scorecard points between the judges. Majority Decision is defined as the same fighter scoring more points than the other, on two of the judges' scorecards, but the third judge scoring equally for both fighters (a draw).

Split Decision: Decision is on scorecard points between the judges. Split Decision is defined as the same fighter scoring more points than the other on two of the judges' scorecards, but the third judge scoring the other fighter as the winner.

Unanimous Decision: Decision is on scorecard points between the judges. Unanimous Decision is defined as the same fighter scoring more points than the other on all three of the judges' scorecards.

Disqualified Opponent: Defined as when a bout is stopped short of a KO, TKO or judges' decision because, intentionally, one or both contestants have repeatedly fouled or violated other rules, and the referee declares a disqualified boxer who as a result automatically loses the bout to the opponent.

Cricket:

Results will be settled according to the official competition rules. All bets are regular time only unless otherwise is stated. In the case of a draw in regular time on a market where the draw has not been offered.

1st Over Total Runs: Prices will be offered for the total runs scored during the 1st over of the match. Only Extras and Penalty runs accredited to a specific delivery will count for settlement purposes. The over must be completed for bets to stand unless settlement is already determined.

1st Wicket Method: The options available are: Caught, Bowled, LBW, Run Out, Stumped and Any Other (includes Sent Off/Retired Out). Bets will be settled on the 1st wicket to fall in the match. If no wicket falls during the match, then all bets will be void.

Most Run Outs 3-Way: Prices will be offered on which team creates the most runouts whilst fielding. If a match is reduced in overs and a match result is reached, then the team who effected most run-outs whilst fielding regardless of the amount of overs bowled will be the winners.

Player of the Match: Bets will be settled on the officially declared player of the match.

To Score Most Runs: Both players must reach the crease for bets to stand. Settlement is based on the official score(s) of the specified batsman.

1st Innings Run Handicap: Both team's 1st Innings must be completed (including declarations) for bets to stand.

Most Sixes (Series): In the event of two or more players ending on an equal number of sixes then dead-heat rules apply.

Batsman Matches (Series): In Test Series, runs scored in both innings will count. In the event of two or more players ending on an equal number of runs the bets are voided.

Method of Dismissal (2-Way): The options available are: Caught and Not Caught. If no further wickets fall all bets will be void.

1st Innings Score: Prices will be offered for the number of runs scored during the 1st innings of the match, regardless of which team bats first.

A Hundred to Be Scored in the Match: The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches: The full 20 overs for each team.

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

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

Cycling:

Stage Rider H2H's: For match betting, both participants must start the event for bets to be valid. All bets will be settled according to the official ruling federation (UCI, or any other official federation).

If for whatever reason a selection/participant does not start a Cycling race, the bet is lost even if the event takes place. No refunds for non-starters.

All bets will be void on tours that are abandoned unless five stages have been completed and official result has been called unless otherwise stated or the bet has already been settled. All bets will be void on individual races or stages that are abandoned before an official result has been called unless otherwise stated or the bet has already been settled.

Race/Stage Winner: Predict which cyclist or team will win the Race/Stage in question.

Individual/Team Head 2 Head: Predict which team/cyclist will achieve a higher finishing position in the race. All teams/cyclists in question should start the race, otherwise bets will be voided. At least one of the teams/cyclists in question should finish the race, otherwise bets will be voided.

Special bets: Predict the winner of a special category in the race, such as 'King of the Mountains', 'Best sprinter', 'Best young player' etc., which are awarded with a relevant colored jersey (red, green, white, etc.)

Curling:

Tournament Winner: If for whatever reason a selection/participant does not start a Curling event, the bet is lost even if the event takes place. No refunds for non-starters.

Match Betting: All matches will be settled on the final score. For betting purposes extra ends will count.

Winner: Predict which team will win the match. If the match is not completed, all bets are void.

Full Time Handicap: Predict which team will win the match after the handicap scores have been applied. All bets will be void if the match is not completed.

Full Time Over/Under: Predict the total number of points in the match. If the match is not completed, then all bets are void unless the market has already been determined.

Outright: Predict the team that will win the tournament. Bets will be settled on the official standings.

Darts:

No refunds for non-starters and unlisted winners. All bets stand if a player withdraws before or during the tournament. If the match starts but does not finish the player that progresses to the next round will be deemed the winner.

If a match is not completed for any reason all bets on Match Legs/Sets Under/Over, Total Match Legs/Sets and Handicaps will be voided unless the result is already determined.

In the event of a match starting but not being completed, the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. For Premier League darts events, match betting may be offered in the form of 3-Way, and 2-Way markets. For settlement purposes the 3-Way market includes the Tie option. Bets will be void in the 2-Way market if the match result is a tie.

Pre-Live betting: Outright Predict the winner of the tournament. In the event of a non-runner, all bets are void.

In-Play betting: Bets on any match market abandoned before the full completion of the statutory number of legs/sets will be void.

Winner Full Time: Predict which player will win the match. In the event of a match starting but not being completed, the player progressing to the next round or being awarded the victory is deemed the winner for settlement purposes. In the event of the statutory number of sets/legs being changed or differing from those offered for betting purposes then all bets will stand. Bets are void in the two-way market if the match result is a tie.

Handicap: Predict which player will win the match after the handicap scores have been applied. In the event of the statutory number of sets/legs not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if a match is not completed.

Exact Score: Predict the exact score of the game. If a match is not completed, then all bets are void.

Draw No Bet: Predict the winner. In case of a draw, all bets are void. If a match is not completed, then all bets are void.

Over/Under Full Time: Predict the total number of sets/legs completed in the match. If the match is not completed, then all bets are void unless the quote has been exceeded.

Handicap Full Time: Predict which player will win the match after the handicap scores have been applied. In the event of the statutory number of sets/legs not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if a match is not completed.

Over/Under Full Time: The prediction of the total number of sets/legs completed in the match. If the match is not completed, then all bets are void unless the quote has been exceeded.

Field Hockey:

The winner is determined by the official results list. Where the venue of any arranged match is changed the selection will be void.

Winner- Outright: Predict the winner of the league/tournament. Bets will be settled according to the final standings, including playoffs if played, unless otherwise stated.

Group Winner Bets: are settled according to the final Group position.

Futsal:

All bets are regular time only unless otherwise stated. Regular time is defined by the official rules published by the respective governing association. If a match starts earlier than the scheduled time, all bets placed after the actual time started will be deemed void.

No adjustments to settlement will be made for any changes or adjudications made by governing bodies after the event or tournament.

Water polo:

All match markets will be settled on regulation time, unless stated otherwise. Regulation time must be completed for bets to stand unless otherwise stated. In the event of a match starting but not being completed then bets will be void.

Floorball:

All games must start on the scheduled date (local stadium time) for bets to have action. All bets are settled according to the official results of the event in question. At least 55 minutes of a match must have been played for bets to be considered valid. All bets are regular time unless otherwise stated. If a match venue is changed, bet already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, bets placed based on the original listing will be void.

All relevant markets, available either for pre-live or live betting, have been specified at the end of the respective bet type inside square brackets, clarifying how the settlement will affect the selections.

Specific Market Rules (Excluding OT):

First To Score: If the match is abandoned before a goal is scored then bets will be void.

Total Goals Odd/Even: If there is no score all bets will be settled as Even.

Winning Margin: includes Tie.

Highest Scoring Period: Predict the highest scoring period. Excludes overtime, if 2 or more periods have the same score, Draw will be settled as the result.

1st period/ Full Time: Predict the winner at the end of the 1st Period and the Full-Time winner.

Race To X Goals: includes Neither.

Settlements: All settlements are based on the statistics and results provided by the official website of the league's governing body on the day of the game, unless otherwise stated.

Golf:

Bets are settled according to official tournament and match results. For 'Round' head to head's it is required that both participants play at least one ball each in the particular 'Round' for bets to stand. For 'Tournament' head to heads it is required that both participants play at least one ball each in the tournament for bets to stand. Should both golfers fail to complete all rounds then the golfer with the higher finishing position is the winner.

If the event is shortened, for instance due to adverse weather, bets will be settled as long as there is an official tournament result (according to the tournament rules, e.g., a minimum of 54 holes played in a PGA tournament) regardless of the number of rounds played.

Bets accepted after the end of a day's play are void if there is no further play that counts towards the result of the tournament (other than a playoff).

Outright Betting/Top Nationality (Top US/GB & Ire etc.): All outright bets are settled on the player winning the trophy. The result of the play-offs is considered. Dead-heat rules will apply. All bets stand except for those placed on participants not competing in the first round. Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count).

In the event that there is a change to or decrease in the booked number of rounds or openings played in the competition, wagers set on this market will stand if 36 holes of the tournament have been completed. If less than 36 holes have been completed or outright bets were placed after the last shot of the previous completed round, then bets will be void.

For Top Nationality betting, the winners will be settled in the same way as outright bets, subject to Dead-heat, with only the players quoted counting for settlement purposes. Same rules also apply to Top Nationality bets where we offer the winner market after a specific round of a tournament.

The four 'Majors', namely the US Masters, USPGA, US Open and British Open Championships. Pre-Tournament Outright Winner bets will stand so long as the event is completed in the calendar year, otherwise they will be void.

First round winner: The winner will be the player achieving the highest placing at the end of the first round.

Winner without the favorite/nominated players: Who will win the market without selected players. Dead-heat rules apply.

End of Round Leader: The player with the leading score at the end of the specified round will be deemed the winner. Dead-heat rules apply.

Top 4, 5, 6, 10, 20 Finish: A Player to finish within the Top 4, Top 5, Top 6, Top 10 or Top 20 of a specific tournament. Dead heat rules apply. The same rules also apply for top finishes after a specific round of a tournament.

Seasonal Money lists (Race to Dubai, PGA Tour etc.): Bets placed on money lists such as the Race to Dubai & PGA Money List are to predict which golfer tops the official money list at the end of the European season for the Race to Dubai and the American season for the PGA Tour Money List. For the US Seniors Tour it is the PGA Champions Tour money list and for the US Women's main tour it is the LPGA Tour money list. Bets will be determined by the overall winner following the last relevant tournament and will not be affected by any subsequent enquiries or alterations. Does not include FedEx Cup Winner Bonus.

Money line: If an individual match-up ends in a tie then bets will be voided.

18-hole match-ups: Bets stand once the players have teed off the first hole. If a round is abandoned, then bets on that round are void. The winner will be the player with the lowest score over 18 holes (or highest points total for Tournaments using the Stableford Scoring system). If an individual match-up ends in a tie, then bets will be void. Play-offs do not count.

18 Hole 2 and 3 Ball Betting: Bets stand once the players have teed off the first hole. If a round is abandoned, then bets on that round are void. If pairings or groups change, then all bets will be made void. The winner will be the player with the lowest score over 18 holes. For tournaments using the Stableford scoring system the highest points scorer during the round is the winner. In 2 ball betting, where a price is not offered for the tie, then bets will be void in the event of a tie. In 3 ball betting dead heat rules will apply. For Hole winner markets, bets stand once all nominated players tee off the designated hole. For a player to win the hole, he must score a lower score than every other player on that specified hole. If a player withdraws during the hole, then bets on the withdrawn player will be settled as a loser. Bets are settled once the players leave the green. For Hole group betting, bets are settled based on the score over a specified group of holes. For a player to win the group of holes, he must score a lower score than every other player on the specified holes. Bets will be void if one of the players does not tee off on the first of the specified holes. If a player withdraws during the specified group of holes, then bets on that player will be settled as a loser.

Dead-heat rules: If 2 or more selections finish in the same position, the stake will be divided proportionally.

Example:

The final positions in golf are the following:

1st position: Player A

2nd position: Player B

3rd position: Player C

3rd position: Player D

3rd position: Player E

6th Position: Player F

7th Position: Player G

Let's say you bet on Player E (e/w ¼ 1-2-3)

3rd position is shared by 3 players – Player E shares 3rd position with 2 other players - so the payment will be 1/3 stake X e/w odds Let's say you bet on Player E (e/w ¼ 1-2-3-4) Positions 3 and 4 are shared by 3 players.

3rd and 4th (not really 4th position since there are 3 players in 3rd position) positions are shared by 3 players – that means 2 positions pay, out of the 3 players who reached those positions: 2/3 stake X e/w odds.

Note – Dead-heat rules apply to the stake and not to the odds.

Tournament Group Betting: Which player will achieve the highest placing at the end of the tournament from the group of named players. Players are grouped together for betting purposes. If a player in the group withdraws before the tournament begins the market will be void. Dead-heat Rules Apply. At least 36 holes must be completed.

Tournament Trios: As above but with 3 golfers grouped together.

5/6 Shooters: Predict which of the 5 or 6 players in a group will win the round. Dead-heat rules apply.

To Make/Miss the Cut: The first official cut will be used to settle this market. Any subsequent cut will be irrelevant. Any player who withdraws or is disqualified prior to the first cut will be deemed to have missed the cut. Bets are settled in accordance to results on the Official tournament website.

Tournament Hole in One: Whether a hole in one will be scored during the tournament. Bets will stand as long as a minimum of 36 holes of a tournament are played. Bets are settled in accordance to results on the Official tournament website.

Round Hole-in-One: Will a hole-in-one be scored during a particular round of tournament? Bets will stand as long as the particular round is completed. Bets are settled in accordance to results on the Official tournament website.

Hole-in-One on Specific Hole in Tournament: Will a hole-in-one be scored on a particular hole during the tournament. Bets will stand as long as a minimum of 36 holes of a tournament are played. Bets are settled in accordance to results on the Official tournament website.

Hole-in-One on Hole X in Round X: Will a hole-in-one be scored on a specific hole during a particular round of the tournament? Bets will stand as long as the particular round is completed. Bets are settled in accordance to results on the Official tournament website.

Total Players Under Par: How many players will finish the tournament with an overall score under par. Bets are settled in accordance to results on the Official tournament website.

Will there be a Play Off: Will there be a play off hole(s) to decide the tournament winner. Bets are settled in accordance to results on the Official tournament website.

Winning Nationality/Region of the Winner: To predict the nationality of the player who won the tournament. Bets are settled in accordance to results on the Official tournament website.

First Time Winner: Will the tournament be won by a player who has never won the specific tournament before. Bets are settled in accordance to results on the Official tournament website.

Tournament Winning Margin: How many shots will the winning player win the specified tournament by. i.e., How many strokes between the winner and second place. Bets are settled in accordance to results on the Official tournament website. Bets will stand as long as a minimum of 36 holes is played.

Tournament Wire to Wire winner: To predict the winner of the tournament to be the tournament leader at the end of each specified round from round one to round four. Bets are settled in accordance to results on the Official tournament website.

Tournament Winning Score: To predict what the tournament winner's winning score is at the end of the tournament. Settlement will be upon the completion of 72 holes otherwise bets are void. Bets are settled in accordance to results on the Official tournament website.

Tournament Highest Round Score: Predict the lowest individual round score carded by a player during the tournament. Bets are settled in accordance to results on the Official tournament website. Where markets contain a specific list of players to shoot the lowest tournament round score, DeadHeat rules will apply.

Lowest Tournament Round Score: Predict the lowest individual round score carded by a player during the tournament. Bets are settled in accordance to results on the Official tournament website.

Will there be an Albatross: Will an Albatross be scored during the tournament? An Albatross is a score of 3 under par on any particular hole. Bets will stand as long as a minimum of 36 holes of a tournament are played. Bets are settled in accordance to results on the Official tournament website.

Score Cut is made at: At what score to par will the tournament cut be made at. The first official cut will be used to settle this market. Any subsequent cut will be irrelevant. Bets are settled in accordance to results on the Official tournament website.

Double Chance/Triple Chance: Betting on whether one of the two/three named players will win the tournament in the event of one or more of the selections being non-runner bets will be voided.

Straight/Dual Forecast: For straight forecasts, players must come 1st and 2nd in the specified order, and in Dual forecasts players must come 1st or 2nd in either order. Both players must tee off for bets to stand; otherwise, bets will be voided. In the event of a tie for second place, Dead heat rules will apply.

Top Players – Top Left Hander/Senior/Debutant/Former Winner/Qualifier etc. Which left-handed/Senior golfer etc. will finish highest in the tournament in the above various categories. Dead Heat rules apply. Settled according to the Official tournament website.

Player Round Scores: What score will a player shoot for a given round. 'Void' If there is a change in Par to the course. Players must complete the whole round for bets to stand.

Round Handicap: The handicap is applied to the specified players' Round Scores, with the lowest score being the winner. e.g., Player A + 0.5 scores 70, Player B - 0.5 scores 70, Player B is settled as the winner once the handicap has been applied.

Player Hole Scores: What score will a player shoot on a given hole. Void If there is a change in Par of the hole. If a player withdraws before teeing off on a given hole, bets on that hole will be void. If a player withdraws having started a hole, bets will be settled as 'Over Par'.

Rugby Union/Rugby League:

Unless otherwise stated, all bets are settled on 80 minutes of play, including any stoppage time. For rugby 7s, bets are settled at the end of normal time.

If a match is abandoned, bets will be voided unless the outcome of a market is already determined, or an official result is declared by the governing body.

If the venue is changed from the advertised one, all bets on that match are void.

In the event of a change of opponent in the scheduled match, all bets for that match are void.

Full time result: This market will be settled on which team has won after regular time has expired or if there is a draw. In markets where a draw is not offered as a selection, the market will be settled based on the result after overtime.

Total Score: This market will be settled on the sum of the points scored after the regular time has expired.

Half-time/full-time winners: This market will be settled on the result at half-time and the result at the end of regular time.

Handicap: This market will be settled based on the result of the match at the end of regular time with the stated handicap applied.

Total Match Points: Predict the total number of points scored in the match.

Total Match Tries: Predict whether the total number of tries scored in the match will be over or under a specific figure.

Total Team Points Odd/Even: Predict whether the total number of points scored in the match will be an odd or an even number.

Total Team Tries Odd/Even: Predict whether the total number of points scored by the home/away team in the match will be an odd or an even number.

Total Team Points – Home and Away: Predict the total points scored by the home/away team in the match.

Total Team Tries – Home and Away: Predict whether the total number of tries scored by the home/away team in the match will be an odd or an even number.

Race To Points: Predict which team will be the first to reach a certain desired number of points – Home Team / Away Team / Neither – selection is available for betting.

Time of 1st Try/Time of 1st Try 2nd Half: Predict whether the first try will be scored before or after a specific time.

Outright: Bets are settled on final league position, including playoffs unless stated otherwise.

Group Winner: Bets are settled on final Group position.

To Qualify: Predict the team to qualify. Settlement will include extra time and kicking competition if played.

First to score/Last to score: First/Last team to Score means betting on which team will score the first or the last point in a match. If an Event is completed without any point being scored, then all wagers on First/Last Team to Score are void. If an Event is abandoned after a point is scored then all bets on First Team to Score stand, while bets on Last Team to Score are void. If an Event is abandoned without any point being scored, then all wagers on First/Last Team to Score are void.

Halftime/Fulltime: Predict the result of a match at half-time and at full-time.

Example: If you chose 1/X, you bet on the home team to lead in the first half and the match ending in a draw.

Highest Scoring Half: Predict in which half most points will be scored. Bets are void if the match is abandoned.

Snooker & Pool:

Outright Winner Betting: No refunds for non-starters and unlisted winners. All bets stand if a player withdraws before or during the tournament.

Match Result: If a match starts but is not completed for any reason the player progressing to the next round or being awarded the victory will be deemed the winner. In a league match bets will be settled on the official result.

Handicap and Total Frames Under/Over: If a match is not completed for any reason all handicap bets will be voided unless the result is already determined.

Winner: Predict which player will win the match. In the event of a match starting but not being completed the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. In the event of a match not starting at all, all bets are refunded.

Handicap Betting (including Alternatives)/Asian Handicap/Frame Betting/Total Frames (including Alternatives)/Asian Total/Correct Score: If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void. In the event of disqualification or retirement, bets will be void. In the event of a match starting but not being completed for whatever reason or a match not starting at all, all bets are refunded.

Over/Under: If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void. In the event of disqualification or retirement, bets will be void. In the event of a match starting but not being completed for whatever reason or a match not starting at all, all bets are refunded.

1st Frame Markets: In the event of the first frame not being completed bets will be void unless the outcome has already been determined. First Legally Potted Color/To Pot First Ball/To Pot Last Ball - In the event of a re-rack the original frame will count for settlement purposes providing a color/ball has been potted. Settlement will be determined by official tournament sources. Betting does not include foul shots.

First Frame Player Total Points Odd/Even: For settlement purposes zero counts as Even. First Frame Total Points – In the event of a re-rack all points count towards First Frame Total. First Frame Breaks – In the event of a re-rack

breaks of above 50 and 100 count before and after a re-rack is agreed. First Frame Foul – In the event of a re-rack a foul can occur any time before or after a re-rack is agreed.

Match to go to the Deciding Frame: If the original scheduled number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void. All bets are voided, if the match is not completed.

Swimming:

Bets will be settled based on the official result at the end of the race. Later disqualifications or changes in the official result list will not affect bets. Any swimmer disqualified due to a false start will be counted as a participant.

Table Tennis:

The winner is determined by the official results list. In the event of any of the named players in a match changing before the match starts then all bets are void. In the event of a match starting but not being completed, all bets will be void, unless the specific market outcome is already determined, or unless there is no conceivable way the game and/or match could be played to its natural conclusion without unconditionally determining the result of a specific market.

Winner-Outright: Predict the winner of the tournament. The player must start Round 1.

Match Winner: Predict the winner of the match.

Match Game Handicap: Predict the winner of the match once the game handicap value has been applied.

Match Point Handicap: Predict the winner of the match once the point handicap value has been applied.

Total Points: Predict the total number of points scored in a specified match.

Total Games: Predict the total number of games played in the match.

Correct Score: Predict the correct score in the specified match, i.e., Correct Match Score, Correct Game 1 Score, etc.

Game Handicap: Predict the winner of a specified game once the handicap value has been applied.

Game Total Points: Predict the total number of points that are scored in a specified game.

Next Point Winner: Predict the next competitor to score a point within a specified game.

Next Game Winner: Predict the winner of the next game. If the game is not completed or not played for any reason, all bets will be void.

Lead After: Predict the competitor to lead after a specified number of points in a game.

Race To: Predict the competitor to reach a specified number of points in a game.

Volleyball:

If the match is abandoned before full time, all bets are considered void, and the odds are set to 1.00.

For competitions with two legs ties are decided by a 'Golden Set'. For settlement purposes the Golden Set does not count. Except markets such as: Which Team Qualifies? Which team will advance? Will they need to Play Golden Set? Or any other market which specifies Golden Set in the description.

No refunds for non-starters and unlisted winners. All bets stand if a player withdraws before or during the tournament.

Live-Betting: If the event is not completed, all bets will be void. Exceptions are made for bets on sets which are already over, in this case the bets will be settled. Points are considered regardless of whether they are scored before or after the bet is placed.

Winner: Predict the winner of the game. A best-of-five sets format is used. 'Golden Set' is not counted for settling purposes.

Handicap: Predict the winner of the game in sets. Bets are determined by sets accumulated by both teams, applying the given handicap. Bets are void if the statutory number of sets is not completed or changed.

Over/Under: Predict over or under a given number of sets will be played for the winner to be determined.

Set Score: Predict the sets' score at the end of the match. Bets are void if the statutory number of sets is not completed or changed.

Total Points: Total Points is similar to Handicap and Over/Under Wager. Win/loss is determined by the number of points accumulated by both teams, and then by comparing these points with the handicap and/or over/under given before the match started.

1st/2nd/3rd/4th/5th set Winner: Predict the winner of the relevant set.

1st/2nd/3rd/4th/5th Handicap: Predict the winner of the relevant set, considering the given point Handicap.

1st/2nd/3rd/4th/5th set Over/Under: Predict if the sum of the points scored by both teams in the relevant set will be over or under a given number.

Match Odd/Even, 1st/2nd/3rd/4th/5th set Odd/Even: Predict if the sum of the points scored by both teams in the match/relevant set will be an odd or an even number.

1st/2nd/3rd/4th/5th set Winning Margin: Predict by how many points a named team will win the relevant set.

1st/2nd/3rd/4th/5th set exact score: Predict the correct score in points of the relevant set.

In-play Point Betting: Bets are offered for a team to win the nominated point. In the event of the point not being played, due to set ending, all bets on that point will be void.

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

Total team points: Predict if the points scored in the match by a relevant team will be over or under a given number.

Outright: Predict the winner of the relevant competition. Bets are settled according to the final league position, after play offs (if played), unless otherwise stated.

Group Winner: Bets are settled according to the final Group position.

Water Polo:

If the match is abandoned before full time, all bets are voided, and the odds are set to 1.00.

e-Sports:

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.

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. Should a match be postponed for exactly 24 hours, all bets will stand.

All bets that have been identified as late in accordance with start times of the corresponding official website.

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.

In cases of victory by in-play disqualification of an opponent, match winner bets will be settled according to the result. For handicap, over/under and all the prop markets, the full match must be played for bets to stand if not yet determined.

In cases of a team changing their roster, but playing under the same team's name, bets will stand. In cases of a team changing their team name, but remains with the same roster (players/coach), bets will stand.

If a player/team/tournament name is misspelled, all bets will stand unless it is obvious it is the wrong player/team/tournament.

Winner Full Time: Predict which player/team will win the match (map/round if specified in the title). If a match, game or map begins, but is not completed, all bets will be voided. If a number of completed/played maps is less, than scheduled by the organizer for the particular series, bets on winners are void. I.e, a player gets disqualified, in which case the opponent player/team awarded the victory according to an official source and ruleset of the competition.

Spread & Over/Under Full Time: Spread is a way of making odds more competitive by giving the outsider an advantage. Spread markets are determined based on the league/game genre in which they are played. In real-time strategy (RTS) games (such as StarCraft), multiplayer online battle arena (MOBA) games (such as League of Legends, DotA) there are maps, in first-person shooter (FPS) games (such Counter Strike, Valorant) there are rounds, etc. The settlement is based on the final score (maps/rounds won by each team) with the given handicap (spread) being added. If a match is not completed for any reason or the scheduled number of maps/rounds is changed after this market has been offered, bets will be void.

Over/Under, or Total betting: A prediction whether 'over' or 'under' stated number of games/maps/rounds will be needed to decide the winner. If a match is not completed for any reason or the scheduled number of maps/rounds is changed after this market has been offered, bets will be voided.

Live: If a match is replayed due to a draw or a disconnection, all bets will be voided. The replayed match will be considered as a separate live event.

SOURCES FOR BET CALCULATIONS OF MATCH DATA

Scores and Statistics provided by the official score(s) provider, or the official website of the relevant competition or fixture will be used to settle wagers.

Where results *and/or* statistics from an official score(s) provider or official website are unavailable, or there is significant evidence that the official score(s) provider or official website is incorrect- we will use independent evidence to support bet settlement.

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

- **Bet calculations on SOCCER matches are made according to data from the following websites:**

Soccer. National Team Matches	http://www.fifa.com
In case there is no information on this site, calculations are made according to	http://global.espn.com/football/
Soccer. Champions League UEFA, Europa League	http://www.uefa.com
In case there is no information on this site, calculations are made according to	http://global.espn.com/football/
Soccer. National Team Matches. Europe (Champions League UEFA, World Cup Qualification)	http://www.uefa.com/
In case there is no information on this site, calculations are made according to	http://global.espn.com/football/
Soccer. Champions League Concacaf	http://www.concacaf.com
Soccer. Champions League of Africa	http://www.cafonline.com
Soccer. Champions League of Asia	http://www.the-afc.com
Soccer. Championship of Algeria	https://www.lfp.dz
Soccer. Championship of Argentina	http://www.afa.org.ar
Soccer. Championship of Australia	http://www.a-league.com.au
Soccer. Championship of Australia. NPL	https://www.nationalpremierleagues.com.au
Soccer. Championship of Austria	http://www.bundesliga.at
Soccer. Championship of Armenia	http://www.ffa.am
Soccer. Championship of Belarus	http://abff.by
Soccer. Championship of Belgium	http://www.sport.be
Soccer. Championship of Bolivia	https://lfpb.org.bo/
Soccer. Championship of Bosnia and Herzegovina	http://www.nfsbih.ba
Soccer. Championship of Brazil	https://www.cbf.com.br
Soccer. Championship of Bulgaria	http://fp-league.bg/bg
Soccer. Championship of Canada	http://www.canadiansoccerleague.ca
Soccer. Championship of Chile	http://www.anfp.cl
Soccer. Championship of China	http://sports.sina.com.cn/csl
Soccer. Championship of Colombia	http://dimayor.com.co

Soccer. Championship of Costa Rica	http://www.unafut.com
Soccer. Championship of Croatia	http://hnl.hr
Soccer. Championship of Cyprus	http://www.cfa.com.cy
Soccer. Championship of Czech Republic	http://fotbal.cz
Soccer. Championship of Denmark	http://www.dbu.dk
Soccer. Championship of Ecuador	https://ligapro.ec
Soccer. Championship of Egypt	http://www.efa.com.eg
Soccer. Championship of England	http://www.sportinglife.com
Soccer. Championship of England. Premier League.	https://www.premierleague.com

In case there is no information on this site, <http://global.espn.com/football/> calculations are made according to

Soccer. Championship of England. Champion League, 1-st, 2-nd, etc.	http://www.sportinglife.com
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In case there is no information on this site, <http://global.espn.com/football/> calculations are made according to

Soccer. Championship of Estonia	http://www.jalgpall.ee
Soccer. Championship of Finland	http://www.veikkausliiga.com
Soccer. Championship of France	http://www.lfp.fr
Soccer. Championship of Germany	https://www.bundesliga.com
Soccer. Championship of Germany. Bundesliga, 2nd Bundesliga	https://www.bundesliga.com
Soccer. Championship of Germany. 3rd Bundesliga, etc.	http://www.kicker.de
Soccer. Championship of Georgia	http://erovnuliliga.ge
Soccer. Championship of Greece	http://www.superleaguegreece.net
Soccer. Championship of Greece, Super League 2	https://www.sl2.gr
Soccer. Championship of Guatemala	https://www.guatefutbol.com
Soccer. Championship of Holland	http://www.knvb.nl
Soccer. Championship of Honduras	http://www.lnphn.com
Soccer. Championship of Hungary	http://www.mlsz.hu
Soccer. Championship of Hong Kong	http://www.hkfa.com
Soccer. Championship of Iceland	http://www.ksi.is
Soccer. Championship of India	http://www.aiff.com
Soccer. Championship of Indonesia	https://ligaindonesiabarui.com
Soccer. Championship of Iran	http://www.persianleague.com
Soccer. Championship of Ireland	http://www.sseairtricityleague.ie
Soccer. Championship of Italy	http://www.legaseriea.it
Soccer. Championship of Italy, C1-A/B, C2-A/B	http://www.lega-pro.com
Soccer. Championship of Italy, Series B	http://www.legab.it
Soccer. Championship of Japan	https://www.jleague.jp
Soccer. Championship of Kazakhstan	https://pflk.kz

Soccer. Championship of Katar	http://www.qfa.com.qa
Soccer. Championship of Korea	http://www.kfa.or.kr
Soccer. Championship of Kuwait	http://www.kfa.org.kw
Soccer. Championship of Latvia	http://www.lff.lv
Soccer. Championship of Lithuania	http://www.lff.lt
Soccer. Championship of Macedonia	http://ffm.mk
Soccer. Championship of Mexico	http://www.femexfut.org.mx
Soccer. Championship of Malaysia	https://www.malaysianfootballleague.com
Soccer. Championship of Malta	http://www.mfa.com.mt
Soccer. Championship of Mexico	http://www.femexfut.org.mx
Soccer. Championship of Moldova	http://www.fmf.md
Soccer. Championship of Montenegro	http://fscg.me
Soccer. Championship of Morocco	http://www.frmf.ma
Soccer. Championship of New Zealand	http://www.nzfootball.co.nz
Soccer. Championship of Northern Ireland	http://nifootballleague.com
Soccer. Championship of Norway	http://www.fotball.no
Soccer. Championship of Paraguay	http://www.apf.org.py
Soccer. Championship of Panama	http://www.fepafut.com
Soccer. Championship of Peru	http://adfp.org.pe
Soccer. Championship of Poland	http://www.ekstraklasa.org
Soccer. Championship of Poland, 2nd division	http://www.pzpn.pl
Soccer. Championship of Portugal	http://www.ligaportugal.pt
Soccer. Championship of Portugal, 2nd division	http://www.ligaportugal.pt
Soccer. Championship of Romania	http://www.lpf.ro
Soccer. Championship of Romania, 2nd division	http://www.frf.ro
Soccer. Championship of Russia, Premier League	http://www.eng.premierliga.ru
Soccer. Championship of Russia. FNL. First League	http://www.1fnl.ru
Soccer. Championship of Russia. FNL. Second League	https://www.2fnl.com
Soccer. Championship of Saudi Arabia	http://www.spl.com.sa
Soccer. Championship of Scotland	https://spfl.co.uk
Soccer. Championship of Serbia	http://www.superliga.rs
Soccer. Championship of Singapore	https://spl.sg
Soccer. Championship of Slovakia	http://www.futbalsfz.sk
Soccer. Championship of Slovenia	http://www.nzs.si
Soccer. Championship of South Africa	http://www.psl.co.za
Soccer. Championship of South Korea (K-League)	http://www.kleague.com

Soccer. Championship of South Korea (K3 League)	https://www.kfa.or.kr
Soccer. Championship of Spain	http://rfef.es
Soccer. Championship of Sweden	http://www.svenskfotboll.se
Soccer. Championship of Switzerland	http://www.football.ch
Soccer. Championship of Thailand	http://www.thaileague.co.th
Soccer. Championship of Tunisia	http://www.ftf.org.tn
Soccer. Championship of Turkey	http://www.tff.org.tr
Soccer. Championship of Turkey, 2nd division	http://tff.org.tr
Soccer. Championship of Ukraine	http://www.upl.ua
Soccer. Championship of United Arab Emirates	http://www.proleague.ae
Soccer. Championship of Uruguay	http://www.auf.org.uy
Soccer. Championship of USA (MLS)	https://www.mlssoccer.com
Soccer. Championship of USA (NASL)	http://www.nasl.com
Soccer. Championship of Venezuela	http://www.federacionvenezolanadefutbol.org
Soccer. Championship of Wales	https://www.cymrufootball.wales

• **Bet calculations on BASKETBALL matches are made according to data from the following websites:**

Basketball. Tournaments FIBA	http://www.fiba.basketball
Basketball. EuroLeague	http://www.euroleague.net
Basketball. EuroCup	http://www.eurocupbasketball.com
Basketball. Champions League	http://www.championsleague.basketball
Basketball. Adriatic league	https://www.aba-liga.com
Basketball. Balkan league	http://www.balkanleague.net
Basketball. South-East Asian league	http://aseanbasketballleague.com
Basketball. Australia. Queensland league	https://qbl.basketballqld.com.au
Basketball. VTB league	http://www.vtb-league.com
Basketball. NBA	http://www.nba.com
Basketball. WNBA	http://www.wnba.com
Basketball. NCAA	http://www.ncaa.com
Basketball. Australia. Big V	http://bigv.com.au
Basketball. Australia. NBL1	https://nbl1.com.au
Basketball. Australia. SBL	https://sbl.asn.au
Basketball. Championship of Argentina	http://www.laliganacional.com.ar
Basketball. Championship of Australia. ABA New South Wales league	www.waratah.basketball.net.au
Basketball. Championship of Australia. Men	http://www.nbl.com.au
Basketball. Championship of Australia. Women	http://www.wnbl.com.au
Basketball. Championship of Austria	https://basketballaustria.at
Basketball. Championship of Belgium	http://euromillionsbasketball.be
Basketball. Championship of Brazil	http://lnb.com.br
Basketball. Championship of Brazil. Women	http://lbf.com.br
Basketball. Championship of Bulgaria	http://bgbasket.com
Basketball. Championship of Canada	http://www.nblcanada.com
Basketball. Championship of Chile	http://clnb.web.geniussports.com
Basketball. Championship of China	http://sports.sina.com.cn/cba
Basketball. Championship of Croatia	http://www.hks-cbf.hr
Basketball. Championship of Cyprus	http://www.basketball.org.cy
Basketball. Championship of Czech Republic	http://www.cbf.cz
Basketball. Championship of Denmark	http://www.basketligaen.dk
Basketball. Championship of Estonia	http://www.basket.ee
Basketball. Championship of Finland	http://www.basket.fi
Basketball. Championship of France. Men	http://www.lnb.fr

Basketball. Championship of France. Women	http://www.basketlfb.com
Basketball. Championship of Georgia	http://www.gbf.ge
Basketball. Championship of Germany	https://www.easycredit-bbl.de
Basketball. Championship of Great Britain	http://www.bbl.org.uk
Basketball. Championship of Greece	http://www.esake.gr
Basketball. Championship of Hungary	http://hunbasket.hu
Basketball. Championship of Iceland	http://www.kki.is
Basketball. Championship of Indonesia	https://iblindonesia.com
Basketball. Championship of Iran	http://iribf.ir
Basketball. Championship of Italy. Men	http://www.legabasket.it
Basketball. Championship of Italy, 2nd division. Men	http://www.legapallacanestro.com
Basketball. Championship of Italy, 3rd division. Men	http://www.legapallacanestro.com
Basketball. Championship of Italy. Women	http://www.legabasketfemminile.it
Basketball. Championship of Japan. Men	https://www.bleague.jp
Basketball. Championship of Japan. Women	https://www.wjbl.org
Basketball. Championship of Kazakhstan	https://nbf.kz
Basketball. Championship of Latvia	http://www.basket.lv
Basketball. Latvian-Estonian League	https://www.estlatbl.com
Basketball. Championship of Lithuania	http://www.lkl.lt
Basketball. Championship of Mexico	https://www.lnbp.mx
Basketball. Championship of the Netherlands	https://www.dutchbasketballleague.nl
Basketball. Championship of New Zealand	http://www.nznbl.basketball
Basketball. Championship of Norway	http://www.basket.no
Basketball. North Macedonian Championship	https://kfsm.mk
Basketball. Championship of Peru	http://www.ligadelima.com
Basketball. Championship of the Philippines. PBA	https://pba.ph
Basketball. Championship of Poland. Men	http://www.plk.pl
Basketball. Championship of Poland. Women	http://www.basketligakobiet.pl
Basketball. Championship of Portugal	http://www.fpb.pt
Basketball. Championship of Puerto Rico	http://www.bsnpr.com
Basketball. Championship of Romania	http://www.frbaschet.ro
Basketball. Championship of Russia	http://www.russiabasket.ru
Basketball. Championship of Serbia	http://www.kls.rs
Basketball. Championship of Slovakia	http://www.basketliga.sk
Basketball. Championship of Slovenia	http://www.kzs.si
Basketball. Championship of South Korea. Men	http://www.kbl.or.kr
Basketball. Championship of South Korea. Women	http://www.wkbl.or.kr

Basketball. Championship of Spain. Men	http://www.acb.com
Basketball. Championship of Spain, 2nd division. Men	http://www.feb.es
Basketball. Championship of Spain. Women	http://www.feb.es
Basketball. Championship of Sweden	http://basketliganherr.se
Basketball. Championship of Switzerland	https://swiss.basketball
Basketball. Championship of Turkey	www.bsl.org.tr
Basketball. Championship of Turkey, 2nd division. Men	http://tbf.org.tr
Basketball. Championship of Turkey. Women	http://tbf.org.tr
Basketball. Championship of Ukraine	https://fbu.ua
Basketball. Championship of Uruguay	fubb.org.uy

• **Bet calculations on VOLLEYBALL matches are made according to data from the following websites:**

Volleyball. European Cups	https://www.cev.eu
Volleyball. International	http://www.fivb.com
Volleyball. Middle European League	http://mevza.org
Volleyball. Championship of Algeria.	http://www.afvb.org
Volleyball. Championship of Argentina	http://www.aclav.com
Volleyball. Championship of Austria	http://www.volleynet.at
Volleyball. Championship of Belarus	http://bvf.by
Volleyball. Championship of Belgium	http://www.volleyvzb.be
Volleyball. Championship of Brazil	http://www.cbv.com.br
Volleyball. Championship of Bulgaria	http://bgvolleyball.com
Volleyball. Championship of Croatia	https://www.hos-cvf.eu
Volleyball. Championship of China	http://www.volleychina.org
Volleyball. Championship of Cyprus	http://www.volleyball.org.cy
Volleyball. Championship of Czech Republic	http://www.cvf.cz
Volleyball. Championship of Denmark	http://www.volleyball.dk
Volleyball. Championship of Estonia	http://www.volley.ee
Volleyball. Championship of England	http://volleyballengland.org
Volleyball. Championship of Finland	http://www.mestaruusliiga.fi
Volleyball. Championship of France	http://www.lnv.fr

Volleyball. Championship of Germany	http://www.volleyball-bundesliga.de
Volleyball. Championship of Greece. Men	http://www.volleyball.gr
Volleyball. Championship of Greece. Women	http://www.volleyball.gr
Volleyball. Championship of Hungary	http://www.hunvolley.hu
Volleyball. Championship of Indonesia	http://www.voliindonesia.com
Volleyball. Championship of Iran	http://iranvolleyball.com
Volleyball. Championship of Italy. Men	http://www.legavolley.it
Volleyball. Championship of Italy. Women	http://www.legavolleyfemminile.it
Volleyball. Championship of Japan	http://www.vleague.or.jp
Volleyball. Championship of Kazakhstan	http://www.volley.kz
Volleyball. Championship of Latvia	http://www.volejbols.lv
Volleyball. Championship of Lebanon	http://www.lebvolley.com
Volleyball. Championship of Lithuania	http://ltf.lt
Volleyball. Championship of Montenegro	http://www.oscg.me
Volleyball. Championship of the Netherlands	http://www.volleybal.nl
Volleyball. Championship of Peru	http://fpv.com.pe
Volleyball. Championship of the Philippines. Shakey's V-League	http://www.v-league.ph
Volleyball. Championship of the Philippines. SuperLiga	http://philippinesuperliga.com
Volleyball. Championship of Poland. Men	http://www.plusliga.pl
Volleyball. Championship of Poland. Women	https://www.tauronliga.pl
Volleyball. Championship of Portugal	http://www.fpvoleibol.pt
Volleyball. Championship of Qatar	http://www.volleyball.qa
Volleyball. Championship of Rumania	http://www.frvolei.ro
Volleyball. Championship of Russia	http://www.volley.ru
Volleyball. Championship of Serbia	https://ossrb.org
Volleyball. Championship of Slovakia	http://www.svf.sk
Volleyball. Championship of Slovenia	http://www.odbojka.si
Volleyball. Championship of South Korea	http://kovo.co.kr
Volleyball. Championship of Spain	http://www.rfevb.com
Volleyball. Championship of Sweden	http://www.volleyboll.se
Volleyball. Championship of Switzerland	http://www.volleyball.ch
Volleyball. Championship of Turkey	http://www.tvf.org.tr

• **Bet calculations on ICE HOCKEY matches are made according to data from the following websites:**

Ice hockey. International	http://www.iihf.com
Ice hockey. AHL	http://www.theahl.com
Ice hockey. NHL	http://www.nhl.com
Ice hockey. ECHL	http://www.echl.com
Ice hockey. OHL	http://www.ontariohockeyleague.com
Ice hockey. NMHL	http://nmhl.fhr.ru
Ice hockey. QMJHL	http://www.theqmjhl.ca
Ice hockey. WHL	http://www.whl.ca
Ice hockey. WHL-B	http://www.vhl.su
Ice hockey. Women. WHL	http://whl.khl.ru
Ice hockey. KHL	http://www.khl.ru
Ice hockey. KHL, individual total of a hockey player	http://www.khl.ru
Ice hockey. VHL	http://www.vhlru.ru
Ice hockey. MHL	http://mhl.khl.ru
Ice hockey. MHL. Division B	http://mhl2.khl.ru
Ice hockey. Asian League	http://www.alhockey.com
Ice hockey. Alps Hockey League	https://www.alps.hockey
Ice hockey. Champion League	http://www.championshockeyleague.net
Ice hockey. Championship of Hungary	http://www.icehockey.hu
Ice hockey. Championship of Austria	http://www.erstebankliga.at
Ice hockey. Championship of Australia	http://www.theaihl.com
Ice hockey. Championship of Byelorussia	http://www.hockey.by
Ice hockey. Championship of Czech Republic	http://www.hokej.cz
Ice hockey. Championship of Denmark	http://www.ishockey.dk
Ice hockey. Championship of Finland	http://liiga.fi
Ice hockey. Championship of Finland, 2nd League	http://www.mestis.fi
Ice hockey. Championship of France	http://www.hockeyfrance.com
Ice hockey. Championship of Germany	https://www.del.org
Ice hockey. Championship of Germany, 2. Bundesliga	http://www.del-2.org
Ice hockey. Championship of Great Britain	http://eliteleague.co.uk
Ice hockey. Open championship of Kazakhstan	http://www.icehockey.kz
Ice hockey. Championship of Latvia	http://www.lhf.lv
Ice hockey. Championship of Poland	http://www.hokej.net
Ice hockey. Championship of Romania	http://www.rohockey.ro
Ice hockey. Championship of Norway	http://www.hockey.no
Ice hockey. Championship of Slovakia	http://www.hockeyslovakia.sk
Ice hockey. Championship of Slovenia	http://hokej.si

Ice hockey. Championship of Sweden	http://www.shl.se
Ice hockey. Championship of Sweden, 2 league	http://www.hockeyallsvenskan.se
Ice hockey. Championship of Switzerland	http://www.sihf.ch
Ice hockey. Championship of the Ukraine	http://fhu.com.ua

• **Bet calculations on HANDBALL matches are made according to data from the following websites:**

Handball. IHF Tournaments	http://www.ihf.info
Handball. EHF Tournaments	http://www.eurohandball.com
Handball. European Champions League	http://www.ehfcl.com
Handball. Men. South-East League	http://www.seha-liga.com
Handball. Championship of Austria	http://oehb.sportlive.at
Handball. Championship of Bosnia and Herzegovina	http://www.rsbi.com
Handball. Championship of Bulgaria	http://www.bulgarianhandball.eu
Handball. Championship of Croatia	http://www.hrs.hr
Handball. Championship of Czech Republic	http://www.chf.cz
Handball. Championship of Denmark	http://www.dhf.dk
Handball. Championship of Estonia	http://www.handball.ee
Handball. Championship of Finland	http://finnhandball.net
Handball. Championship of France	http://www.ff-handball.org
Handball. Championship of Germany. Men	http://www.dkb-handball-bundesliga.de
Handball. Championship of Germany. Women	http://www.hbf-info.de
Handball. Championship of Greece	http://www.handball.org.gr
Handball. Championship of Hungary	http://www.keziszovetseg.hu
Handball. Championship of Iceland	http://www.hsi.is
Handball. Championship of Italy	http://www.figh.it
Handball. Championship of Latvia	http://www.handball.lv
Handball. Championship of Lithuania	http://www.rankiniolyga.lt
Handball. Championship of Norway	http://www.handball.no
Handball. Championship of Poland	http://www.zprp.pl
Handball. Championship of Portugal	http://www.fpa.pt
Handball. Championship of Qatar	http://www.qatarhandball.com
Handball. Championship of Romania	http://www.frh.ro
Handball. Championship of Russia	http://www.rushandball.ru
Handball. Championship of Serbia	http://www.rss.org.rs
Handball. Championship of Slovakia	http://www.slovakhandball.sk

Handball. Championship of Slovenia	http://www.rokometna-zveza.si
Handball. Championship of South Korea	http://www.handballkorea.com
Handball. Championship of Spain. Men	http://www.asobal.es
Handball. Championship of Spain. Women	http://www.rfebmn.net
Handball. Championship of Sweden	http://www.svenskhandboll.se
Handball. Championship of Switzerland	http://handball.ch
Handball. Championship of Turkey	http://www.thf.gov.tr

- **Bet calculations on BASEBALL matches are made according to data from the following websites:**

Baseball. MLB	http://www.mlb.com
Baseball. NPB	http://www.npb.jp
Baseball. LMP	http://www.lmp.mx

- **Bet calculations on TENNIS matches are made according to data from the following websites:**

Tennis. ATP Tournaments	http://www.atpworldtour.com
Tennis. WTA Tournaments	http://www.wtatennis.com
Tennis. ITF Tournaments	http://www.itftennis.com

- **Bet calculations on AMERICAN FOOTBALL matches are made according to data from the following websites:**

American football. NFL.	http://www.NFL.com
Canadian football. CFL.	http://www.CFL.cam