



Wheeling Island Hotel-Casino-Racetrack – House Rules

General Rules

Patron Access to the Rules of the Games; Gaming Guides

1. Wheeling Island Gaming shall maintain at its sports wagering lounge or some other area accessible to patrons, a printed copy of the complete text of the rules of all authorized sports wagering and all other information required to be made available to the public. This information shall be made available to the public for inspection upon request.
2. Wheeling Island Gaming shall prominently post within the sports wagering lounge, on the operator's Internet website, and included in the terms and conditions of the account wagering system, as appropriate, according to regulations of the Lottery the house rules together with any other information the Lottery deems appropriate.
3. No sports wagering guide shall be issued, displayed or distributed until a sample thereof has been submitted to and approved by the Lottery and shall not issue, display, or distribute any sports wagering guide that is materially different from the approved sample.
4. Management reserves the right to add, change or delete the House Rules and/or payoff odds subject to regulatory approval of the West Virginia Lottery Commission.
5. Any person under the age of 21 years shall not place wagers or collect winnings from any West Virginia sports book.
6. Prohibited Sportsbook participants also include:
 - a. Any patron on the WV state excluded list
 - b. Wheeling Island Hotel-Casino-Racetrack self-excluded patrons
 - c. Wheeling Island Hotel-Casino-Racetrack banned patrons
 - d. Wheeling Island Hotel-Casino-Racetrack employees
7. West Virginia State Lottery regulations prohibit wagering from outside of the State of West Virginia.
8. Please verify wager accuracy before accepting your bet or leaving the wagering counter. It is the customer's responsibility to ensure that the odds, and their wager, are correct at the time of placing the bet. Wagering tickets are official and may not always match propositions on the odds display.
 - a. Once a wager is accepted by both parties, it will not be voided prior to the start of the event except at the discretion of management and with the approval of both parties or in the case of error as defined in section 7 below.
 - b. Winning sports wagering tickets expire one year after the date of the event.
 - c. Winning tickets may be mailed in for redemption. See the reverse side of wagering ticket for mail-in collection instructions and address.
 - d. Wheeling Island Hotel-Casino-Racetrack is not responsible for lost, stolen, altered or unreadable wagering tickets. Lost, stolen, and expired ticket claims will be handled as a dispute with the process outlined below.

- e. All disputes (see above) and redemptions will be addressed within ten calendar days from the date of receipt. All such disputes and redemptions must be sent by mail, in a self-addressed envelope along with supporting documentation, to the address below:



Sport & Race: Attn: Accounting
1 South Stone Street
Wheeling, WV 26003

- 9. Management will make every effort to ensure the odds displayed on their screen are accurate.
 - a. Computer generated point spreads / odds shall determine winners, losers, ties and payout odds.
 - b. If posted propositions are not updated simultaneously with computer system changes, an announcement will be made within the Book area of point spread, odds changes, followed by the updating of posted propositions.
 - c. For the protection of all concerned, management will retain a record of all point spreads and odds in case of technical or human error.
 - d. All statistical and other data displayed on the sports book screens, wall boards, scratch sheets, etc. are for the convenience of our patrons only. Maximum care is taken to ensure the accuracy of such information.
- 10. Wheeling Island Hotel-Casino-Racetrack reserves the right to void or amend a wager that is a result of an obvious error with a misstated line or misstated odds of a wager or where the terms offered on a wager are materially different from those available to the general market at the time the wager is placed. This applies to individual wagers or wagers that are part of a multi-event, such as a parlay.
- 11. Wheeling Island Hotel-Casino-Racetrack will accept cash and winning sports wagering tickets as a methods of funding wagers.
- 12. Wheeling Island Hotel-Casino-Racetrack reserves the right to refuse any wager or part of a wager, delete or limit selections prior to the acceptance of a wager, as well as accept a wager at other than posted terms.
 - a. Wheeling Island Hotel Casino Racetrack reserves the right to suspend odds during an event due to failed transmission or other technical related issues, or if fraud is suspected and subsequently void any wagers placed on the affected events & markets
- 13. Minimum and maximum wagers on all sporting events shall be determined by the license holder.
- 14. Winning tickets over \$50,000 may be delayed for 24 hours to allow verification of the wager and funds.
- 15. Wheeling Island Hotel-Casino-Racetrack reserves the right to add, delete or change the Sportsbook House Wagering Rules (subject to the West Virginia State Lottery approval) and/or payoff odds.

Prohibited Persons

You are prohibited from placing a wager or winning prize offered by Ember if you are:

- 1. Under the age of 21;
- 2. Not physically located in the state of West Virginia.
- 3. Any member, officer, or employee of the council, board, corporation; or

4. With respect to a licensee, any principal owner, partner, member of the board of directors, officer, or supervisory employee;
5. With respect to a vendor of a licensee, any principal owner, partner, member of the board of directors, officer, or supervisory employee;
6. Any contractor, subcontractor, or consultant, or officer or employee of a contractor, subcontractor, or consultant, of a licensee, if the person is directly involved in the licensee's operation of sports wagering or the processing of sports wagering claims or payments through the licensee's online sports wagering platform;
7. Any person subject to a contract with the board if the contract contains a provision prohibiting the person from participating in sports wagering;
8. Any person with access to information that is known exclusively to a person who is prohibited from placing a wager in this state under this section;
9. Any amateur or Olympic athlete if the wager is based on the sport or athletic event in which the athlete participates and that is overseen by the athlete's sports governing body;
10. Any professional athlete if the wager is based on any sport or athletic event overseen by the athlete's sports governing body;
11. Any owner or employee of a team, player, umpire or sports union personnel, or employee, referee, coach, or official of a sports governing body, if the wager is based on a sporting event overseen by the person's sports governing body;
12. Any trustee or regent of a governing board of a public or private institution of higher education;
13. Any member of an advisory board established under title 49, chapter 9, part 5;
14. Any person prohibited by the rules of a governing body of a collegiate sports team, league, or association from participating in sports wagering activities;
15. With respect to a student or an employee of a public or private institution of higher education, any person who has access to material non-public information concerning a student athlete or team, and the information is relevant to the outcome of a sporting event; provided, that the person is only prohibited from using the information to place a wager on a collegiate sporting event;
16. Any person having the ability to directly affect the outcome of a sporting event;
17. Any person who is on any self-exclusion list or West Virginia Lottery Commission exclusion list;
18. Any person whose participation may undermine the integrity of the wagering or the Sporting Event;
19. Any person who is excluded from wagering for any other good cause; and
20. Any person who makes or attempts to make a Wager as an agent or proxy on behalf of another for compensation.

Disclaimer

1. If any of these rules conflict with the Terms of Service, the Terms of Service shall prevail.
2. If these rules are deemed to be inconclusive, Ember reserves the right to settle offers on an individual basis on basis of equity, attaining itself to generally accepted betting norms, customs, and definitions.
3. Data provided or accessible in, from Ember's sportsbook may be used by account holders for private and non-commercial use only. Any use for commercial purposes is strictly prohibited.

4. Ember has the right to enforce any of these rules against any account holder at its sole and absolute discretion.
5. Patrons declare that they will not engage in criminal activities directly or indirectly involving a Customer Account and undertake not to use the Services for the purpose of transferring funds or carrying out an illicit or fraudulent activity or any prohibited transaction (including money laundering), in compliance with the US Federal laws.
6. Wagers are subject to AML standards, including triggers and requirements for filing of Currency Transaction Reports and Suspicious Activity Reports.
7. A Same Game Parlay shall follow the rules of the individual sport unless stated otherwise within that individual sports rules.

Common Terms of Reference

1. Unless listed either in conjunction with the odds or otherwise in the sport-specific rules or the specific bet terms, all bets should be considered valid for the result at the end of the regular time. Regular time is defined by the official rules published by the respective governing association. Should the governing association decide to stipulate, before the start of the event, that the said event is to be played with a different duration, this will be ruled as the official duration.
2. Live betting is where it is possible to bet during an ongoing event. Ember does not acknowledge any liability whatsoever if it is not possible to place bet or the live score displayed is not correct. At all time it is the account holder's responsibility to be aware of the event current score and the remaining time in the said event.
3. The cut-off time displayed on the website is to be treated for information purposes only.
4. Statistics are displayed for informational purposes only. Ember does not acknowledge any liability if the information is incorrect.

Definitions

- i. « Error » means a mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, technical hazard, registration error, transaction error, manifest error, force majeure and/or similar. Examples of errors include, but are not limited to:
 1. Bets accepted during a technical issue that would not otherwise have been accepted.
 2. Bets placed on outcomes that have already occurred or been decided.
 3. Bets on markets containing incorrect participants.
 4. Bets placed at odds that are erroneously displayed and not reflecting the implied probabilities.
 5. Bets impacted by a score change or similar misleading situation.
- ii. "Influence betting" is an act prohibited by Ember, where an account holder or parties acting with an account holder, can influence the outcome of an event or benefit from inside information.
- iii. "Syndicate betting" is an act prohibited by Ember where account holders act together to place bets on an event or competition.

- iv. "Cross betting" is an act prohibited by Ember where one or several account holders place bets with the intent of abusing a promotional offer and guarantee a positive return regardless of the outcome.
- v. When evidence is found that account holders act infringing an activity, Ember reserves the right to void the bet(s), withhold payment, limit, or suspend the accounts involved.

Wager type calculations

i. American format

The payoff is expressed as a digit number. E.g., -150 means that a player must bet \$150 for every \$100 he wishes to win. And +150 means that a player will win \$150 for every \$100 bet.

ii. Decimal format

The payoff is expressed as a number with two decimals. E.g., a \$100 bet on odds of 2.50 will give a potential profit of \$150.

iii. Fractional

The payoff is expressed as a fraction. E.g., 10/15 means that a player will have to wager \$150 to have a potential profit of \$100.

iv. Parlays

All parlay payoffs are computed by multiplying the payoff conversion (odds equivalent to one dollar) of the teams in the parlay, by amount wagered.

Example:

Steelers -200

Mountaineers -125

Marshall +125

Ohio State -500

Browns +4 -110

Player wagers \$100 on this 5-team parlay. Payoff = \$100 multiplied by: $1.50 \times 1.80 \times 2.25 \times 1.20 \times 1.91$ = Payout of \$1,392.40 (Winnings of \$1,292.40).

v. Round Robins

When selecting 3 or more picks the Round Robin option will be available. A Round Robin bet allows you, depending on your picks, to win even if all the outcomes are not correct.

E.g.: with a 3/4 Round Robin bet, you win even if only three of your four picks are correct.

The type of Round Robin bet you select will determine how many possible combinations and the total stakes required. E.g. if you want to wager \$1 on all combinations of Triples Canadian (3/4) which includes 10 combinations, the total stakes required will be \$10.

Round robin combinations description will be listed in your betting slip history as the following example:

- Doubles Trixie (2/3) will appear with letters representing each pick and the possible combinations.

AB

AC

BC

Possible Round Robin types and combination are described below.

Bet	Type	Doubles	Triples	Quadruples	Five-time	Six-time	Seven-time	Eight-time	Total
3	Trixie	3	1	-	-	-	-	-	4

4	Yankee	6	4	1	-	-	-	-	11
5	Canadian	10	10	5	1	-	-	-	26
6	Heinz	15	20	15	6	1	-	-	57
7	Super Heinz	21	35	35	21	7	1	-	120
8	Goliath	28	56	70	56	28	8	1	247

Odds or Line Changes Notification

Customers will be notified within the betting slip if odds for their selection change.

Methods of funding a wager

Wagers may be funded through multiple options, including, without limitation, customers deposits (via credit or debit cards, ACH transfers or wire transfers), players' winnings, and promotional credits (bonus bets and bonus money).

Deposits can be made in accordance with the regulations set forth by the West Virginia Lottery.

Bonus Bets - Terms and Conditions

- i. Bonus Bet entitle you to place a bet without prior deduction of the stake from your account balance.
- ii. In addition to these bonus bets Terms and Conditions, our Terms of Service and House Rules apply.
- iii. Bonus bets are fictitious stake which allows players to get a win in real money.
- iv. Bonus bets are played in one time on a prematch or live single or parlay bet.
- v. Bonus bets have a validity of 7 days starting from the moment they are issued. If a bonus bet is not used by then, the bonus bet is lost.
- vi. Bonus bets can be subject to certain restrictions. Possible restrictions can be sport, league, event, market type, betting slip type, odds, stake, minimum parlay elements and maximum net payout. Other restrictions can apply.
- vii. Bonus bets can require a certain amount of real money to be wagered before being unlocked. Wagering conditions' evolution can be consulted under the bonus bet overview.
- viii. Where a bonus bet is won, you will be credited with bonus bet winnings which will be equal to the bonus bet value multiplied by the odds stated on the betting slip minus the bonus bet value.
- ix. If a bet placed using a bonus bet is cancelled or voided, a new identical bonus bet will be credited.
- x. Where a bonus bet is settled as dead heat and the corresponding odds become lower than 1.00, no funds shall be deducted from your account.
- xi. Where the player's betting limits do not allow a bonus bet to be used, the bonus bet will have to be forfeited.

Pricing

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

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

Abandoned/Postponed Events

Unless otherwise specified in the rules for a specific sport, all bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. All markets which have been decided at the time of interruption or abandonment will be settled according to the result at time of interruption or abandonment.

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

Venue Changes

If a venue is changed, bets on that match will stand unless fixtures are reversed, in which case wagers are deemed void. If a match is played at a neutral pitch or multiple teams have a ground share, bets will stand. Specific sports rules can indicate otherwise.

Errors

Ember makes every effort to ensure that bets are accepted without errors. However, if as a result of human error or system problems a bet is accepted at a price (which includes the odds, handicap provisions, and other terms and conditions or details of the bet) that is materially different from those available in the general market at the time the bet was made then <OPERATOR> reserves the right to void all affected selections. Bets placed and accepted in good time may not be revoked or changed. It is therefore the user's sole responsibility to ensure that all of the details of his/her bets are correct.

Related Contingencies

Accumulator/Multiple bets are not accepted where the outcome of one part of the bet contributes to the outcome of another. Any such bets that are accepted in error will have the stake split equally between the selections for settling purposes.

If the related selections have different settlement dates, the stake will be split again between the selections (e.g. Driver to win the British Grand Prix and the same Driver to win the Championship)."

Late Bets

Bets can only be placed on the outcome of future events. If an outcome is already known and not reflected in the odds, bets on these markets are void (e.g. a First Goalscorer bet is accepted after the first goal is scored"). If the bet is placed after the beginning of the betting event or the stake was not paid in time, the bet is void (this does not include in-play betting).

Settlement

For settlement purposes the initial official result, published by the official governing body immediately after the match/event is finished, will be considered final, following an event's closure. Unless a specific sport's rules state otherwise this rule will apply to all events.

- Any subsequent change to results, whether due to disciplinary hearings or otherwise, will be disregarded;
- If the official result of a sporting event is not available, the result will be determined at the sole discretion of Ember with reference to all accessible evidence.

Ember reserves the right to apply a dead heat reduction on any event where more winners are declared than were originally specified. Dead heat rules apply to any market where more winners are declared than originally specified.

Live Score Data

Please be aware that data such as current scores, match duration and time elapsed that is displayed on the terminals is sourced from a 'live feed' provided by a third party and may be subject to delay and/or be inaccurate. Any customer relying on this data to place bets, does so entirely at their own risk and Ember accept no responsibility for any loss (direct or indirect) suffered as a result of live score data.

Rigging

In the event that the company suspects any event manipulation it withholds the right, in its absolute discretion, to:

- suspend the offering of any event or series of events in any of its markets; and
- delay and/or withhold payment on any event or series of events in any of its markets, until the integrity of such event or series of events has been confirmed by the relevant sports federation.

Further, in the case of active event manipulation being confirmed as having taken place on any event or series of events by the appropriate sports governing bodies, the company withholds the right, in its absolute discretion, to suspend any bets placed on such events, either by any individual identified as having possessed insider betting knowledge or information or by any other individual who in the reasonable opinion of the company is connected to, acting in conjunction with or in any way involved with such individual.

Ineligible Bettors

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

Each Way (E/W)

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

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

Bet Builder/Same Game Parlay

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

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

All selections must be from one event only and the Bet Builder bet cannot be combined with other Bet Builder bets or events in multiples.

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

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

Cash out is not available for Bet Builder bets.

All other regular betting rules apply.

The operator is not responsible if the Bet Builder feature is not available for technical reasons.

The operator reserves the right to amend, suspend or remove the Bet Builder feature for any sport, league, event, market, or customer at any time.

The operator reserves the right to limit stakes at any time.

Cash Out - Terms of Use

With the Early Cash Out feature it is possible for you to take advantage of the current standings of your bets before the natural conclusion of a betting event and can collect the cash out price as winnings and avoid losing the overall bet with the final result. The price of the early cash out offered depends on the performance of your chosen selection on your ticket. It can be lower or higher than your original stake.

To Cash Out a bet early the feature must be available, and your bet must show an actual Cash Out price. The Cash Out button can be found under the bet ticket in the “your bets” section on the webpage, or alternatively on the ticket check on terminal. If you want to cash out your bet early, you must click the cash out button and then confirm your cash out. A time delay will be in place when an early cash out is requested. When prices are changing or markets will be suspended during this time delay, your cash out might not be successful, and a corresponding message will be displayed.

Early Cash Out is available only for designated sports, events, fixture, or markets, indicated with an icon, and can be offered prematch and inplay.

We do not guarantee the availability of the Cash out option at any time, even if it has been offered for the same sport, event, or market before.

There will be a time delay between the Early Cash Out request and the execution of the Early Cash Out. If during this time delay the price of the Early Cash Out offer will change or one or more markets of your ticket will be suspended, the Early Cash Out request might not be successful.

We reserve the right to switch off the Early Cash Out feature for any sports/events/fixtures/markets or customer at any time. Bets placed on such events will be settled based on the final result.

We reserve the right to remove all or part of Early Cash Out feature for any customer where it has reasons to believe that the customer is misusing the feature to take advantage of pre-match price movements and cash out their bets early before the event has started.

Any bonuses assigned to a ticket will be void and removed from the ticket when it is paid out via the Early Cash Out feature.

In case we suffer a service, interruption or experience any technical difficulties our Cash out option can be affected, and we will not be held responsible for any downtime or malfunction.

You also have the possibility to create an Auto Cash out request after your bet was placed. For creating a rule, you must go to “your bets” or ticket check and click on the auto cash out button or on the cog beside your Early Cash Out offer. There you can set a rule which defines the threshold for the Early Cash Out to be triggered automatically. The value you have entered defines the threshold. When the Early Cash Out value reaches or exceeds the threshold you have entered, the bet will be settled with the current Early Cash Out price and the funds will be added to your balance. On SSBTs the ticket is settled as won (cash out due Auto Cash Out rule) and you can collect your money by following the usual steps for pay out of your ticket.

A ticket with an active Auto Cash Out rule will be marked with a small dot on the cog icon, or alternatively on SSBTs you will see the added Auto Cash Out rule on the ticket check. This active Auto Cash Out rule can be removed by clicking on "Remove Rule" up to the point of settlement. If you remove a rule, you can configure a new rule again.

If a manually triggered Early Cash Out is done by you on your bet, the auto cash out rule will be removed from your ticket automatically.

Auto Cash Out is available on sports/events/markets which have Early Cash Out enabled.

Auto Cash out is available on bets (single bets, accumulator bets and other multiple bet options) which have Early Cash Out enabled.

The availability of an Auto Cash Out offer cannot be guaranteed and is not offered on all bets.

A time delay in accepting an Auto Cash Out rule request is in place. If one of the markets on the ticket suspends or changes the price during this delay, your Auto Cash Out rule request may not be successful.

If the Auto Cash Out rule is successful, you will receive a confirmation message once done.

The amount you can choose for your Auto Cash Out rule (threshold) is an amount between the, at this time given, Early Cash Out amount and the potential winning of the ticket.

If an Auto Cash Out request has been made and cash out is unavailable and will not be available until the event has finished, bets will be settled based on the final result.

A set Auto Cash Out rule does not guarantee the Early Cash Out will be made. If the Early Cash Out is not possible through the lifecycle of the ticket for any reason, the bet will stand as originally placed.

If an automated Early Cash Out is done due to a configured Auto Cash Out rule, the bet is settled immediately. The actual final result of the original bet will then have no impact on the Early Cash Out amount anymore.

If a manual Early Cash Out is done on a bet which has an Auto Cash Out rule configured, the bet will be settled immediately and the Auto Cash Out request related to this bet will be removed and no longer apply.

Any bonuses assigned to a ticket will be void and removed from the ticket when it is paid out via an Early Cash Out feature.

We reserve the right to suspend or remove the Auto Cash Out features for sport, event, fixture, or market at any time. All bets placed on such events, fixtures or markets prior to such suspension or removal of the Auto Cash Out feature will stand as originally placed.

The operator will not be liable if the Early Cash Out feature is not available for technical or other reasons, bets stand as originally placed and will be settled after the final result is clarified.

The operator reserves the rights to reverse the settlement of an Early Cash Out if the bet or a market is settled in error.

Payout Limits

- i. Ember reserves the right to limit the maximum net payout on any bet. The limits may be changed in Ember's sole discretion.
- ii. All bets are subject to pre-imposed limits. Ember reserves the right to modify the limits on a competition, event, market, or account holder at its sole discretion. Minimum wager: \$0.10. Maximum payout: \$250,000.00.
- iii. Ember reserves the right to decline or cancel a bet at its sole discretion.
- iv. Ember reserves the right to suspend the access to an account or limit an account holder at its sole discretion.
- v. Ember reserves the right to apply a delay in bet acceptance on a competition, event, market, or account holder at its sole discretion.
- vi. Ember reserves the right to withhold payment or void bets if Ember determines at its sole discretion that any of the following as occurred:
 1. The integrity of an event has been called in question.
 2. The odds or prices were manipulated.
 3. Match-fixing has occurred, or an investigation related to match-fixing suspicions is ongoing.
 4. Any other situation where an event or competition was influenced by factors outside of the event or competition.
- vii. The aforementioned rules can be based on the volume or size of bets placed on Ember across all betting channels and integrity partners data.
- viii. Odds offered are subject to variation. Odds changes are continuously updated by Ember and only the bets accepted and validated by Ember at the time of the bet placement are valid.
- ix. Customers will be notified of odds or line changes in the following manner:
 1. Notification in the betting slip of any odds change that a patron would not automatically accept
 2. Without any odds changes settings modification from a patron, a bet selected that would see its value decrease will trigger a notification within the betting slip preventing the bet to be validated by the system unless the patron specifically agrees with the latest odds change.
- x. Payouts at bets settlements will be done on decimal odds, irrespective of the format chosen at the time of bet placement.

Bets Voided or Canceled

- i. Ember reserves the right to cancel any bet
- ii. A parlay bet will remain valid whether part of the bet was declared as canceled.
- iii. Ember reserves the right to declare a bet void, totally or partially if any of the following circumstances has occurred:
 1. Bets accepted due to an error.
 2. Bets placed while technical problems were impacting the platform.
 3. Influence betting.
 4. Syndicate betting.
 5. A result was deemed as illegal.

6. An announcement occurred significantly impacting the odds.
- iv. Although Ember takes all necessary measures to avoid such possibilities, a parlay can never include two or more bets where the outcomes are related. Ember reserves the right at its own discretion to declare void all parts of a parlay which include correlated outcomes.
- v. Bets can be voided or canceled regardless of whether the event has been settled or not.
- vi. When a parlay bet contains a leg to be voided or canceled, the ticket odds will be recalculated accordingly.
- vii. All bets placed and accepted in the following circumstances will be voided:
 1. Pre-match
 - a. Bets placed after the initial start time.
 - b. Bets placed while a related event which could have involved odds movements was occurring.
 2. Live
 - a. Bets placed with incorrect prices due to erroneous live coverage.
 - b. Bets placed on an outcome that has already occurred or while an event which could lead to the outcome was ongoing.
 - c. Bets placed while an incorrect or reviewed score caused incorrect prices.

Bet Rules

- a. Money Line
A 2 selection bet on the match result including extra-time. A bet on which team will win the match.
- b. 3-Way Match Result
Predict the winner of the match. Market has 3 outcomes and draw option is offered (Team A or Player A, Draw, Team B or Player B). Bets do not include overtime period. If the outcome of the match is a draw, bets placed on the other outcomes are graded as a loss and not as a "push".
- c. 3-Way Match Result with Handicap
A handicap line is set on the two sides of the match and a tie outcome is offered, meaning that there are three potential outcomes. Example:
Team A (-1): This selection wins if Team A wins the match with a goal or point difference of two or more.
Tie: This selection wins if the team with the handicap of (-1) wins by exactly one goal or point.
Team B (+1): This outcome wins if Team B ties or wins the match
- d. Draw no Bet
Predict which team will be the winner. Draw no bet is similar to Winner and Money line market but overtime period is excluded unless otherwise is stated. In case of a draw, all bets will be canceled and full stake will be refunded.
- e. Point Spread / Handicap / Run Line / Puck Line
Point spread betting is a 2-selection bet with a handicap given to a team to win the match. Team A (6.5) spread will be covered if Team A win the match or lose with a difference of not more than 6 points.

Team B (-6.5) spread will be covered if Team B win the match with a difference of at least 7 points.

f. Total

A 2-selection bet on the total number of points scored in a match. two types of lines can be offered.

Halves: with lines such as 1.5 with two options. If over 1.5 is selected, 2 or more will be won and less than 2 will be lost.

Integers: with lines such as 2.0 with two options. If over 2.0 is selected, 3 or more will be won, less than 2 will be lost and exactly 2 will be canceled.

g. Double Chance

A Double Chance market allows you to cover two of the three possible outcomes in a game with one bet.

h. Half-Time/Full-Time

Predict the result of a match at halftime and at the end of regular time. In baseball, half time is defined the first 5 innings of a game.

i. Match betting

A bet on the outcome of a match with three options: Team A, draw or Team B. Settlement is based on the regular time result unless otherwise stated.

j. Futures/Outrights

i. Outrights are offered on the entire season unless otherwise stated.

ii. Outright markets are considered All In Run Or Not and therefore will be settled as a loss if the selection does not take part in the event.

iii. If two or more participants share the same final positions, settlement will be based on the Dead Heat rules.

E.g.: \$100 placed on Dustin Johnson @+200 to finish top 10, if 3 more players tie with Dustin for top 10 your stake will be divided by 4. $\$25 \times +200 = \75

iv. Shall a tournament or season be shortened, all bets will be settled according to the official ruling of the relevant governing body. If the governing body rules that all statistics are final, futures will be settled accordingly.

k. Head-to-Head

A bet on the classification of two participants in a competition or event.

l. Correct Score

A bet on the partial or correct score of a match.

m. Winning margin

A bet on the result of match with the correct band of points difference between the two teams.

n. Odd/Even

A bet on the definite amount of a defined occurrence where 0 is considered as even.

o. 3-Ball or 4-Ball

A bet on the final performance of a player or team compared to the other player or team listed in the market. In case of draw, 'Dead Heat' settlement rules will be applied.

p. Race to X

Predict which team will be the first to score X points in the game. Race market may also

refer to Runs (Baseball), Corners (Soccer), Games (Tennis), Goals (Handball), Frames (Snooker) etc.

- q. Team to score first/last
Wager on the first/last team to score. Game must be completed for last team to score bets to stand.
- r. Highest scoring half / quarter / period
Predict in which half/quarter/period most points/goals will be scored. If two or more quarters/periods or halves have the same highest score, then Dead-heat rule apply unless equal outcome is offered.
- s. Correct scores
Predict the score at the end of normal time, unless stated otherwise. Own goals count.
- t. To Qualify / Win the Cup / Advance to next round / Win the Group or Division
Bet on a team or player to qualify to the next round of the tournament. Winner is the team/player advancing to the next round or winning the cup. Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be canceled.
One-leg match: If the referee abandons a match (e.g., due to crowd disturbances, unplayability of the pitch, or one team not having enough players to continue) bets will be settled based on decisions of the relevant governing body.
- u. Division betting
In case of a change in the official competition rules, during the competition, bets will be considered as canceled.
- v. Player Propositions
 - i. Anytime Touchdown Scorer
Select a player that will score a touchdown during the game. To win the bet, the player selected must carry the ball over the goal line or catch or recover the ball in the end zone. When a player throws a touchdown pass, they are not the touchdown scorer and do not qualify as a winning selection for this bet type. Players that score on an extra point or two-point conversion attempt do not qualify as touchdown scorers. If "Defense" is listed as a selection, touchdowns scored by a special teams unit do not qualify as a touchdown scored by the defense.
 - ii. First Touchdown Scorer
Select the player that will score the first touchdown of the game. To win the bet, the player selected must be the first player to score a touchdown during the game by carrying the ball over the goal line or catching or recovering the ball in the end zone. Players that throw a touchdown pass are not touchdown scorers and do not qualify as a winning selection for this type of bet. Players that score on an extra point or two-point conversion attempt do not qualify as touchdown scorers. If "Defense" is listed as a selection, touchdowns scored by a special teams unit do not qualify as a touchdown scored by the defense.
 - iii. At least markets

These markets are for a player to have at least "X" amount or more of a particular statistic.

E.g., Cristiano Ronaldo "at least" 2 Shots.

This market will be a Win if he makes 2 or more shots.

This market will be a Lose if he makes 0 or 1 shots.

iv. Players "Over/Under"

These markets are for a player to have over or under "X" amount.

E.g., Tom Brady "over" 270.5 Passing Yards.

This market will be a Win if he makes 271 or more passing yards.

This market will be a Lose if he makes 270 or less passing yards.

If a result is equal to the line, then the market will be resulted as a canceled.

E.g., D'Angelo Russell "over" 6 Assists.

This market will be a Win if he makes 7 or more assists.

This market will be a Lose if he makes 5 or less assists.

This market will be a Push (Canceled) if he makes exactly 6 assists.

v. Player participation

Baseball: Players must play for bets to have action. 8.5 Innings/6.5 Rule applies, unless settlement is already determined by either the player achieving the required outcome, or if the player has already been substituted out of the game without having done so. If a "Hitter" player was not in the starting lineup, the market will be canceled. If a "Pitcher" player was not the starting pitcher, the market will be canceled.

Basketball: Players must be dressed and see court-time for bets to have action. There is no time limit as to how long a player must be on court. Push rules apply.

Soccer: If a player was not in the starting lineup, the market will be canceled. If a player is a substitute, the market will be canceled.

Hockey: The respective player(s) must start for bets to have action. Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd Period for bets to have action. All proposition bets are singles only.

Football: Bets are action if player(s) included in wager play one down.

vi. Games postponed or cancelled

Sports postponement and cancellation rules will apply.

vii. Games delayed

Sports delay rules will apply.

viii. Games abandoned

If a game starts but is abandoned (forced to end early/prematurely), undecided markets should be canceled unless stated otherwise under sports rules.

However, in certain cases, we may determine that markets should not be canceled if the same game is scheduled to resume the next day.

Games where a referee removes the players from the field of play for a period of time, but the remaining minutes of play take place within 48 hours of the original start time, will not be regarded as abandoned.

- ix. Games suspended or called early
For Baseball, if the game does reach a natural conclusion within 5 hours from time of suspension but total innings played are 8.5, markets should be canceled. Or games scheduled to play only 7 innings, game must go to 7 innings (6 ½ if the home team is ahead) to have action.
- x. Games overtime
Basketball - all overtime is included in settlement.
American Football - all overtime is included in settlement.
Baseball - all extra innings are included in settlement.
Soccer - All markets are settled including overtime but does not include penalty shootouts.
Aussie Rules - All markets are settled after regular play which includes time added on by referees for stoppages but does not include extra time or penalty shootouts.

Settlement rules

- a. If coverage has to be abandoned and the match finishes regularly, all markets will be settled according to the final result. If the outcome of a market cannot be verified, Ember reserves the right to cancel them.
- b. In the case of an incorrect settlement of markets, Ember reserves the right to correct them anytime.
- c. If a match does not adhere to the generally accepted format, Ember reserves the right to cancel any market.
- d. If a match is not completed or not played (e.g., disqualification, withdrawal, changes in draws), all undecided markets are considered canceled except if otherwise stated in the Sport Rules.
- e. For any team sport, if the scheduled venue is changed after a bet is placed, all bets will be canceled only if the new venue is a home ground of the original away team (or in the case of international matches, only if the venue changes to a venue in a different country).
For all categories or markets other than team sports, if the scheduled venue is changed after a bet is place, all bets will stand.
- f. If the outcome of a market cannot be verified officially, Ember reserves the right to delay the settlement until official confirmation.
- g. If a bet sees two or more competitors tied for the same winning position, related bets will be settled according to the “Dead Heat” rule by dividing the net payout proportionally among the number of winners in the event.
- h. Forfeited games will be settled according to the governing bodies ruling and in the case it’s accounted as an official loss will impact related markets.

Sport Rules

Athletics

Abandoned/Postponed Information

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

Settlement

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

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

Head-to-Head / Match/Group Betting

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

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

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

Australian Rules Football

General Rules

Abandoned/Postponed Information

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

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

Settlement

All match markets will be settled including overtime if played unless otherwise stated. Regulation time must be completed for bets to stand unless otherwise stated.

Match Betting

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

Possible selections: Home Team, Away Team.

Half Winner

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

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

Possible selections: Home Team, Away Team.

Quarter Winner

Select which team will win the specific quarter.

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

Possible selections: Home Team, Away Team

Total Score (2 Way)

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

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

Possible selections: Over, Under

Race to (X) points

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

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

Possible selections: Home team, Away team

First Scoring Method

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

Possible selections: Goal, Behind.

First Scoring Play

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

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

Total Score Home Team

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

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

Possible selections: Over, Under

Total Score Away Team

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

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

Possible selections: Over, Under

Total Goals

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

Possible selections: Over, Under

First Team to score a Goal

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

Possible selections: Home Team, Away Team.

Last Team to score a Goal

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

Possible selections: Home Team, Away Team.

Total Goals Home Team

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

Possible selections: Over, Under

Total Goals Away Team

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

Possible selections: Over, Under

Total Behinds

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

Possible selections: Over, Under

Total Behinds Home Team

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

Possible selections: Over, Under

Total Behinds Away Team

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

Possible selections: Over, Under

Handicap

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

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

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

Winning Margin

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

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

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

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

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

Team to Score Point X

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

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

Possible selections: Home Team, Away Team

Team to Score Goal X

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

Possible selections: Home Team, Away Team

Team to Score Behind X

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

Possible selections: Home Team, Away Team

1st Half Total Score

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

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

Possible selections: Over, Under

1st Half Total Score Home Team

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

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

Possible selections: Over, Under

1st Half Total Score Away Team

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

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

Possible selections: Over, Under

1st Half Total Goals

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

Possible selections: Over, Under

1st Half Total Goals Home Team

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

Possible selections: Over, Under

1st Half Total Goals Away Team

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

Possible selections: Over, Under

1st Half Total Behinds

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

Possible selections: Over, Under

1st Half Total Behinds Home Team

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

Possible selections: Over, Under

1st Half Total Behinds Away Team

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

Possible selections: Over, Under

1st Half Handicap

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

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

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

1st Half Winning Margin

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

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

2nd Half Total Score

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

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

Possible selections: Over, Under

2nd Half Total Score Home Team

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

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

Possible selections: Over, Under

2nd Half Total Score Away Team

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

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

Possible selections: Over, Under

2nd Half Total Goals

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

Possible selections: Over, Under

2nd Half Total Goals Home Team

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

Possible selections: Over, Under

2nd Half Total Goals Away Team

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

Possible selections: Over, Under

2nd Half Total Behinds

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

Possible selections: Over, Under

2nd Half Total Behinds Home Team

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

Possible selections: Over, Under

2nd Half Total Behinds Away Team

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

Possible selections: Over, Under

2nd Half Handicap

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

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

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

2nd Half Winning Margin

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

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

Quarter X Total Score

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

Possible selections: Over, Under

Quarter X Total Score Home Team

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

Possible selections: Over, Under

Quarter X Total Score Away Team

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

Possible selections: Over, Under

Quarter X Total Goals

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

Possible selections: Over, Under

Quarter X Total Goals Home Team

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

Possible selections: Over, Under

Quarter X Total Goals Away Team

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

Possible selections: Over, Under

Quarter X Total Behinds

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

Possible selections: Over, Under

Quarter X Total Behinds Home Team

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

Possible selections: Over, Under

Quarter X Total Behinds Away Team

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

Possible selections: Over, Under

Quarter X Handicap

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

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

Quarter X Winning Margin

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

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

Outrights

Select which team will win a League/ Premiership

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

Settlement

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

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

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

Badminton

General Rules

Settlement

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

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

Abandoned/Postponed Information

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

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

Match Betting

Select which player will win the match.

Possible selections: Player 1, Player 2.

Set Betting

Select the final result of the match in sets.

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

On rare occasions, certain tournaments and leagues might play extra Sets.

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

Total Points

Select whether the total number of points scored in the match will be over (more than) or under (less than) the quoted points value.

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

Total Points Home Team

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

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

Total Points Away Team

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

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

Odd/Even Points

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

Possible selections: Odd, Even.

Point Handicap

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

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

Total Sets

Select how many sets will be played in the match.

Possible selections: 2, 3.

Set X Winner

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

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

Set X – Correct Score

Select the result of the specified set.

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

Xth Set - Race to Y Points

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

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

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

Xth Set – Lead After Y Points

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

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

Set X – Total Points

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

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

Xth Set – Odd/Even Points

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

Possible selections: Odd, Even.

Set X – Handicap

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

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

Set X – Winning Margin

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

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

Xth Set – Point Y Winner

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

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

Baseball

General Rules

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

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

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

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

MLB Bets

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

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

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

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

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

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

For MLB events offered with "Unknown pitcher" all bets are action, at prices taken, regardless of who pitches for each team.

For betting purposes, the 1st Half of a baseball game is counted from the start of the game until the end of the 5th inning (5 Full Innings).

If a hit and an error occur within the same play, a hit will be considered for settlement purposes.

A foul ball will always be considered as strike for settlement purposes.

Way to deal with pitcher changes

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

A pitcher is considered official after making the first pitch.

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

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

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

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

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

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

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

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

Betting before the start of the game

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

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

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

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

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

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

5 Full Innings Winner - Select which team will be in the lead after the first five innings. In 2-way markets, bets will be void in the event of a tie. Possible selections 3-Options: Home Team, Draw, Away Team. Possible selections 2-Options: Home team, Away team.

5 Full Innings Handicap/Run Line - Select the winner after the handicap has been applied to the first 5 innings result. In 2-way markets, bets will be void in the event of a tie after the handicap has been applied. Possible selections for 2 options: XX -spread for Home team, XX -spread for Away team. Possible selections for 3-Way: Home Team, Tie, Away Team.

5 Full Innings Total Runs - Select the total number of runs scored in the first 5 innings over or under the given runs value. If a whole number is offered as the given runs value and the total score equals this value then bets will be void. The scores of both teams will be combined. Possible selections: More than x.5 runs, Less than x.5 runs.

3/5/7 Innings Totals - Bets will be settled based on the score after 3/5/7 full innings, unless the Total quoted has already gone over the specified number. In such cases all bets will be settled as follows, over bets on quoted total will be settled as “winners”, with under bets on quoted Total being settled as “losers”.

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

Advanced propositions including player props

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

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

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

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

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

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

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

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

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

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

Team Scoring First Wins Game - 8½ innings rule applies.

Last to Score - 8½ innings rule applies.

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

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

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

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

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

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

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

Daily Props

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

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

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

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

Live Betting

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

All bets will be valid regardless of pitcher changes. Extra innings will count.

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

Run Line/Alternative Handicap - Subject to 8½ innings rule.

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

Team Totals - Subject to 8 ½ innings rule except where the team total has already gone over, (if team total has already gone over the quoted total, then bets on the over will be settled as winners, with bets on the under settled as losers).

3-Way Handicap - Includes Handicap Tie price. Extra innings count. Subject to 8½ innings rule.

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

To Win Inning (Current/Next) - Top and bottom of the specified inning must be completed unless the team batting second in the specified Inning is winning when game is called/suspended.

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

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

A Score in the Inning (Current/Next) - Top and bottom of the specified inning must be completed, unless settlement of bets is already determined.

A Score in Half Inning/Hit in Half Inning (Current/Next) - Specified half inning (top or bottom) must be completed unless a run has already been scored/hit has already occurred when the game is called/suspended.

Leader After 'X' Innings - Top and bottom of the specified inning must be completed for bets to have action, unless team batting second leads and cannot be overtaken at time the game is

called/suspended. In the event of a mercy rule being applied, any incompleting innings leader markets, will be deemed to be won by match winner.

Race to Markets/Team Totals/Total Hits - 8½ innings rule applies unless settlement of bets is already determined, or if the natural conclusion of the game would have meant the outcome of bets would be determined. Specifically for MLB Spring Training matches settlement will be based on 9 innings only, in instances when the natural conclusion rule could apply.

If a tied game is called or suspended and the natural conclusion of a game requires a winner then bets on the relevant Race To quote will be made void. E.g. MLB game is called, or suspended at 3-3 after 10 innings, all bets on Race To 4 will be void. Race to 5/6/7 bets would be settled as Neither.

Next team to score: If the game is abandoned all markets on runs already scored will stand. Bets on the next run at time the game is called/suspended will be no action.

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

First team to score X runs - If the team you select does not score the specified number of runs, the bet will be considered as losing regardless of whether the other team has not scored the specified number of runs either.

Future Bets - General Rules

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

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

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

Betting on the Series

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

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

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

Money Line

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

Possible selections: Home Team, Away Team.

Money Line (Listed Pitcher must start)

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

Possible selections: Home Team, Away Team.

Money Line (Listed Home Pitcher must start)

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

Possible selections: Home Team, Away Team.

Money Line (Listed Away Pitcher must start)

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

Possible selections: Home Team, Away Team.

Run Spread/Handicap/Runline

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

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

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

Total Runs

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

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

Total Runs (3-way)

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

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

Total Runs (bands)

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

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

Total Runs – Home Team

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

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

Total Runs – Away Team

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

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

Odd/Even Runs

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

Possible selections: Odd, Even.

Odd/Even Runs Home Team

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

Possible selections: Odd, Even.

Odd/Even Runs Home Team (excluding extra innings)

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

Possible selections: Odd, Even.

Odd/Even Runs Away Team

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

Possible selections: Odd, Even.

Odd/Even Runs Away Team (excluding extra innings)

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

Possible selections: Odd, Even.

Winning Margin

Select the margin by which the specified team wins the match. Different ranges can be available.

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

Possible selections (2): Home Team 1, Home Team 2, Home Team 3 or more, Away Team 1, Away Team 2, Away Team 3 or more, Draw.

Fulltime Result (excl. Extra Innings)

Select the winner of the match after regular Innings.

Extra Innings do not count.

Possible selections: Home Team, Draw, Away Team.

To win the rest of the match

Select the winner of the period from the time the bet was placed until the end of the match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only runs scored after bet placement will count. Any runs scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

Race to X runs

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

Possible selections: Home Team, Away Team, Neither.

Xth Innings Result

Select the result of the Xth Inning.

Possible selections: Home Team, Draw, Away Team.

Inning X – Handicap

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

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

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

1st Innings - Handicap

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

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

Innings X - Total Runs

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

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

Innings X - Total Runs Home Team

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

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

Innings X - Total Runs Away Team

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

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

Runs In Inning X

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

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

Run in Inning X

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

Possible selections: Yes, No.

Highest Scoring Innings

Select the Inning with the highest score in the match.

Possible selections: 1st Inning, 2nd Inning, 3rd Inning, 4th Inning, 5th Inning, 6th Inning, 7th Inning, 8th Inning, 9th Inning, Equal.

Highest Inning Total Runs

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

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

Leading Team After X Innings

Select the team which will lead after the stated Innings.

Possible selections: Home Team, Draw, Away Team.

Run X Scorer

Select which team will score at the stated run.

Possible selections: Home Team, Away Team, Neither.

First Team To Score

Select which team will score the first run.

Possible selections: Home Team, Away Team.

Last Team To Score

Select which team will score the last run.

Possible selections: Home Team, Away Team.

1st 3 Innings Winner

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

Possible selections: Home Team, Away Team.

1st 3 Innings – Handicap

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

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

1st 3 Innings – Total Runs

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

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

1st 5 Innings Winner

Select which team will be in the lead after the first five innings. In 2-Way markets bets are void in the event of a draw.

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

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

1st 5 Innings Handicap

Select the winner after handicap spread has been applied to the first 5 Innings result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied.

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

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

1st 5 Innings - Total Runs

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

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

1st 5 Innings – Total Runs (3way)

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

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

1st 5 Innings – Total Runs Home Team

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

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

1st 5 Innings – Total Runs Away Team

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

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

1st 5 Innings – Winning Margin

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

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

1st 7 Innings Winner

Select which team will be in the lead after the first seven innings. In 2-Way markets bets are void in the event of a draw.

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

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

1st 7 Innings Handicap

Select the winner after handicap spread has been applied to the first 7 Innings result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied.

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

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

1st 7 Innings - Total Runs

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

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

Money Line & Total Runs

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

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

Extra Inning Yes/No

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

Possible selections: Yes, No.

Will There Be End Of 9th Inning

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

Possible selections: Yes, No.

To Hit A Home Run – Home Team

Select which player will hit a Home Run.

Possible selections: Home Team Players.

To Hit A Home Run – Away Team

Select which player will hit a Home Run.

Possible selections: Away Team Players.

To Record A Hit – Player X

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

Possible selections: Yes, No.

Total Hits, Runs & RBI's – Player X

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

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

Total Strikeouts – Player X

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

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

Least Number Of Batter Hits

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

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

Least Number Of Batter Home Runs

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

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

Least Number Of Pitcher Strikeouts

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

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

Least Number Of Batters Total Bases

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

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

Least Number Of Batters Runs and RBI's

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

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

Least Number Of Pitchers Earned Runs

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

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

Total Home Runs

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

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

Total Home Runs – Home Team

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

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

Total Home Runs – Away Team

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

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

Total Hits

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

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

Total Hits – Home Team

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

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

Total Hits – Away Team

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

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

Total Hits – Innings 1 to 5

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

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

First 4 ½ Innings Total Runs – Home Team

Select the total number of runs scored in the first 4½ innings of the game by the Home Team to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void.

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

First 4 ½ Innings Total Runs – Away Team

Select the total number of runs scored in the first 4½ innings of the game by the Away Team to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void.

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

Xth Run

Select which team will score Xth consecutive run first.

Possible selections: Home Team, Away Team, Draw.

Run Range

Select the Run Range of the result of the game.

Possible selections: Run range is between 0 and 4, Run range is between 5 and 6, Run range is between 7 and 8, Run range is between 9 and 10, Run range is between 11 and 13, Run range is greater than 14.

Inning Handicap

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

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

Run in Inning X – Home Team

Select whether there will be a run scored by the Home team in the stated Inning or not.

Possible selections: Yes, No.

Run in Inning X – Away Team

Select whether there will be a run scored by the Away team in the stated Inning or not.

Possible selections: Yes, No.

Xth Inning – Both teams to score

Select whether both teams will score in the current Inning. If only one team scores, this is settled as 'No'.

Possible selections: Yes, No

5 Full Innings – Home Team Total Hits

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

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

5 Full Innings – Away Team Total Hits

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

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

Maximum consecutive runs by either team

Select the number of maximum consecutive runs scored by either team.

Possible selections: 0, 1, 2, 3, 4, 5+

Team with Highest Scoring Inning

Select the team with the highest scoring Inning in the match.

Possible selections: Away Team, Home Team, Draw

Total Scoreless Innings

Select the number of scoreless Innings to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total scoreless Innings are equal to this value, bets will be void.

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

When will the match be decided?

Select when will the match be decided. Market will be settled as "Any extra inning" if at the end of regular time (After a full 9 Innings) the match finishes in a draw, regardless of whether overtime (Extra innings) is played.

Possible selections: Top of 9th Inning, Bottom of 9th Inning, Any Extra Inning.

Xth Inning Total Hits

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

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

Xth Inning Total Hits – Home Team

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

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

Xth Inning Total Hits – Away Team

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

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

Outrights

Select which team will win a Championship/League/Division

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

All bets stand regardless of team relocation, team name change, season length or playoff format.

Settlement

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

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

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

Basketball

General Rules

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

Settlement

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

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

- Tournaments with 12 min. play time per Quarter – 43min. play time in total. (e.g. NBA)

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

All Second Half bets include overtime, unless otherwise specified.

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

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

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

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

Abandoned/Postponed Information

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

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

Match Betting/Moneyline

Select the team which will win the match.

Possible selections: Home Team, Away Team.

Fulltime Result (excl. OT)

Select the full-time result of the match.

Overtime does not count.

Possible selections: Home Team, Draw, Away Team.

Point Spread/Handicap

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

Overtime counts.

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

Total Points

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

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

Total Points (range)

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

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

Totals Home Team

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

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

Totals Away Team

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

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

Odd/Even Points

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

Possible selections: Odd, Even.

Total Points & Money Line

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

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

Winning Margin

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

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

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

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

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

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

Halftime/Fulltime

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

Overtime does not count.

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

Will there be Overtime?

Select if there will be overtime in the match or not.

Possible selections: Yes, No.

Highest Scoring Quarter

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

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

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

First Team to Score

Select which team will score first in the match.

Possible selections: Home team, Away team.

First Scoring Play

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

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

Race to X Points

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

Possible selections: Home Team, Away Team.

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

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

Possible selections: Home Team, Away Team.

1st Half – Result

Select the result of the first half including a draw.

Possible selections: Home Team, Draw, Away Team.

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

Select the winner of the first half, after the handicap spread has been applied to the 1st half – result.

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

1st Half – Total Points

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

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

1st Half – Totals Points Home Team

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

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

1st Half – Total Points Away Team

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

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

1st Half – Odd/Even

Select whether the total number of points scored in the 1st Half by both teams will be odd or even.

Possible selections: Odd, Even.

2nd Half - Draw no Bet

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

Possible selections: Home Team, Away Team

2nd Half – Result

Select the result of the second half including a draw.

Possible selections: Home Team, Draw, Away Team.

2nd Half – Total Points

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

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

2nd Half – Total Points Home Team

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

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

2nd Half – Total Points Away Team

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

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

2nd Half - Odd/Even Points

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

Possible selections: Odd, Even.

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

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

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

Possible selections: Home Team, Away Team.

Xth Quarter - Result (3Way)

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

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

Possible selections: Home Team, Draw, Away Team.

Xth Quarter - Point Spread/ Xth Quarter – Handicap

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

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

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

Xth Quarter - Total Points

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

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

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

Xth Quarter - Odd/Even

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

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

Possible selections: Odd, Even.

Xth Quarter – Winning Margin

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

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

Player performance

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

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

Settlement

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

Player X – Least Number Of Points

Select the minimum number of points a player scores.

Possible selections: x+ points.

Settlement

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

Player X – Least Number Of Blocks

Select the minimum number of blocks a player scores.

Possible selections: x+ blocks.

Settlement

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

Player X – Least Number Of Rebounds

Select the minimum number of rebounds a player scores.

Possible selections: x+ rebounds.

Settlement

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

Player X – Least Number Of Steals

Select the minimum number of steals a player scores.

Possible selections: x+ steals.

Settlement

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

Player X – Least Number Of 3-Pointer

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

Possible selections: x+ 3-Pointer.

Settlement

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

Outrights

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

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

Settlement

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

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

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

Placebet 1-3

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

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

Settlement

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

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

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

Big 3

All matches from the Big3 league will be settled based on the official competition rules.

There is no overtime unless otherwise stated.

Settlement

If a match starts and is not completed, bets will be void unless the specific market outcome is already determined.

Beach Volleyball

General Rules

Settlement

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

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

Abandoned/Postponed Information

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

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

Match Betting

Select which team will win the match.

Possible selections: Home Team, Away Team.

Set Handicap

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

Possible selections: Home Team, Away Team.

Total Points

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

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

Total Points Home Team

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

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

Total Points Away Team

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

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

Odd/Even Points

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

Possible selections: Odd, Even.

Point Handicap

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

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

Set Betting

Select the final result of the match in sets.

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

Total Sets

Select how many sets will be played in the match.

Possible selections: 2, 3.

Xth Set - Winner

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

Possible selections: Home Team, Away Team.

Xth Set – Total Points

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

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

Xth Set – Handicap

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

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

Xth Set – Point Y Winner

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

Possible selections: Home Team, Away Team.

Xth Set - Race to Y Points

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

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

Possible selections: Home Team, Away Team.

Xth Set – Odd/Even Points

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

Possible selections: Odd, Even.

Bowls

General Rules

Settlement

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

Abandoned/Postponed Information

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

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

Match Betting

Select which player will win the match.

Possible selections: Player 1, Player 2.

Correct Score

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

Possible selections: 2:0, 2:1, 1.5:0.5, 0.5:1.5, 1:2, 0:2.

Total number of sets

Select the total number of sets in the match.

Possible selections: 2, 3.

Set Totals

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

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

Xth Set Handicap

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

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

Boxing

General Rules

Settlement

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

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

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

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

In the event that the total number of rounds scheduled for the fight differ to the round betting market offered then bets will stand, with the exception of over/under total rounds and Round Group Betting markets or where an individual selection could not have any action (e.g., bets on round 11 or 12 in a 10-round fight) where bets will be void.

Abandoned/Postponed Information

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

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

Bout Betting

Select which fighter will win the bout.

Possible selections: Fighter 1, Draw, Fighter 2.

Draw No Bet

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

Possible selections: Fighter 1, Fighter 2.

Method of Victory

Select how which fighter will win the bout.

Possible selections: Fighter 1 by Decision/Technical Decision, Fighter 1 KO/TKO/DQ, Fighter 2 by Decision/Technical Decision, Fighter 2 KO/TKO/DQ, Draw.

Settlement

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

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

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

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

Draw – If the fight is scored a Draw.

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

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

Exact Method of Victory

Select how which fighter will win the bout.

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

Settlement

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

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

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

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

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

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

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

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

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

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

Round Betting

Select when which fighter will win the bout.

Possible selections: Fighter 1 to win in round 1,2,3,4,5,6,7,8,9,10,11,12; Fighter 2 to win in round 1,2,3,4,5,6,7,8,9,10,11,12; Draw; Fighter 1 to win by decision or technical decision; Fighter 2 to win by decision or technical decision.

Settlement

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

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

Grouped Round Betting

Select when which fighter will win the bout.

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

Settlement

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

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

Bout Goes The Distance

Select whether the bout goes the distance or not.

Possible selections: Yes, No.

Total Rounds Over/Under

Select whether the fight will finish over (more than) or under (less than) a specified number of rounds.

Settlement

Bets will be settled at the exact time that the fight is completed. Where a half round is stated, this is defined by the halfway point of the round and is deemed to be 1 minute for a 2-minute round, 1 minute and 30 seconds for a 3-minute round, and 2 minutes and 30 seconds for a 5-minute round.

Total Rounds Completed

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

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

Settlement

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

Bout Ends in Round X

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

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

Settlement

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

To Score A Knocked Down

Select which fighters score a Knockdown.

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

Settlement

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

Exact Number Of Knockdowns

Select the number of Knockdowns scored by a fighter.

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

Settlement

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

To Be Knocked Down and Win

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

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

Settlement

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

To Win In the First 60 Seconds of Round One.

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

Possible selections: Fighter 1, Fighter 2.

Settlement

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

Win by KO with Head Punch / Body Punch

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

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

Settlement

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

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

A Body Punch is deemed any Punch landed below the Chin

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

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

Cricket

General rules

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

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

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

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

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

Match Betting

Who will win the match?

Settlement

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

In matches affected by adverse weather, bets will be settled according to the official result. If there is no official result, all bets will be void.

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

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

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

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

Match Betting: Double Chance

Will the match result be any two of the three options given?

Settlement

A tie will be settled as a dead heat.

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

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

Match Betting: Draw No Bet

Who will win the match given that all bets will be void if the match is a draw?

Settlement

A tie will be settled as a dead heat.

All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

Toss Winner

Who will win the toss?

Settlement

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

Other equivalents are considered a toss e.g. bat flip.

Toss/Win Double

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

Settlement

Toss Winner rules as above.

Match Betting rules as above.

Tied Match

Will the match be tied?

Settlement

All bets will be settled according to the official result.

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

For First Class matches a tie is when the side batting second is bowled out for a second time with scores level.

Most Fours

Which team will hit the most fours?

Settlement

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

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

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

Fours scored in a super over do not count.

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

Most Sixes

Which team will hit the most sixes?

Settlement

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

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

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

Sixes scored in a super over do not count.

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

Most Extras

Which team will have the most extras added to their batting score?

Settlement

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

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

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

Extras in a super over do not count.

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

Most Run Outs Conceded

Which team will concede the most run outs in the match?

Settlement

A run out “conceded” means that a member of that team will be run out while batting.

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

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

Run Outs in a super over do not count.

In First Class games, only first innings run outs will count.

Highest First Over

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

Settlement

The first over must be completed for bets to stand unless settlement has already been determined. If during the first over the innings is ended due to external factors, including bad weather, all bets will be void, unless settlement has already been determined before the reduction.

In First Class matches the market refers only to each team’s first innings. Extras and penalty runs in the particular over count towards settlement.

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

Most Runs in Groups of Overs

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

Settlement

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

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

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

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

Highest Opening Partnership

Which team will score the most runs before losing their first wicket?

Settlement

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

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

In limited overs matches, bets will be void if either innings is reduced to less than 80% of the overs due to external factors, including bad weather, unless settlement is already determined or goes on to be determined.

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

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

Match Fours

How many fours will be hit in the match?

Settlement

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

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

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

Fours scored in a super over do not count.

Match Sixes

How many sixes will be hit in the match?

Settlement

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

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

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

Sixes scored in a super over do not count.

Match Extras

How many extras will be scored in the match?

Settlement

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

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

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

Extras in a super over do not count.

Match Wides

How many extras will be scored in the match?

Settlement

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

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

Any runs resulting from a wide delivery, except penalty runs, will count towards the final total. Wides in a super over do not count.

Match Run Outs

How many run outs will there be in the match?

Settlement

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

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

Run outs in a super over do not count.

Match Wickets

How many wickets will fall in the match?

Settlement

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

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

Retired hurt does not count as a dismissal.

Wickets in a super over do not count.

Match Ducks

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

Settlement

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

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

A duck is classed as someone being dismissed for zero runs. Retired hurt does not count as a dismissal. Ducks in a super over do not count.

Match Milestones

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

Settlement

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

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

Maximum Over in Match

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

Settlement

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.⁷⁴

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

All runs, including extras, count towards settlement. Super overs do not count.

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

Match Top Batter

Which batter will score the most runs in the match?

Settlement

The result of this market is determined on the batter with the highest individual score in the match.

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

Top batters bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a batter does not bat, but was named in the starting XI, bets on that batter will stand.

If a batter is substituted in during the batting innings, but after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute scores the highest individual score. A new market with updated selections may be offered. If a batter is substituted into the match after the batting innings is over, bets on that batter will be void.

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

Runs scored in a super over do not count.

Match Top Bowler

Which bowler will take the most wickets in the match?

Settlement

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

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

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

If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand.

If a bowler is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute takes the most wickets. A new market with updated selections may be offered.

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

If no bowlers take a wicket in an innings then all bets will be void.

Team of Top Batter

Which team will contain the top batter in the match?

Settlement

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

Team of Top Bowler

Which team will contain the top bowler in the match?

Settlement

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

Player of the Match

Who will be named player of the match?

Settlement

Bets will be settled on the officially declared player of the match. Dead-heat rules apply.

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

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

First Innings Lead

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

Settlement

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

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

Fifty/Hundred in Match

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

Settlement

Any score of 50 and above counts as a fifty. Similar for hundred.

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

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

Fifty/Hundred in First Innings

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

Settlement

Any score of 50 and above counts as a fifty. Similar for hundred.

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

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

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

Highest Individual Score

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

Settlement

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

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

Dead heat rules apply.

Runs off Delivery

How many runs will be scored off the specified delivery?

Settlement

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

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

If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count.

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

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. For example, if there are no illegal deliveries, the 5th ball bowled in the innings will be displayed as “X runs off 5th delivery, 1st over” and the 6th ball bowled in the innings will be displayed as “X runs off 1st delivery, 2nd over”. If there is an illegal delivery in the first five balls bowled, the 6th ball bowled in the innings will be displayed as “X runs off 6th delivery, 1st over”. All other rules remain the same as other formats.

Runs in Over

How many runs will be scored in the specified over?

Settlement

The specified over must be completed for bets to stand unless settlement has already been determined.

If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

If the over does not commence for any reason, all bets will be void.

Extras and penalty runs in the particular over count towards settlement unless penalty runs cause the innings or match end before a ball is bowled in the over, in which case that over will be void.

If a run out occurs in the bowler’s run up to end the game, and no deliveries have been completed in that over, bets will be void.

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

Boundary in Over

Will there be a boundary scored in the specified over?

Settlement

As “Runs in Over”.

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

Wicket in Over

Will a wicket fall in the specified over?

Settlement

As “Runs in Over” except that if a run out occurs in the bowler’s run up, a wicket is deemed to have taken place in that bowler’s over.

For settlement purposes, any wicket will count, including run outs. A batter retiring hurt does not count as a wicket. If a batter is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal.

Over Odd/Even

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

Settlement

As “Runs in Over”.

Zero is an even number.

Runs in Groups of Overs

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

Settlement

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

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

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

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

Wickets in Groups of Overs

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

Settlement

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

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

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

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

Runs in Session

How many runs will be scored in the specified session?

Settlement

The result is determined by the total number of runs scored in the specified session, regardless of which team has scored them.

If fewer than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

Innings Runs

How many runs will a team score in a specified innings?

Settlement

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.

In drawn First Class matches, will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Bets will also be void in drawn first class matches, if less than 60 overs have been bowled in an incomplete innings, unless settlement of the bet has already been determined. If a team declares, that innings will be considered complete for the purposes of settlement.

Innings Wickets

How many wickets will the batting team lose in the current innings?

Settlement

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

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

Retired hurt does not count as a dismissal.

Innings Fours

How many fours will the batting team hit in their current innings?

Settlement

Same as Most Fours.

Innings Sixes

How many sixes will the batting team hit in their current innings?

Settlement

Same as Most Sixes.

Innings Extras

How many extras will be added to the named team's batting innings?

Settlement

Same as Most Extras.

Innings Wides Conceded

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

Settlement

Same as Match Wides.

Innings Ducks

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

Settlement

Same as Match Ducks.

Innings Run Outs

How many run outs will be conceded in the innings?

Settlement

Same as Most Run Outs.

Maximum Over in Innings

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

Settlement

Same as Maximum Over in Match.

Innings Runs, Odd or Even

Will the total innings runs be odd or even?

Settlement

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

Innings to finish with a Boundary

Will the last ball of the innings be a boundary?

Settlement

Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary.

Overthrows, all run fours and extras do not count as boundaries.

In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

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

Top Batter in Innings

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

Settlement

The result of this market is determined on the batter with the highest individual score in a team's innings.

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

Pre-match top batter bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a batter does not bat, but was named in the starting XI, bets on that batter will stand.

If a batter is substituted in during the batting innings, but after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute scores the highest individual score. A new market with updated selections may be offered. If a batter is substituted into the match after the batting innings is over, bets on that batter will be void.

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

Runs scored in a super over do not count.

Top Bowler in Innings

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

Settlement

The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings.

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

Pre-match bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand.

If a bowler is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute takes the most wickets. A new market with updated selections may be offered.

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

If no bowlers take a wicket in an innings then all bets will be void.

Last Player Standing

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

Settlement

If there are two or more batters who are not out upon completion of the innings, the winner for the purpose of settlement will be the last batter to face a delivery (legal or not).

Players will not be deemed to have been not out if they were no longer at the crease having retired hurt or did not bat. If more than 11 players bat, the market will be void.

In limited overs matches, bets will be void if, subsequent to placing the bet, the innings has been reduced in any way due to external factors, including bad weather.

All players who played in the innings will be settled, including substitutes.

Most Economical Bowler

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

Settlement

The result of this market is determined on the bowler with the lowest number of runs conceded per over while bowling in an individual innings. To match the scorecard, so in this case wides and no-balls do count, though byes, leg byes and penalty runs do not.

If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand.

Pre-match bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. If two or more bowlers have exactly the same runs per over, dead heat rules will apply.

Runs conceded in a super over don't count.

Batter Runs

How many runs will the named batter score?

Settlement

If the batter finishes the innings not out at the end of an innings their score will be the final result. If a batter does not bat, the bet will be void.

If a batter retires hurt, but returns later, the total runs scored by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired.

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

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

For pre-match bets, only the batter's first innings will count.

Runs scored in a super over do not count.

Combined Batter Runs

How many total runs will the named batters score?

Settlement

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

Batter Fours

How many fours will the named batter hit?

Settlement

If the batter finishes the innings not out at the end of an innings their number of fours will be the final result. If a batter does not bat, the bet will be void.

If a batter retires hurt, but returns later, the total fours hit by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired.

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

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

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

For pre-match bets, only the batter's first innings will count.

Fours scored in a super over do not count.

Batter Sixes

How many sixes will the named batter hit?

Settlement

If the batter finishes the innings not out at the end of an innings their number of sixes will be the final result. If a batter does not bat, the bet will be void.

If a batter retires hurt, but returns later, the total sixes hit by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired.

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

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

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

For pre-match bets, only the batter's first innings will count.

Sixes scored in a super over do not count.

Batter Milestones

Will the named batter reach the specified milestone?

Settlement

As "Batter Runs".

Batter Deliveries Faced

How many deliveries will the named batter face?

Settlement

To match the scorecard, so in this case wides do not count, but no-balls do.

If a batter retires hurt, but returns later, the total deliveries faced by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has

been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter is dismissed.

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

For pre-match bets, only the batter's first innings will count.

Deliveries faced in a super over do not count.

Batter Method of Dismissal

How will the named batter be out?

Settlement

If the specified batter is not out, all bets will be void.

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

Caught and bowled is included in fielder catch.

Bowler Wickets

How many wickets will the named bowler take?

Settlement

If a bowler does not bowl, bets will be void.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined. Result will be considered determined if the line at which the bet was placed is passed.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player's bowling innings is complete.

For pre-match bets, only the bowler's first innings will count.

Wickets scored in a super over do not count.

Bowler Runs Conceded

How many runs will the named bowler concede?

Settlement

To match the scorecard, so in this case wides and no-balls do count, though byes, leg byes and penalty runs do not.

If a bowler does not bowl, bets will be void.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has

been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter is dismissed.

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

For pre-match bets, only the bowler's first innings will count.

Runs conceded in a super over do not count.

Named Player Performance

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

Settlement

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

If the player does not bat or bowl, but is in the starting eleven, all bets will still be settled. If the player is not in the starting eleven bets will be void.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. Result will be considered determined if the line at which the bet was placed is passed.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless both first innings have been completed.

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

Points scored in a super over do not count.

Batter Matchbet

Which of the named players will score the most runs?

Settlement

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

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

Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bat all bets are still settled.

Runs scored in a super over do not count.

Bowler Matchbet

Which of the named players will take the most wickets?

Settlement

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

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

Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bowl all bets are still settled.

Wickets taken in a super over do not count.

All-Rounder Matchbet

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

Settlement

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

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

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

Both players must be named in the starting XI, or appear as a substitute. If either player does not then subsequently bat or bowl then all bets are still settled.

Points scored in a super over do not count.

Keeper Matchbet

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

Settlement

Points are scored as above.

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

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

Both named players must start the match as a wicket keeper, or appear as a substitute, but if their playing role changes for any reason all bets will still be settled in accordance with scoring system above.

Points scored in a super over do not count.

Fall of Next Wicket

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

Settlement

If the partnership is ended by the end of an innings, bets will settle at the final score. For settlement purposes, a batter retiring hurt does not count as a wicket.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has already been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the wicket in question falls.

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

Next Player Out

Which batter will be the next to be dismissed?

Settlement

If either batter retires hurt or the batters at the crease are different from those quoted, the bets placed on both batters will be declared void.

If no more wickets fall, all bets will be void.

Method of Next Wicket Dismissal

The result will be determined by the dismissal method of the next wicket that falls.

Settlement

The result will be determined by the dismissal method of the next wicket that falls.

A batter retiring hurt does not count as a wicket. If a batter is retired out, all bets will be void. If the specified wicket does not fall, all bets will be void.

Caught and bowled is included in fielder catch.

Race to "X" Runs

Which batter will reach the specified number of runs first?

Settlement

All bets stand, regardless of any curtailment.

If neither batter reaches the specified number of runs the markets will be settled as 'Neither'.

Next Boundary Four or Six

Will the next boundary be a four or a six?

Settlement

If there are no more boundaries in the innings, bets will be void.

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

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

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

Boundaries scored in a super over do not count.

Winning Over

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

Settlement

All bets will be void if there is no official result.

In limited overs matches, all bets will be void if, subsequent to placing the bet, the maximum overs possible are reduced in any way.

Both Teams to Score "X" Runs

Will both teams score the specified number of runs?

Settlement

In line with Innings Runs rules, each innings will be judged to be complete if at least 80% of the overs scheduled to have been bowled at the time the bet was placed have been bowled, and this market will be settled accordingly.

In drawn First Class matches, bets will be void if fewer than 100 overs have been bowled in either teams first innings, unless settlement of the bet has already been determined. Only runs scored in the first innings count. If a team declares that innings will be considered complete for the purposes of settlement.

Either Batter Method of Dismissal

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

Settlement

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

Both Batters Method of Dismissal

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

Settlement

As "Either Batter Method of Dismissal".

Runs off Consecutive Deliveries

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

Settlement

As “Runs off Delivery” except the specified number of runs must be scored off both named deliveries.

Wicket off Delivery

Will a wicket fall in the specified delivery?

Settlement

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

Both Batters to Score “X” Runs in Over

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

Settlement

The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

If the over does not commence for any reason, all bets will be void. Runs must be scored off the bat to count towards settlement.

Bets will settle regardless of whether or not either of the specified batters are dismissed or retired hurt before the over commences.

Both Batters to Score a Boundary in Over

Will both batters score a boundary in the over?

Settlement

As “Both Batters to Score ‘X’ Runs in Over”.

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

Both a Four and a Six to be Scored in an Over

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

Settlement

The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

If the over does not commence for any reason, all bets will be void.

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

Batter and Bowler Combo Milestones

Will the named batter, and the named bowler, reach their specified milestones?

Settlement

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

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

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player’s bowling innings is complete. The result will be considered determined if the lines at which the bet was placed are passed.

In First Class games, only first innings wickets will count and runs.

Wickets and runs scored in a super over do not count.

Batters Combo Milestones

Will both the batters reach their specified milestones?

Settlement

Same as “Combined Batter Runs”.

Cycling

General Rules

Settlement

Bets will be settled according to the podium ceremony after the race. Any subsequent changes to the result will not affect the ticket settlement. Dead Heat Rule applies where applicable.

Participants must pass the starting line of the respective event/stage for bets to stand. Otherwise bets will be void and stakes returned

Abandoned/Postponed Information

If an event is abandoned or postponed and no official result is declared bets are void.

Tour Winner

Predict the Winner of a Tour.

Classification Winner

Predict the Winner of a Classification (Mountain, Points, Young Rider, etc...).

Stage Winner

Select the winner of the stage.

Podium Finish

Select the rider who will finish the race on the podium (Places 1-3).

Settlement

If there are more riders in the Top 3 due to Dead Heat on the 3rd place, all will be paid out in full.

Head to Head

Predict which cyclist of those listed will achieve the better position in the race.

Settlement

Bets are void, if either cyclist does not start or if neither cyclist finishes the race.

Darts

General Rules

Settlement

All markets are settled according to the official end-result unless otherwise stated in the market description.

Abandoned/Postponed Information

All bets on postponed matches that have not started will be void, unless the match is re-scheduled and completed within the next 24 hours. In this case, bets will stand.

If a match starts but is not completed, the player progressing through to the next round will be deemed the winner for the purpose of settlement. All other markets will be void except where the outcome has already been determined at the time of abandonment.

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

Match Betting

Select the winner of the match.

Possible selections 2-Way: Player 1, Player 2.

Possible selections 3-Way: Player 1, Draw, Player 2.

Settlement

In league matches where odds are available for the draw, all bets on players to win will be treated as losing selections if the match is drawn.

If the result of a 2-Way market is a tie, bets will be void.

Handicap Betting

Select the winner after the handicap spread has been applied to the official end result. Handicaps may be based on legs or sets depending upon the format of the tournament.

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

Possible selections 3-Way: Player 1, Draw, Player 2.

Total Sets Over/Under

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

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

Total Legs

Select either the total number legs played in the match are over (more than) or under (less than) the value you choose. If exactly the value is the score, bets will be void.

Correct Score

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

Possible selections: Any possible outcome.

Winner Set X

Select the winner of the specified Set X.

Possible selections: Player 1, Player 2.

1. Set - Leg Handicap

Select the winner of the first set after leg spread has been applied to the official first set leg score.

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

Set X – Leg Y Winner

Select who will win the specified Leg Y in the specified Set X. E.g. who wins the first leg in the second set?

Possible selections: Player 1, Player 2.

Winner Leg X

Select the player which will win the specified Leg X.

Possible selections: Player 1, Player 2.

180's Match Bet

Select which player will score more 180s in the match.

Possible selections: Player 1, Draw, Player 2.

180's Match Bet Handicap

Select the player which has more 180s in the whole match after the handicap spread has been applied.

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

Total Match 180's

Select the total number of 180's scored in the match.

Possible selections 2-Way: Over x.5, Under x.5.

Possible selections 3-Way: Under X, Exactly Y, Over Z.

Player 180's

Select the number of 180s scored in the match by the named player.

Possible selections 2-Way: Over x.5, Under x.5.

Possible selections 3-Way: Under X, Exactly Y, Over Z.

Set X – 180's in Leg Y

Select if any player has a 180 in the specified Leg Y.

Possible Selections: Yes, No.

Highest Checkout

Select which player will have the highest checkout in the match.

Possible Selections: Player 1, Player 2.

Highest Match Checkout

Select the highest Checkout score in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the high checkout score is equal to this value, bets will be void. The checkout scores for both players count for this market.

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

Highest Checkout Player X

Select the highest Checkout score for the named player.

Possible selections 2-Way: Over x.5, Under x.5.

Possible selections 3-Way: Under y, Between y – x, Over x.

Leg X Checkout

Select if the checkout of a certain leg is higher or lower than the given value.

Possible Selections, Under x.5, Over x.5.

Set X Leg Y Winning Checkout

Select if the checkout of a certain leg is higher, exactly or lower than the given value.

Possible Selections: Under X, Exactly Y, Over Z.

Leg X Double Colour

Select the colour of the checkout in a certain leg.

Possible Selections: Red, Green.

Leader after 4 Legs

Select the player which will lead after the first four legs.

Possible Selections: Player 1, Draw, Player 2.

Score after 4 Legs

Select the score after four legs. If four legs are not completed, bets are void.

Possible selections: Any possible outcome.

Race to 3 Legs

Select the player who will be first to win three legs.

Possible selections: Player 1, Player 2.

Total Sets Odd/Even

Select the total number of sets played in the match to be odd or even.

Possible selections: Odd, Even.

Total Legs Odd/Even

Select the total number of legs played in the match to be odd or even.

Possible selections: Odd, Even.

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

Match Treble (Win Match/Most 180s/Highest Checkout)

Select a player to win the match, score the most 180s and achieve the highest checkout in the same match. If any of these markets finish in a tie then all bets will be settled as losers.

Session Markets

Should a player withdraw from a session, bets on any player, match, acca or totals specials for the session which involve that player will be void.

Outright Winner

Select which player will win the tournament.

Possible selections: All participants which have the chance to win the tournament.

Settlement

All bets will be settled according to the official result after the last match of the tournament.

Subsequent changes in any manner will not affect the settlement.

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

Should a player withdraw from a league competition before its conclusion (for example the Premier League) they will not be considered a winner in any finish bottom or bottom two market.

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

eSports

General Rules

Settlement

All bets will be settled as void, if a match is displayed available for betting incorrectly.

If a player or team is granted a walkover or win by an official representative (admin, organizer of the competition) on a map before its start, all bets will be settled as void.

If a game or map is replayed due to disconnection or technical issues, all bets regarding this market will be settled as void, unless the result has already been determined prior to the issue.

Bets on a player or team to win at least one map are settled as void, if the match starts, but is not completed, unless the result has already been determined prior to the issue.

Where an event involves the same two players or teams playing multiple games or maps, for example “best of 3”, and one or more games or maps are not played because the result of the event has already been determined, bets on unplayed games or maps are void and stakes refunded.

If the scheduled number of rounds or maps is changed, or if markets are erroneously offered based on a different number of rounds or maps from the actually scheduled number, then bets on the winning margin (including handicap), total rounds / maps, correct scores etc. are void and stakes refunded. Map winner and matchup winner bets stand.

In the case of indexed or numbered markets (such as the winner of a specific round in Counter Strike: GO, or the team to score a particular numbered kill in League of Legends or DOTA2), the index determines the objective that counts. Words such as “next” in the market name are not guaranteed to be correct, as broadcasts may be delayed and we may not always advance the index precisely when an objective is scored or a round completed. All bets are therefore settled on the particular numbered round or objective specified, regardless of any other wording in the market name or its timing in relation to when the bet was placed.

If any map is not played or is awarded to one player or team by walkover or default without play having commenced, all bets on that map and on the matchup as a whole are void and stakes refunded. Bets relating only to maps that are played stand. A map is deemed to have started as soon as the game clock starts or either team or player takes a game action relating to that map, including picks, bans and weapon purchases.

Abandoned/Postponed Information

Dates and start times are shown for information purposes only and may not be accurate. Where an event is cancelled, postponed or interrupted and not completed within 48 hours of the originally scheduled start time, bets on that event are void and stakes refunded. However, games or maps that are completed within 48 hours are settled normally even if additional games or maps that were supposed to be part of the same matchup are cancelled or further postponed.

All bets will be settled using the official result declared by the relevant governing body of the competition.

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

Specific sports rules for League of Legends

For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

For bets involving inhibitors, all destroyed inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion. For bets involving the number of inhibitors destroyed, each of the six inhibitors counts only once, even if it is destroyed, respawns and is destroyed again. For bets involving the next inhibitor destroyed, each destruction of an inhibitor counts separately, even where it has respawned and is being destroyed for a second or subsequent time.

For bets involving kills (including “First Blood”, which in League of Legends is synonymous with the first kill on the map), the official broadcast or game API if available is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a “neither” or “draw” option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.

Where one team surrenders, bets stand and are settled as follows. For bets involving the map winner, the winning team is the team that did not surrender. Bets involving dragons, barons and kills are settled based on the situation at the time the surrender takes place. Bets involving towers and inhibitors are settled as if the winning team had destroyed the minimum number of additional towers and / or inhibitors theoretically required to win the game normally from the position when the surrender occurred. For example, if any inhibitor of the losing team is down at the time of surrender then no additional inhibitor is deemed to have been destroyed. If no inhibitor of the losing team is down then the winning team is deemed to have destroyed one additional inhibitor, with priority given to an inhibitor that has already been destroyed if such an inhibitor exists and has respawned. If the winning team has destroyed all tier 1 towers and one tier 2 tower, then it will be deemed to have destroyed three further towers (seven in total), since it would have needed to destroy at least one tier 3 tower and the two nexus towers to have won the game normally from that position.

Specific sports rules for DOTA2

For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

For bets involving barracks, all destroyed barracks count as having been destroyed by the opposing team even if the last hit was from a minion. The ranged and melee barracks in each pair count as separate barracks, so that each team has a total of six barracks.

For bets involving kills (other than “First Blood”), the official broadcast or game API if available is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

For bets on First Blood, the broadcast or official API score must register the kill as First Blood. Where, for example, a kill is denied by a team-mate, it may not be counted as First Blood (regardless of whether it is registered as a kill on the broadcast kill counter), in which case it will not count as First Blood for bet settlement purposes. For the avoidance of doubt, all kill markets other than “First Blood” are settled based on the kill counter, but a kill that is registered on the kill counter will count as First Blood only if is announced as such.

For bets on Roshans, the team that scores the last hit on Roshan as determined by the broadcast or game API if available is deemed to have slain Roshan, regardless of the player who picks up the aegis of the immortal.

For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a “neither” or “draw” option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.

Where one team surrenders, bets stand and are settled as follows. For bets involving the map winner, the winning team is the team that did not surrender. Bets involving Roshans, barracks and kills are settled based on the situation at the time the surrender takes place. Bets involving towers are settled as if the winning team had destroyed the minimum number of additional towers theoretically required to

win the game normally from the position when the surrender occurred. For example, if the winning team has destroyed all tier 1 towers and one tier 2 tower, then it will be deemed to have destroyed three further towers (seven in total), since it would have needed to destroy at least one tier 3 tower and the two ancient towers to have won the game normally from that position.

Specific sports rules for Counter Strike: GO

Most map bets are based on the scheduled number of rounds (usually best of 30) excluding extra rounds played in the event of a draw. If, however, a map winner market is offered without a “draw” selection then this is settled in favour of the overall winner of the map including extra time if played.

General market rules for eSports

Match Betting

Select the winner of the match.

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

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

Handicap Betting

Select the winner after the map handicap has been applied to the official final result.

Possible selections: x.x-spread for Team 1, x.x-spread for Team 2, x.x-spread for Player 1, x.x-spread for Player 2.

Correct Score

Select the exact score of a match/game in regular play time.

Possible selections: e.g. Team 1 wins 1:0, Draw 1:1, Team 2 wins 3:2.

Draw No Bet (Players)

Select which player will win the designated match or half. In case of a draw, all bets on this market are void.

Possible selections: Player 1, Player 2.

Draw No Bet (Teams)

Select which team will win the designated match or map. In case of a draw, all bets on this market are void.

Possible selections: Home Team, Away Team.

Total Goals

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

Possible selections: Over, Under.

Total points

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

Possible selections: Over, Under.

Total maps

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

Possible selections: Over, Under.

Total rounds

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

Possible selections: Over, Under.

Total kills

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

Possible selections: Over, Under.

Team to Score a Quadra Kill

Select the team which scores a Quadra Kill.

Possible selections: Team 1, Team 2.

Map X Winner

Select the winner of the designated map.

Possible selections: Team 1, Team 2.

Map X – Team to Draw First Blood

Select which team draws the first blood in the designated map.

Possible selections: Team 1, Team 2.

Map X – Team to Score Next Kill

Select the team which scores the next kill in the designated map.

Possible selections: Team 1, Team 2.

Map X – Team to Destroy Next Tower /Next Inhibitor

Select which team destroys the next tower or next inhibitor in the designated map.

Possible selections: Team 1, Team 2.

Map X – Team to Slay the Next Dragon / Next Baron / Next Roshan

Select which team slays the next dragon, next baron or next roshan in the designated map.

Possible selections: Team 1, Team 2.

Map X – Total Kills / Total Towers Destroyed / Total Dragons Slain / Total Barons Slain

Select whether total kills / towers destroyed / dragons or barons slain in the designated Map to be over (more than) or under (less than) the specified value. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.x Kills / Towers Destroyed / Dragons Slained / Barons Slained, Under x.x Kills / Towers Destroyed / Dragons Slained / Barons Slained.

Map X – Team to Score the Most Kills

Select the team which scores the most kills in the numbered map.

Possible selections: Team 1, Draw, Team 2.

Map X – Both Teams to Slay a Baron / Destroy an Inhibitor

Select whether or not both teams will slay a baron / destroy an inhibitor in the designated map.

Possible selections: Yes, No.

Football

General Rules

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

Settlement

Unless specified otherwise, all markets are settled after overtime.

If a result is a draw, but no odds were offered for that result, all bets on this market are void. E.g. If a match ends in a draw (after OT), all bets on the market “Money Line”, will be void.

Abandoned/Postponed Information

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

In case a match venue is changed, any bets placed prior to this moment will stand if the Home team is still designated as such. However, if the Home and Away teams are reversed, then any bets placed on the initial fixture will be settled as void. Bets placed on matches initially scheduled to be played at a neutral venue won't be affected by any subsequent changes, irrespective of the Home and Away team listing.

Money Line

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

Possible selections: Home Team, Away Team.

Fulltime Result (excl. OT)

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

Possible selections: Home Team, Draw, Away Team.

Point Spread/Handicap

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

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

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

Point Spreads & Total Points/Handicap & Total Points

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

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

Double Chance (1X - 12 - X2)

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

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

Winning Margin

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

Possible selections: Home Team to win by 1-6 points, Home Team by 7-13 points, Home Team by 14+ points, Draw, Away Team to win by 1-6 points, Away Team by 7-13 points, Away Team by 14+ points.

Halftime/Fulltime

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

Overtime does **not** count.

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

First Team to Score

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

Selections: Home team, Away team, No score.

Next Points (Team)

Select which team will score next.

Possible selections: Home Team, None, Away Team.

Next Points (kind)

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

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

Race to X points

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

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

Possible selections: Home Team, Away Team.

Total Points (2way)

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

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

Total Points (3way)

Select whether the total number of points scored in the match will be over (more than), exactly or under (less than) the specified points value. The result is determined based on the total number of points scored by both teams.

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

Total Points – Home Team (2way)

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

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

Total Points – Home Team (3way)

Select whether the total number of points scored in the match by the Home Team will be over (more than), exactly or under (less than) the specified points value.

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

Total Points – Away Team (2way)

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

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

Total Points – Away Team (3way)

Select whether the total number of points scored in the match by the Away Team will be over (more than), exactly or under (less than) the specified points value.

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

Odd/Even (incl. OT)

Select whether the total number of points scored in the match by both teams will be odd or even, including Overtime.

Possible selections: Odd, Even.

Odd/Even (excl. OT)

Select whether the total number of points scored in the match by both teams after regular time will be odd or even.

Possible selections: Odd, Even.

Total Touchdowns

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

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

Total Touchdowns Home Team

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

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

Total Touchdowns Away Team

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

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

Touchdown #X

Select who scores the Xth Touchdown.

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

First Touchdown Scorer

Select a specified player of the Home or the Away team to score the 1st Touchdown during a match. No touchdown in the match is available to bet on.

Possible selections: Home player, Away player, No touchdown.

Anytime Touchdown Scorer

Select a specified player of the Home or the Away team to score a Touchdown at any time during a match.

Any other touchdown scorer is available to bet on for unlisted players.

Possible selections: Home player, Away player, Any other touchdown scorer.

Total Field Goals

Select the total number of Field Goals in the match.

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

Field Goals Miss

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

Possible selections: Yes, No.

Field Goal #X

Select who scores the Xth Field Goal.

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

Will there be overtime?

Select if there will be overtime in the match.

Possible selections: Yes, No

1st Half – Result

Select the result at half time.

Possible selections: Home Team, Draw, Away Team.

1st Half – Draw no Bet

Select which team will win the first half. If the score at the Half time is draw, all bets will be void.

Possible selections: Home Team, Away Team.

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

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

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

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

1st Half - Next Points (Team)

Select which team will score next in the first half.

Possible selections: Home Team, None, Away Team.

1st Half - Total Points

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

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

1st Half – Total Points (3way)

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

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

1st Half – Total Points – Home Team

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

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

1st Half – Total Points – Away Team

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

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

1st Half - Odd/Even

Select whether the total number of points scored in the 1st Half by both teams will be odd or even.

Possible selections: Odd, Even.

1st Half - Total Touchdowns

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

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

1st Half - Total Touchdowns Home Team

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

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

1st Half - Total Touchdowns Away Team

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

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

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

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

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

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

2nd Half – Total Points

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

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

2nd Half – Total Points (3way)

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

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

2nd Half – Total Points – Home Team

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

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

2nd Half – Total Points – Away Team

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

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

2nd Half - Odd/Even

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

Possible selections: Odd, Even.

2nd Half - Total Touchdowns

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

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

2nd Half - Total Touchdowns Home Team

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

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

2nd Half - Total Touchdowns Away Team

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

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

Highest Scoring Half

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

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

Xth Quarter - Winner

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

Possible selections: Home Team, Draw, Away Team.

Xth Quarter – Point Spreads/ Xth Quarter – Handicap

Select the winner of the specified quarter (X), after handicap spread has been applied to the quarter result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied.

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

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

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

Xth Quarter – Total Points (2way)

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

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

Xth Quarter – Total Points (3way)

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

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

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

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

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

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

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

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

Xth Quarter – Odd/Even Points

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

Possible selections: Odd, Even.

Xth Quarter – Field Goal

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

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

Possible selections: Yes, No.

Xth Quarter - Touchdown

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

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

Possible selections: Yes, No.

Xth Quarter - Total Touchdowns

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

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

Xth Quarter - Total Touchdowns Home Team

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

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

Xth Quarter - Total Touchdowns Away Team

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

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

Highest Scoring Quarter

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

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

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

Overtime 3way

Select the winner of the overtime.

Possible selections: Home Team, Draw, Away Team.

Player X – Least Number Of Passing Yards

Select the minimum number of passing yards a player scores.

Possible selections: x+ passing yards.

Settlement

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

Player X – Least Number Of Pass Completions

Select the minimum number of pass completions a player scores.

Possible selections: x+ pass completions.

Settlement

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

Player X – Least Number Of Passing Touchdowns

Select the minimum number of passing touchdowns a player scores.

Possible selections: x+ passing touchdowns.

Settlement

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

Player X – Least Number Of Carries

Select the minimum number of carries a player scores.

Possible selections: x+ carries.

Settlement

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

Player X – Least Number Of Rushing Touchdowns

Select the minimum number of rushing touchdowns a player scores.

Possible selections: x+ rushing touchdowns.

Settlement

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

Player X – Least Number Of Rushing Yards

Select the minimum number of rushing yards a player scores.

Possible selections: x+ rushing yards.

Settlement

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

Player X – Least Number Of Receiving Yards

Select the minimum number of receiving yards a player scores.

Possible selections: x+ receiving yards.

Settlement

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

Player X – Least Number Of Receiving Touchdowns

Select the minimum number of receiving touchdowns a player scores.

Possible selections: x+ receiving touchdowns.

Settlement

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

Player X – Least Number Of Receptions

Select the minimum number of receptions a player scores.

Possible selections: x+ receptions.

Settlement

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

Outrights

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

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

Settlement

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

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

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

Golf

General Rules

Once a player has teed off, he is deemed to have participated in the tournament.

Settlement

In the case of a player withdrawing after having teed off, bets on outright, match and group betting are lost.

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

In tournaments affected by bad weather, bets will be settled on the official result. If the tournament is abandoned before all four rounds are played, any bets placed after the last completed round will be void. Any bets placed before the final completed round, will be settled on the result published by the official governing body immediately after the match/competition is finished.

3balls

Select which player will achieve the lowest score over eighteen holes. In case of a 3ball being re-arranged, bets will be settled in the original group. In the case of a non-participant, the 3ball will be void. In the case of a tie Dead Heat Rule will apply.

2balls

Select which player will achieve the lowest score over eighteen holes. In the case of a 2ball being re-arranged, bets will be settled on the original pairing. In the case of a non-participant, the 2ball will be void. A tie is possible.

Finishing Position Player X

Select the finishing position of a specified player (X). There are always 3 possible selections which will vary (e.g. 21th or worse, 11th – 20th Inc, 10th or better).

To Make The Cut

Select if a specified player makes the cut or not.

Possible selections: Yes, No.

54/72 Hole Match Bets

The player to shoot the lowest score in the quoted number of holes.

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

If one player misses the cut then the other player is deemed the winner. If both players miss the cut then the lowest score (or highest points score, for tournaments using the Stableford scoring system) after the cut has been made will determine settlement.

A price will be offered for the tie and in the event of a tie, bets on either player to win will be lost.

72 Hole Matches Draw No Bet

The player to shoot the lowest score in the quoted number of holes.

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

If one player misses the cut then the other player is deemed the winner. If both players miss the cut then the lowest score (or highest points score, for tournaments using the Stableford scoring system) after the cut has been made will determine settlement.

In the event of a tie, bets on either player to win will be void.

Six Shooter

The player who shoots the lowest score in the quoted round from the six golfers named will be declared the winner. Dead Heat Rules apply.

Settlement

Should one or more of the listed players in a 6-shooter not participate then all bets on that market will be void.

72 Hole Group Betting

The player who shoots the lowest score in the quoted number of holes from the five golfers named will be declared the winner. Dead Heat Rules apply.

18 Hole matches

Select which player will achieve the lowest score over eighteen holes. In the case of a non-participant, the 2ball will be void. A tie is void. Players are paired, they may or may not be playing together.

Settlement

Bets stand once all nominated players tee-off the first hole. If a round is abandoned, then bets on that round are void unless settlement has already been determined.

Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count).

If a price is not offered for the tie, then bets will be void in the event of a tie. If a price is offered for a tie, this will govern settlement.

Player Round Scores

Bets will be void if the named player does not complete the Round; or specified group of holes, unless settlement is already determined.

Player Hole Score

A player is deemed to have played once they have teed off on the quoted hole. In the event of the player not teeing off, bets on these markets will be void.

Nearest Pin

On a Par 3 only the players first shot counts.

The ball must stop on the Green according to official statistics to count.

Settlement

Should all players miss the Green, bets are void.

Bets will be settled according to the official tournament statistics.

In the event 2 players finish the same distance from the hole and a tie is not quoted, Dead Heat rules will apply.

Should a player withdraw from the event before playing the hole, all bets are void.

Lowest Total Combined 2 Ball Score

The winner will be determined as the lowest combined score from the quoted 2 ball pairings. Dead Heat Rules apply.

Outright Winner

Select which player/team will win a tournament. Playoffs count.

Possible selections: All teams/players who participate in the tournament.

Settlement

All bets will be settled according to the official result after the last hole of the tournament. Subsequent changes in any manner will not affect the settlement.

If there is more than one winner, Dead Heat Rule applies.

If a team/player does not participate in the tournament, all outright bets on this team/player are void.
The time declared on terminals must not accord with the planned end of the competition.

1st Round Leader

Select which player will lead after the first round.

Possible selections: All teams/players who participate in the tournament.

Settlement

Dead Heat Rule applies.

Winning Margin

Select the margin between the first and second place. A Play Off is an extra result.

Possible selections: Play Off, 1 Shot, 2 Shots, 3 Shots, 4 Shots or More.

Winning Score

Select the score of the winner to be under (less than), between and over (more than) the given values.

Possible selections: Under X, Between X – Y, Over Y.

Will there be a Playoff

Select if there will be a playoff or not.

Possible selections: Yes, No.

Region of Winner

Select the region from where the winner originates. These regions vary in every tournament.

Settlement

Dead Heat Rule applies.

Top regional player

Select who will be the best player of a specified region.

Settlement

Dead Heat Rule applies.

Will there be a Hole in One?

Select if there will be a hole in one in the tournament or not.

Possible selections: Yes, No.

Place Markets (Top 4, Top 5 etc)

Select the player that will finish within the listed number of placing's.

Settlement

All bets will be settled according to the official result after the last hole of the tournament. Subsequent changes in any manner will not affect the settlement.

If “(Full Payout on Ties)” is added to the event name and there are more players in the relevant number of placings than listed in the market title, all will be paid out in full. If it is not added, Dead Heat Rule applies.

If a team/player does not take part in the tournament, all outright bets on this team/player are void. The time declared on terminals may not correspond with the planned end of the competition.

Handball

General Rules

Settlement

All markets are settled according to the official result after regular match time (60 minutes) unless otherwise stated in the market description.

Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and completed within the next 24 hours. In this case, bets will stand. If a winning market has already been established prior to abandonment e.g. over 45.5 goals, all bets on this markets stand.

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

Match Betting

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

Handicap

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

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

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

Draw No Bet

Select which team will win the match.

Possible selections: Home Team, Away Team.

Settlement

If the match ends in a draw, all bets on this market are void.

Double Chance

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

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

Settlement

The bet is won if one of the two results occurs.

Winning Margin

Select the winning team and their goals superiority over their opponents.

Possible selections: Home Team by more than 10 goals, Home Team by 6 to 10 goals, Home Team by 1 to 5 goals, Draw, Away Team by more than 10 goals, Away Team by 6 to 10 goals, Away Team by 1 to 5 goals.

Halftime/Fulltime

Predict the result at half-time and fulltime. Both results have to be correct.

Overtime does not count.

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

Total Goals & Match Betting

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

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

Total Goals

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

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

Total Goals (aggregated)

Select how many goals will be scored in regular match time.

Possible selections:

0 to 46 goals, 47 to 49 goals, 50 to 52 goals, 53 to 55 goals, 56 to 58 goals, 59 to 61 goals, 62 or more goals.

Total Goals Home

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

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

Total Goals Home (aggregated)

Select how many goals will be scored by the Home Team in regular match time.

Possible selections:

0 to 19 goals, 20 to 22 goals, 23 to 25 goals, 26 to 28 goals, 29 to 31 goals, 32 to 34 goals, 35 or more goals.

Total Goals Away

Select the total points scored by Away Team in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

Total Goals Away (aggregated)

Select how many goals will be scored by the Away Team in regular match time.

Possible selections:

0 to 19 goals, 20 to 22 goals, 23 to 25 goals, 26 to 28 goals, 29 to 31 goals, 32 to 34 goals, 35 or more goals

Total Goals – Odd/Even

Select whether the total goals in regular match time will be odd or even.

Possible selections: Odd, Even.

Total Goals & Match Betting

Select the full-time result and total goals scored. Bets must indicate both the full-time winner and total goals.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

Highest Scoring Half

Select in which half more goals will be scored.

Possible selections: 1st Half, 2nd Half, equal.

Highest Scoring Half – Home Team

Select in which half more goals will be scored by the Home Team.

Possible selections: 1st Half, 2nd Half, equal.

Highest Scoring Half – Away Team

Select in which half more goals will be scored by the Away Team.

Possible selections: 1st Half, 2nd Half, equal.

Race to X Goals

Select which team will score a specified (X) number of goals first.

If neither team scores this number (X) of goals, bets will be void.

Possible selections: Home Team, Away Team.

Who Scores Goal X

Select which team will score the specified Goal (X) in the match. For this market, the previous goals of both teams will be combined.

Possible selections: Home Team, Away Team

Settlement

If the combined total number of goals is below the specified goal number, all bets on this market are void.

1st Half - Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

1st Half – Draw no Bet

Select which team will win the first half.

Possible selections: Home Team, Away Team.

Settlement

If the first half ends with a draw, all bets on this market are void.

1st Half – Handicap

Select the winner of the first half after the handicap spread has been applied to the first half result.

Possible selections 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections 3-Way: Home Team, Draw, Away Team.

1st Half - Double Chance

Select one of three first half result options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

1st Half - Winning Margin

Select the winning team and their goals superiority over their opponents.

Possible selections: Home Team by more than 5 goals, Home Team by 3 to 4 goals, Home Team by 1 to 2 goals, Draw, Away Team by more than 5 goals, Away Team by 3 to 4 goals, Away Team by 1 to 2 goals.

1st Half - Totals & 1st Half Result

Select the half-time result and total goals scored in the first half. Bets must indicate both.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

1st Half – Total Goals

Select the total number of goals scored in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be accumulated.

Possible selections: Over x.5 goals, Under x.5 goals.

1st Half - Total Goals (aggregated)

Select how many goals will be scored in the first half.

Possible selections:

0 to 19 goals, 20 to 22 goals, 23 to 25 goals, 26 to 28 goals, 29 to 31 goals, 32 to 34 goals, 35 or more goals

1st Half – Total Goals Home Team (aggregated)

Select how many goals will be scored by the Home Team in the first half.

Possible selections:

0 to 8 goals, 9 to 10 goals, 11 to 12 goals, 13 to 14 goals, 15 to 16 goals, 17 to 19 goals, 19 or more goals

1st Half – Total Goals Away Team (aggregated)

Select how many goals will be scored by the Away Team in the first half.

Possible selections:

0 to 8 goals, 9 to 10 goals, 11 to 12 goals, 13 to 14 goals, 15 to 16 goals, 17 to 19 goals, 19 or more goals

1st Half – Odd/Even

Select whether the total goals in the first half will be odd or even.

Possible selections: Odd, Even.

2nd Half – Result

Select which team will win the second half.

Possible selections: Home Team, Draw, Away Team.

2nd Half - Draw no Bet

Select which team will win the second half.

Possible selections: Home Team, Away Team.

Settlement

If the second half ends with a draw, all bets on this market are void.

2nd Half - Double Chance

Select one of three second half result options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

2nd Half - Odd/Even

Select whether the number of total goals scored in the second half will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/ Championship/ League/ Cup.

Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not participate on the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

Ice Hockey

General Rules

Settlement

All markets are settled according to the official result after Overtime and Penalty Shootout unless otherwise stated in the market description with "(60 min)". If a winning market has already been established prior to abandonment e.g. Winner of the 1st Period, all bets on this markets stand.

Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition.

Money Line

Select which team will win the match (Overtime and Penalty shootout are included).

Possible selections: Home Team, Away Team.

Match Result (60 min)

Select which team will win the match in the regular match time (after 60 minutes).

Possible selections: Home Team, Draw, Away Team.

Total Goals

Select the total number of goals scored in the (Overtime and Penalty shootout are included) to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.x goals, Under x.x goals.

Total Goals (60 min)

Select the total number of goals scored in the match in regular time (60 min) to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

Handicap

Select the winner after handicap has been applied to the official end result (including Overtime and Penalty Shootout).

Overtime and Penalty Shootout counts.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the match ends in a draw after handicap spread has been applied to the teams.

Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw.

Handicap (60 min)

Select the winner, after the handicap has been applied to official result after regular match time (60 minutes).

Possible selections: Home Team, Draw, Away Team.

Asian Handicap (60min)

Select the winner, after the given handicap has been applied to the result after regular match time (60 minutes).

Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the match ends in a draw after handicap spread has been applied to the teams.

Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Double Chance (60 min)

Select one of three options for regular time (after 60 minutes), the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

Settlement

The bet is won if one of the two results takes place.

Draw No Bet (60 min)

Select which team will win the match in the regular match time (60 minutes).

Possible selections: Home Team, Away Team.

Settlement

If the result after regular match time is the Draw, all bets on this market are void.

Total Goals & Match Betting

Select the match winner and total goals scored. Bets must indicate both the match winner (Overtime and Penalty shootout are included) and total goals.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Away Team.

Total Goals & Match Betting (60 min)

Select the result and total goals scored after 60 minutes. Bets must indicate both the full-time winner and total goals.

Overtime does NOT count.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

Both Teams to Score

Select whether or not both teams will score in regular match time. If only one team scores, this is settled as 'No'.

Possible selections: Yes, No.

Number Of Teams To Score (60 min)

Select how many teams will score a goal in regular match time.

Possible selection: 0, 1, 2.

First Team to Score (60 min)

Select which team will score first in regular match time (60 minutes).

Possible selections: Home Team, No Goal, Away Team.

Last Team to Score (60 min)

Select which team will score last in regular match time (60 minutes).

Possible selections: Home Team, No Goal, Away Team.

Odd/Even Goals

Select whether the total number of goals scored in the match (including OT and penalty shootout) will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

Odd/Even Goals (60 min)

Select whether the total number of goals scored in regular match time (60 minutes) will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

Correct Score

Select the exact score of the match (Overtime and Penalty shootout are included).

Possible selections: several outcomes.

Correct Score (60 min)

Select the exact score of a match in regular match time (60 minutes).

Possible selections: several outcomes.

Highest Scoring Period

Select the period with the highest total score.

Overtime does **not** count for betting on the 3rd Period

Possible selections: 1st Period, 2nd Period, 3rd Period, Equals.

Equals = Two or more periods share the highest amount of goals.

Next Goal (60 min)

Select which team will score next in regular match time (60 minutes) after the bet placement.

Possible selections: Home Team, No Goal, Away Team.

Total Goals Home Team

Select the total number of goals scored in the match (Overtime and Penalty shootout are included) by the Home Team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

Total Goals Home Team (60 min)

Select the total number of goals scored in regular time (60 minutes) by the Home Team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

Goals Home Team (60 min)

Select how many goals the home team will score in regular match time (60 minutes).

Possible selections: no goal, exactly 1 goal, exactly 2 goals, 3 or more goals.

Total Goals Away Team

Select the total number of goals scored in the match (Overtime and Penalty shootout are included) by the Away Team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

Total Goals Away Team (60 min)

Select the total number of goals scored in regular time (60 minutes) by the Away Team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

Goals Away Team (60 min)

Select how many goals the home team will score in regular match time (60 minutes).

Possible selections: no goal, exactly 1 goal, exactly 2 goals, 3 or more goals.

Odd/Even Goals – Home Team (60 min)

Select whether the total number of goals scored by the Home Team in regular match time (60 minutes) will be odd or even.

Possible selections: Odd, Even.

Odd/Even Goals – Away Team (60 min)

Select whether the total number of goals scored by the Home Team in regular match time (60 minutes) will be odd or even.

Possible selections: Odd, Even.

To Qualify

Select which team will advance.

Possible selections: Home Team, Away Team.

Xth Period - Result

Select which team will win the given period. Only goals scored in this period count.

Overtime does **not** count for betting on the 3rd Period.

Possible selections: Home Team, Draw, Away Team.

Xth Period – Double Chance

Select one of three options for the first period, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Overtime does **not** count for betting on the 3rd Period.

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

Settlement

The bet is won if one of the two results occurs.

Xth Period Result & Matchbet (60 min)

Select which team will win the given period and the match in the regular match time (after 60 minutes).

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw / Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

Xth Period – Total Goals

Select the total number of goals scored in the mentioned period to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Overtime does **not** count for betting on the 3rd Period.

Possible selections: Over x.5 goals, Under x.5 goals.

Xth Period – Odd/Even Goals

Select whether the total number of goals scored in the mentioned period will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

Will there be Overtime?

Select if there will be overtime in the match or not.

Possible selections: Yes, No.

Penalty Shootout

Select if there will be a Penalty Shootout in the match or not.

Possible selections: Yes, No

Penalty Shootout – Winner

Select which team will win the penalty shootout.

Possible selections: Home Team, Away Team.

Rest Of The Match (60 min)

Select the winner of the period from the time the bet was placed until the end of the match (60 minutes). For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Overtime and penalty shootouts do not count for the purposes of this wager.

Possible selections: Home Team, Draw, Away Team.

To Win the Rest of Period X

Select the winner of the specified period (X) from the time the bet was placed until the end of the specified period (X). For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

To Win the Rest of the OT

Select the winner of the period from the time the bet was placed until the end of overtime. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Penalty shootouts do not count for this market.

Possible selections: Home Team, Draw, Away Team.

Next Goal during overtime

Select which team will score next in the overtime after the bet placement. Penalty shootouts do not count.

Possible selections: Home Team, No Goal, Away Team

Winning Margin (60 min)

Select the winning team and their exact goal superiority over their opponents.

Possible selections: Home Team by 1, Home Team by 2, Home Team by 3+, Away Team by 1, Away Team by 2, Away Team by 3+, Draw.

Xth Period Handicap

Select the winner of the specified period (X) after the goal spread has been applied to the official period result (X)

Overtime does **not** count for betting on the 3rd Period

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Xth Period - Draw no Bet

Select which team will win the specified period (X).

Possible selections: Home Team, Away Team.

Xth Period - Odd/Even

Select whether the total points in the specified period (X) will be odd or even.

Possible selections: Odd, Even.

Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/ Championship/ League/ Cup.

Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

MMA

General Rules

Settlement

The official start of the fight is when the bell is sounded for the beginning of the first round. All bets will be settled according to the official result declared by the event's governing body immediately after the end of the fight. Any subsequent appeals or amendments to the result will not be taken into account for settlement purposes.

In the event of a 'No Contest' all bets are void except for markets where settlement is already determined.

Abandoned/Postponed Information

If a fight is postponed and rescheduled to take place within 48 hours of the original start time then all bets will stand. If the fight does not take place within 48 hours then all bets will be void.

If one of the contestants is replaced by a substitute, bets on the original bout will be void.

Fight Winner

Select which fighter will win.

Possible selections: Fighter 1, Fighter 2.

Method of Victory

Select which fighter will win by KO/TKO/DQ, Decision/Technical Decision or Submission.

Possible selections: Fighter 1 by KO/TKO/DQ, Fighter 1 by Decision/Technical Decision, Fighter 1 by submission, Draw, Fighter 2 by KO/TKO/DQ, Fighter 2 by Decision/Technical Decision, Fighter 2 by submission.

Alternative Method of Victory

Select which fighter will win by KO/TKO/DQ or Decision/Technical Decision.

Possible selections: Fighter 1 by KO/TKO/DQ, Fighter 1 by Decision/Technical Decision, Fighter 2 by KO/TKO/DQ, Fighter 2 by Decision/Technical Decision.

Total Rounds Over/Under

Select whether the fight will finish over (more than) or under (less than) a specified number of rounds.

Settlement

If a bout is stopped and half a round is stated in a 5-minute round, 2 minutes and 30 seconds will define the half for over/under betting.

The same principle will be used for a 3-minute round, 1 minute and 30 seconds will define the half for over/under betting.

If a fight is stopped at exactly 2 minutes and 30 seconds or 1 minute and 30 seconds of the round, based on the format, then bets will be deemed void.

If the scheduled number of rounds is changed before the fight, then bets will be deemed void.

Round Betting

Select which fighter will win in which round.

Possible selections: Fighter 1 To Win in Round 1, Fighter 1 To Win in Round 2, Fighter 1 To Win in Round 3, Fighter 1 To Win in Round 4, Fighter 1 To Win in Round 5, Fighter 2 To Win in Round 1, Fighter 2 To Win in Round 2, Fighter 2 To Win in Round 3, Fighter 2 To Win in Round 4, Fighter 2 To Win in Round 5.

When Will the Fight End

Select in which round the fight ends.

Possible selections: Round 1, Round 2, Round 3, Round 4, Round 5, Decision

Will the fight go the distance?

Select whether the fight will go the distance or not.

Possible selections: Yes, No.

Outrights

Select which fighter/team will win a Championship/ League/ Cup.

Possible selections: All fighters/teams which have the chance to win the Championship/ League/ Cup.

Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a fighter/team does not participate in the tournament, all outright bets on this fighter/team are void. The time declared on terminals may not correspond with the planned end of the competition.

Motor Sports

General Rules

Settlement

The podium presentation (or similar ceremony) will count as the result. Any subsequent changes to the official result will not affect the settlement of the bets.

Only drivers who start the formation lap, or are present on the grid or ready to start from the pit lane are deemed to have participated in the race. Any non-runners will be settled as void.

Official rules of the governing body will apply when more participants than expected finish in a position, e.g. two drivers tied for third in the drivers' championship.

Abandoned/Postponed Information

If an event is abandoned and no official result is declared, bets are void.

If a race is abandoned, and an official result is declared, bets will be settled according to the official result, even if the race is shorter than originally notified.

Changes to the times, dates or format of any practice/qualifying/race session will not affect settlement provided the event takes place within 30 days of originally scheduled date and at the same circuit.

Otherwise bets are void.

Championship Winner

Predict the Winner of a Championship. Bets are settled after the final race of the Championship.

Subsequent changes will not affect the Settlement. Ante post rules apply.

Possible selections: All drivers who participate in the championship.

Race Winner

Select the winner of the race. Bets are settled according to the podium ceremony. Subsequent changes to the result will not affect the settlement. Dead Heat Rule applies.

Possible selections: All drivers who participate in the race.

Winning Car

Select the winning car of the race. Bets are settled according to the podium ceremony. Subsequent changes to the result will not affect the settlement. Dead Heat Rule applies.

Possible selections: All teams who participate in the race.

Winning Margin

Select the margin between the winner and the 2nd place. Bets will be settled on the official classification at the time of podium presentation.

Race Top 3/Podium Finish

Select the driver which will finish in the Top 3 of the race. Dead Heat Rule applies.

Possible selections: All drivers who participate in the race/qualifying.

Top 6 Finish

Select the driver which will finish in the Top 6 of the race. Dead Heat Rule applies.

Possible selections: All drivers who participate in the race.

Points Finish

Select the driver which will finish in the points scoring positions in the race. Any points scored by other means, (eg Fastest lap) will not count. Dead Heat Rule applies.

Possible selections: All drivers who participate in the race.

Number of Classified Drivers

Select how many drivers will be classified in the official classification of the sport's governing body. Drivers that have completed 90% or more of the number of laps completed by the winner (rounded down to the nearest whole number of laps) are regarded as finishers in line with the official FIA classification at the time of the podium presentation.

Possible selections: Over xx.5, Under xx.5

Safety Car during Race

Select whether there is a safety car deployed after the start of the race or not. Should the race start under the Safety Car, this will not be counted for settlement purposes. **Virtual Safety Car periods do not count.**

Possible selections: Yes, No

Qualifying Winner

Select the Qualifying Winner. Winner will be the driver, who has the fastest timed lap in the last qualifying session. Any subsequent adjustments to grid positions will not count.

If two or more drivers will have the same time, the ruling of the official body will count.

Possible selections: All drivers who participate in the qualifying.

Qualifying Top 3

Select the driver which will finish in the Top 3 of the Qualifying. Top 3 are those who has the fastest timed laps in the last qualifying session. Any subsequent adjustments to grid positions will not count.

If two or more drivers will have the same time, the ruling of the official body will count.

Possible selections: All drivers who participate in the qualifying.

Qualifying Winning Car

Select the winning car of the qualifying. Any subsequent adjustments to grid positions will not count. If two or more drivers will have the same time, the ruling of the official body will count.

Possible selections: All teams who participate in the qualifying.

Practice X Winner

Select the practice winner of practice 1, 2 or 3. Winner will be the driver, who has the fastest timed lap in the mentioned session. Any subsequent adjustments will not count.

If two or more drivers will have the same time, the ruling of the official body will count. Dead heat rules may apply.

Possible selections: All drivers who participate in the practice.

Fastest Lap of the Race

Predict which driver will set the fastest lap time during the race. Dead heat rules may apply.

Possible selections: All drivers who participate in the race.

1st Driver To Retire

Predict which driver will retire first. If two or more drivers retire on the same lap dead heat rules apply.

Possible selections: All drivers who participate in the race. No Retirements.

1st Constructor To Retire

Predict which constructor will have the first retired car. If two or more drivers retire on the same lap dead heat rules apply.

Possible selections: All teams who participate in the race. No Retirements.

Both Cars Points Finish

Predict if both cars from one constructor will be in the points. Any points scored by other means, (eg Fastest lap) will not count.

Possible selections: All teams who participate in the race.

Hat Trick (Qualifying Win, Race Win and Fastest Lap)

Predict which driver will have the fastest lap and wins the qualifying and race.

Possible selections: All drivers who participate in the race.

To Be Classified

Predict which driver will be classified as finishing the race in the official classification of the sport's governing body at the time of the podium presentation.

Possible selections: All drivers who participate in the race.

Not To Be Classified

Predict which driver will not be classified as finishing the race in the official classification of the sport's governing body at the time of the podium presentation.

Possible selections: All drivers who participate in the race.

Race Winner Grid Position

Predict the official grid starting position after any penalties are adjustments to qualifying results are applied of the driver who subsequently wins the race.

Possible selections: All grid positions

Head to Head

Predict which driver of those listed will achieve the better position in the race/qualifying/season

Qualifying:

Bets will be void, if at least one of the two Drivers/Riders/Constructors does not start a lap. Note, any driver electing not to set a time in a qualifying session after progressing from a previous session, e.g. Q1, Q2, Q3 in Formula 1, will be sorted by rank against his opponent

Race:

Bets are void, if either participant does not start the Race. The warm-up lap counts as part of the race. If either or both participants do not finish the race, the participant who finishes more laps is the winner. If both participants do not finish the race but complete the same number of laps, bets will be void.

Season:

Bets are void, if either participant does not start any races.
Official rules of the governing body will apply if participants are level on points.

Speedway Grand Prix

Outright winner:

Official Podium results count for outright winner betting. Any reduction in meeting or subsequent changes to result will not affect settlement. Unless all scheduled heats have been completed bets will be void for any points totals, match-ups, handicap, margins and correct scores betting except where the result has already been determined.

Postponements

If a grand prix is postponed or suspended, bets stand if there are no changes to riders and venue and meeting takes place within 7 days. Otherwise bets are void.

Heat Betting

In individual heat betting, all 4 named riders must go to tapes in the original race for bets to stand. Otherwise bets are void.

Olympics

General Rules

Games rules apply to both the summer and winter Olympics. They can also be applied to other multi-event championships, such as the Commonwealth Games;

An individual sports rules take precedence over these rules in the event of any ambiguity or contradiction.

Abandoned/Postponed Information

If any event/match is postponed bets will stand providing the event is rescheduled to take place before the closing ceremony.

Settlement

Bet settlement is based on the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications or alterations, for whatever reason, will be disregarded;

All bets will be "all in", compete or not, unless otherwise stated.

In the event of more than one medal being awarded for the same position dead heat rules apply.

Betting on the championship medal table will be settled according to the published list, following the final event. Any subsequent disqualifications or alterations will not be included.

Rugby League/Rugby 7

General Rules

Settlement

All markets are settled according to the official result after regular match time (80 minutes) unless otherwise stated in the market description. If a winning market has already been established prior to abandonment e.g. 1st Half Result, all bets on this markets stand.

Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

Match Betting

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct.

Overtime does not count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw / Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

Total Points Odd/Even

Select whether the total points in the regular match time will be odd or even.

Possible selections: Odd, Even.

Total Points

Select the total points scored in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.x points, Under x.x points.

Total Points & Match Betting

Select the full-time result and total points scored. Bets must indicate both the full-time winner and total points.

Possible selections: Under x.5 points and Home Team, Under x.5 points and Draw, Under x.5 points and Away Team, Over x.5 points and Home Team, Over x.5 points and Draw, Over x.5 points and Away Team.

Over/Under Points Home Team

Select the total number of points scored by the home team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

Over/Under Points Away Team

Select the total number of points scored by the away team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

Handicap

Select the winner after handicap spread has been applied to the result.

Possible selections 2-Way: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Possible selections 3-Way: Home Team, Draw, Away Team.

Winning Margin

Select the winning team and their exact goal superiority over their opponents.

Possible selections: Home Team 1-7, Home Team 8-14, Home Team 15+, Away Team 1-7, Away Team 8-14, Away Team 15+, Draw.

Settlement

e.g.: If the home team wins the match 32:21, the selection "Home Team 8-14" is the winning selection.

Extra time does not count.

1st Half - Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

1st Half – Draw no Bet

Select which team will win the first half.

Possible selections: Home Team, Away Team.

Settlement

If the first half ends with a draw, all bets on this market are void.

1st Half – Odd/Even

Select whether the number of total points scored in the first half will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

1st Half – Handicap

Select the winner of the first half, after the handicap spread has been applied to the 1st half – result.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Highest Scoring Half

Select in which half more points will be scored.

Possible selections: 1st Half, 2nd Half, equal.

To win the rest of the match

Select the winner of the period from the time the bet was placed until the end of the match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 17:12) is the current match score. Only points scored after bet placement will count. Any points scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

1st Half- Who wins the rest

Select the winner of the period from the time the bet was placed until the end of the first half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 9:3) is the current match score. Only points scored after bet placement will count. Any points scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

Double Chance

Select one of three options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

Draw no Bet

Select which team will win the match.

Possible selections: Home Team, Away Team.

Settlement

If the match ends with a draw, all bets on this market are void.

Match Result Draw No Bet

Select which team will win the match.

Possible selections: Home Team, Away Team.

To Qualify

Select which team will advance.

Possible selections: Home Team, Away Team.

Settlement

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. For settlement purposes the initial official result, published by the official governing body immediately after the match/event is finished, will be considered final.

1st Half – Total Points

Select the total number of points scored in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.x , Under x.x .

1st Half Double Chance

Select one of three first half result options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

Race to X Points

Select which team will be the first one to score a specified (X) number of points.

Possible selections (2-way): Home Team, Away Team.

Possible selections (3-way): Home Team, Away Team, Neither.

Settlement

In the case that no team scores the given number of points in a 2-way market, bets will be void.

1st Half - Totals Hometeam

Select the total points scored by Home Team in the first half to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

1st Half - Totals Awayteam

Select the total points scored by Away Team in the first half to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

1st Half – Handicap (3 Way)

Select the winner of the first half after the handicap spread has been applied to the first half result.

Possible selections: Home Team, Draw, Away Team.

2nd Half – Result

Select which team will win the second half.

Possible selections: Home Team, Draw, Away Team.

Total Tries

Select the total tries scored in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

Total Tries Home Team

Select the total tries scored by the Home Team in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

Total Tries Away Team

Select the total tries scored by the Away Team in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

Team to Score 1st Try

Select which team will score the first try.

Possible selections: Home Team, No Try, Away Team.

1st Try Converted

Select whether the conversion after the 1st try is successful or not.

Possible selections: Yes, No.

Team To Score Last Try

Select which team will score the last try in the match.

Possible selections: Home Team, No Try, Away Team.

Team To Score Try #X

Select which team will score the stated try. In the event that no team will score the given try, bets will be void.

Possible selections: Home Team, Away Team.

1st Half - Total Tries

Select the total tries scored in the first half to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

First Tryscorer

Select which player will score the first try.

Possible selections: List of players.

Settlement

For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. If the player comes on after the first try was scored, the bets on this player are void.

Anytime Tryscorer

Select which player will score a try at any time during the match.

Possible selections: List of players.

Settlement

If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time.

Last Tryscorer

Select which player will score the first try.

Possible selections: List of players.

Settlement

If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time.

Sending Off?

Select if any player on the field will receive a red card in regular match time.

Possible selections: Yes, No.

Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

Placebet

Select which team will finish in the Top x of the tournament.

Possible selections: All teams which have the chance to be in the Top x of the Tournament/ Championship/ League/ Cup.

Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

Rugby Union

General Rules

Settlement

All markets are settled according to the official result after regular match time (80 minutes) unless otherwise stated in the market description. If a winning market has already been established prior to abandonment e.g. 1st Half Result, all bets on this markets stand.

Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition

Match Betting

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct.

Overtime does not count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw / Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

Total Points Odd/Even

Select whether the total points in the regular match time will be odd or even.

Possible selections: Odd, Even.

Total Points

Select the total points scored in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.x points, Under x.x points.

Total Points & Match Betting

Select the full-time result and total points scored. Bets must indicate both the full-time winner and total points.

Possible selections: Under x.5 points and Home Team, Under x.5 points and Draw, Under x.5 points and Away Team, Over x.5 points and Home Team, Over x.5 points and Draw, Over x.5 points and Away Team.

Over/Under Points Home Team

Select the total number of points scored by the home team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

Over/Under Points Away Team

Select the total number of points scored by the away team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

Handicap

Select the winner after handicap spread has been applied to the result.

Possible selections 2-Way: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Possible selections 3-Way: Home Team, Draw, Away Team.

Winning Margin

Select the winning team and their exact goal superiority over their opponents.

Possible selections: Home Team 1-7, Home Team 8-14, Home Team 15+, Away Team 1-7, Away Team 8-14, Away Team 15+, Draw.

Settlement

e.g.: If the home team wins the match 32:21, the selection "Home Team 8-14" is the winning selection. Extra time does not count.

1st Half - Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

1st Half – Draw no Bet

Select which team will win the first half.

Possible selections: Home Team, Away Team.

Settlement

If the first half ends with a draw, all bets on this market are void.

1st Half – Odd/Even

Select whether the number of total points scored in the first half will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

1st Half – Handicap

Select the winner of the first half, after the handicap spread has been applied to the 1st half – result.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Highest Scoring Half

Select in which half more points will be scored.

Possible selections: 1st Half, 2nd Half, equal.

To win the rest of the match

Select the winner of the period from the time the bet was placed until the end of the match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 17:12) is the current match score. Only points scored after bet placement will count. Any points scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

1st Half- Who wins the rest

Select the winner of the period from the time the bet was placed until the end of the first half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 9:3) is the current match score. Only points scored after bet placement will count. Any points scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

Double Chance

Select one of three options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

Draw no Bet

Select which team will win the match.

Possible selections: Home Team, Away Team.

Settlement

If the match ends with a draw, all bets on this market are void.

To Qualify

Select which team will advance.

Possible selections: Home Team, Away Team.

Settlement

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. For settlement purposes the initial official result, published by the official governing body immediately after the match/event is finished, will be considered final.

1st Half – Total Points

Select the total number of points scored in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.x , Under x.x .

1st Half Double Chance

Select one of three first half result options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

Race to X Points

Select which team will be the first one to score a specified (X) number of points.

Possible selections (2-way): Home Team, Away Team.

Possible selections (3-way): Home Team, Away Team, Neither.

Settlement

In the case that no team scores the given number of points in a 2-way market, bets will be void.

1st Half - Totals Hometeam

Select the total points scored by Home Team in the first half to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

1st Half - Totals Awayteam

Select the total points scored by Away Team in the first half to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

1st Half – Handicap (3 Way)

Select the winner of the first half after the handicap spread has been applied to the first half result.

Possible selections: Home Team, Draw, Away Team.

2nd Half – Result

Select which team will win the second half.

Possible selections: Home Team, Draw, Away Team.

Total Tries

Select the total tries scored in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void.

The tries of both teams will be combined.

Possible selections: Over x.x , Under x.x.

Total Tries Home Team

Select the total tries scored by the Home Team in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

Total Tries Away Team

Select the total tries scored by the Away Team in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void. The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

Team to Score 1st Try

Select which team will score the first try.

Possible selections: Home Team, No Try, Away Team.

1st Try Converted

Select whether the conversion after the 1st try is successful or not.

Possible selections: Yes, No.

Team To Score Last Try

Select which team will score the last try in the match.

Possible selections: Home Team, No Try, Away Team.

Team To Score Try #X

Select which team will score the stated try. In the event that no team will score the given try, bets will be void.

Possible selections: Home Team, Away Team.

1st Half - Total Tries

Select the total tries scored in the first half to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total tries is equal to this value, bets will be void.

The tries of both teams will be combined.

Possible selections: Over x.x, Under x.x.

First Tryscorer

Select which player will score the first try.

Possible selections: List of players.

Settlement

For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. If the player comes on after the first try was scored, the bets on this player are void.

Anytime Tryscorer

Select which player will score a try at any time during the match.

Possible selections: List of players.

Settlement

If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time.

Last Tryscorer

Select which player will score the first try.

Possible selections: List of players.

Settlement

If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time.

Sending Off?

Select if any player on the field will receive a red card in regular match time.

Possible selections: Yes, No.

Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

Placebet

Select which team will finish in the Top x of the tournament.

Possible selections: All teams which have the chance to be in the Top x of the Tournament/ Championship/ League/ Cup.

Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on terminals may not correspond with the planned end of the competition.

Snooker

General Rules

Settlement

All markets are settled according to the official end-result unless otherwise stated in the market description.

In league matches where odds are quoted for the draw, all bets on players to win will be treated as losing selections if the match is drawn.

If the result of a 2-Way market is a tie, bets will be void.

Abandoned/Postponed Information

All bets on postponed matches that have not started will be void, unless the match is re-scheduled and completed within the next 24 hours. In this case, bets will stand.

If a match starts but is not completed, the player progressing through to the next round will be deemed the winner for the purpose of settlement provided at least one frame has been completed, otherwise bets are void. All other markets will be void except where the outcome has already been determined at the time of abandonment.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition.

Re-racked frames

Markets for both the First Legal Red and First Legal Colour will be settled immediately, irrespective of whether a frame is re-racked. Any markets related to score in the frame or break size will be settled at the conclusion of the frame unless result is determined prior to re-rack.

Markets for Frame Winner, Frame Winner In-Running and Total Points will be settled at the end of the re-racked frame. Only play after the re-rack will count for settlement purposes.

Match Betting (2way)

Select the winner of the match.

Possible selections 2-Way: Player 1, Player 2.

Possible selections 3-Way: Player 1, Draw, Player 2.

Handicap

Select the winner after the frames handicap has been applied to the official end result.

Possible selections: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

Total Frames

Select the total number of frames in the match to be over (more than), between or under (less than) the given value. The number of frames of both participants will be combined.

Possible selections: Under y, Between y – x, Over x.

Correct Score

Select the correct score. If the full number of sets/frames is not completed, bets are void.

Possible selections: Any possible outcome.

Match Centuries

Select how many Centuries will be in the whole match.

Possible selections: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

Player 1 – Match Centuries

Select how many Centuries Player 1 will have in the whole match.

Possible selections: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

Player 2 – Match Centuries

Select how many Centuries Player 2 will have in the whole match.

Possible selections: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

Highest Break in Match

Select the player who will have the highest break in the match.

Possible selections: Player 1, Draw, Player 2.

Match Highest Break

Select the total number of points of the highest break in the match to be over (more than), between or under (less than) the given value.

Possible selections: Under y, Between y – x, Over x.

Player 1 – Highest Break

Select the total number of points of the highest break of Player 1 in the match to be over (more than), between or under (less than) the given value.

Possible selections: Under y, Between y – x, Over x.

Player 2 – Highest Break

Select the total number of points of the highest break of Player 2 in the match to be over (more than), between or under (less than) the given value.

Possible selections: Under y, Between y – x, Over x.

Frame X - Winner

Select the player which will win the specified Frame X.

Possible selections: Participant 1, Participant 2.

Frame X – Total Points

Select either the total number of points played in the specified frame (X) are over (more than) or under (less than) the value you choose. If exactly the value is the score, bets will be void.

Possible selections: Over x.5 Points, Under x.5 Points.

Frame X – Highest Break

Select the total number of points of the highest break in the specified frame to be over (more than), between or under (less than) the given value.

Possible selections: Under y, Between y – x, Over x.

Frame X – Break Y +

Select either the total number of points of the highest break in the frame are higher or lower than the given value.

Possible selections: Yes, No.

Frame X – Player Y Break over Z Points

Select either the highest number of points played in the highest break of each player in the frame are over (more than) or under (less than) the value you choose. If exactly the value is the score, bets will be void.

Possible selections: Over x.5 Points, Under x.5 Points.

Frame X – 1st Red Potted

Select which player will pot a red ball first in the given frame.

Possible selections: Player 1, Player 2.

Frame X – 1st Colour Potted

Select which colour will be potted first in the given frame.

Possible selections: Yellow, Green, Brown, Blue, Pink, Black.

Who wins rest of the match

Select the winner of the match from the time the bet was placed until the end of the match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only frames won after bet placement will count. Any frames won prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Player 1, Draw, Player 2.

Match Treble

Select a player to win the match, win the first frame and achieve the highest break in the same match. If any of these markets finish in a tie, then all bets will be settled as losers.

Session Markets

Should a player withdraw from a session, bets on any player, match, acca or totals specials for the session which involve that player will be void.

Outrights

Select which player will win the tournament.

Possible selections: All teams/participants which have the chance to win the tournament.

Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team/participant does not participate in the tournament, all outright bets on this team/participant are void.

The time declared on terminals may not correspond with the planned end of the competition.

Soccer

General Rules

Settlement

All markets are settled according to the official result after regular match time (90 minutes) unless otherwise stated in the market description. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.

If any match is scheduled to be played for at least 80 minutes or uses the format of two halves of 40 or 45 minutes each, then all bets on that match will be valid.

If a total of 90 minutes is played in regular game time but in a different format, then only the Full-time result, Double Chance, Total goals Over/Under, and Handicap markets will be settled according to the result after 90 minutes, and any other remaining markets will be settled as void.

All markets on friendly matches will be settled based on the actual result when the game finishes (excluding extra time), irrespective of whether 90 minutes are played.

Particular youth matches end after 80 minutes which must not be indicated on the terminal.

For all card and booking point bets, any cards awarded to players not on the field, managers, coaching staff, or those awarded after the final whistle do not count for settlement purposes. Extra time does not count.

Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. If a winning market has already been determined prior to abandonment e.g. over 0.5 goals, halftime result etc., all bets on these markets stand. Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition.

Early Payout

You can find the Early Payout feature available on designated Football leagues.

We do not guarantee its availability even it has been offered before.

Early Payout is available only pre-match and can be placed in Singles and Multiples.

Early Payout is available in Bet Builder if the designated Football league is included in the offer.

Settlement

If the team that you've chosen to win goes 2 goals ahead at any stage during the match, we will pay out your bet in full amount regardless of the final score.

Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

To Qualify

Select which team will advance.

Possible selections: Home Team, Away Team.

Settlement

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. For settlement purposes the initial official result, published by the official governing body immediately after the match/event is finished, will be considered final.

Draw No Bet

Select which team will win the match. If the match is a draw, bets are void.

Possible selections: Home Team, Away Team.

Settlement

If the match ends in a draw, all bets on this market are void.

Handicap

Select the winner, after the quoted handicap has been applied to the official final result.

Possible selections: Home Team, Draw, Away Team.

Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct.

Extra time does not count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw / Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

Double Chance

Select what will be the final result of the match in one of the two specified outcomes.

Possible selections:

Home Team or Draw (1X) - if the final result is either a home win or draw, bets on this selection are winners.

Draw or Away Team (X2) - if the final result is either a draw or away win, bets on this selection are winners.

Home or Away team (12) – if the final result is either a home or away win, bets on this selection are winners.

To win the rest of the match

Select the winner of the period from the time the bet was placed until the end of the match. For this Next play the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

Rest of Match Total Goals

Select the total goals scored from the time the bet was placed until end of match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Over x.5 , Under x.5 .

Asian Handicap

Select the winner, after the given handicap has been applied to the official end result.

Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the match ends in a draw after handicap spread has been applied to the teams.

Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw.

Split handicap: a handicap of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The stake will be divided equally between two bets, with one half of the stake placed on the whole handicap +/- 0.0 (scratch) or more and the other half of the stake placed on the half handicap 0.5 (half of one) or more, which will be added or subtracted to the actual number of goals scored by each team. The split handicap is always the half-way point between the whole handicap and the half handicap.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Asian Total Goals

Select the total number of goals scored in the match in regular time to be over (more than) or under (less than) the given value.

Whole goal line: If a whole number (e.g. 3.0 or 4.0) is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.0, Under x.0.

Half goal line: Lines with x.5, see Soccer Total Goals.

Possible selections: Over x.5, Under x.5.

Split goal line: The stake will be divided equally between two bets, with one half of the stake placed on the whole goal line and the other half of the stake placed on the half goal line. The split goal line is always the half-way point between the whole goal line and the half goal line.

Possible selections x.25: Over x.25, Under x.25 (e.g. Over 3.25: half stake on Over 3.0 and half stake on Over 3.5).

Possible selections x.75: Over x.75, Under x.75 (e.g. Over 3.75: half stake on Over 3.5 and half stake on Over 4.0).

Both Teams To Score

Select whether or not both teams will score in regular match time.

Possible selections: Yes, No.

Total Goals

Select whether the total number of goals scored by both teams in the regular time of the match will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals. Over x.0 goals, Under x.0 goals.

Total Goals (aggregated)

Select how many goals will be scored in regular match time.

Possible selections:

- 0 or 1 goal, 2 or 3 goals, 4 or 5 goals, 6 or more.
- 0 or 1 goal, 2 or 3 goals, 4 - 6 goals, 7 or more.

Total Goals (exactly)

Select how many goals will be scored in the regular match time.

Possible selections:

- No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, 4 or more goals.
- No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, 6 or more goals.
- No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, Exactly 6 goals, Exactly 7 goals, Exactly 8 goals, 9 or more goals.
- No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, Exactly 6 goals, Exactly 7 goals, Exactly 8 goals, Exactly 9 goals, 10 or more goals.

Total Goals (3 bands)

Select whether the total number of goals scored in the regular time of the match will be over (more than), under (less than) or exactly the quoted value.

Possible selections: Less Than X Goals, Exactly X Goals, More Than X Goals

Which Teams To Score

Select who scores or not in regular match time.

Possible selections: Home Team only, Away Team only, Both Teams, No Goal.

Total Home Team

Select the total number of goals scored by the home team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

Total Away Team

Select the total number of goals scored by the away team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

Goals Home Team

Select how many goals the home team will score in regular match time.

Possible selections:

- No goal, Exactly 1 goal, Exactly 2 goals, 3 or more goals.
- No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, 4 or more goals.
- No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, Exactly 6 goals, Exactly 7 goals, Exactly 8 goals, Exactly 9 goals, 10 or more goals.

Goals Away Team

Select how many goals the away team will score in regular match time.

Possible selections:

- No goals, Exactly 1 goal, Exactly 2 goals, 3 or more goals.
- No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, 4 or more goals.
- No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, Exactly 6 goals, Exactly 7 goals, Exactly 8 goals, Exactly 9 goals, 10 or more goals.

Odd or Even goals

Select whether the total number of goals in regular match time will be odd or even.

Possible selections: Odd, Even.

Settlement

Any match resulting in 0:0 will be settled as even.

Odd or Even Goals – Home Team

Select whether the total number of home team goals in regular match time will be odd or even.

Possible selections: Odd, Even.

Settlement

No home team goal will be settled as even.

Odd or Even Goals – Away Team

Select whether the total number of away team goals in regular match time will be odd or even.

Possible selections: Odd, Even.

Settlement

No away team goal will be settled as even

Correct Score

Select the exact score of a match in regular match time.

Possible selections: e.g. Home Team wins 1:0, Draw 1:1, Away Team wins 3:2, ..., Home Team wins 6:0, Draw 3:3, Away Team wins 6:0, Any Other.

Winning Margin

Select the winning team and their exact goal superiority over their opponents.

Possible selections: Home Team by 1, Home Team by 2, Home Team by 3+, Away Team by 1, Away Team by 2, Away Team by 3+, Draw.

Settlement

e.g.: If the home team wins the match 3:1, the selection “Home Team by 2” is the winning selection.

Winning Margin (Match)

Select what will be the winning goal difference.

Possible selections: Home team to win by exactly 1, 2 goals or 3+ goals

Away team to win by exactly 1, 2 goals or 3+ goals

Draw

Settlement

e.g.: If the home team wins the match 3:1, the selection "2" is the winning selection.

Matchflow (1st goal / Fulltime Result)

Select which team will score the first goal and which team will win the match. Bets must indicate both the team which scores the first goal and full-time winner. Own goals count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team, No goal.

Total Goals & Match Betting

Select the full-time result and total goals scored. Bets must indicate both the full-time winner and total goals.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

Matchbet & Both Teams to Score

Select the full-time result and if both teams score. Bets must indicate both.

Possible selections: Home Team & Yes, Home Team & No, Draw & Yes, Draw & No, Away Team & Yes, Away Team & No.

Both Teams to Score & Total Goals

A combined bet whether both teams will score and what will be total number of goals in the match.

Possible selections: Yes & Over x.x goals, Yes & Under x.x goals, No & Over x.x goals, No & Under x.x goals.

Double Chance & Both Teams to Score

Select the Double Chance for the full-time result and whether both teams score or not. Bets must indicate both the full-time winner and total goals.

Possible selections: Home Team/Draw & Yes, Away Team/Draw & Yes, Home Team/Away Team & Yes, Home Team/Draw & No, Away Team/Draw & No, Home Team/Away Team & No.

Double Chance & Total Goals

Select the Double Chance for the full-time result and total goals scored. Bets must indicate both the full-time winner and total goals.

Possible selections: Home Team/Draw & Over, Away Team/Draw & Over, Home Team/Away Team & Over, Home Team/Draw & Under, Away Team/Draw & Under, Home Team/Away Team & Under.

No Draw Both Teams To Score

Select whether any team will win the match and both teams will score in the regular time.

Possible selections: Yes, No.

Clean Sheet – Home Team

Will the home team not concede any goals in regular match time?

Possible selections: Yes, No.

Clean Sheet – Away Team

Will the away team not concede any goals in the regular match time?

Possible selections: Yes, No.

Home no Bet

Select the result of the match after regular time. In the event of a homewin, bets on this market are void.

Possible selections: Draw, Away Team.

Away no Bet

Select the result of the match after regular time. In the event of a awaywin bets on this market are void.

Possible selections: Home Team, Draw.

Home win to Nil

Select if the Home team wins the match without conceding a single goal.

Possible selections: Yes, No.

Away win to Nil

Select if the Away team wins the match without conceding a single goal.

Possible selections: Yes, No.

Highest Scoring Half

In which half more goals will be scored.

Possible selections: 1st Half, 2nd Half, Equal.

First Team to score

Select which team will score first in regular match time. No goal selection is available to bet on.

Possible selections: Home Team, Away Team, No Goal.

Next Goal

Select which team will score next. Only regular match time after bet placement counts and 'no goal' is an option.

Possible selections: Home Team, No Goal, Away Team.

Last Team to score

Select which team will score last in regular match time.

Possible selections: Home Team, Away Team, No Goal.

Scoring Teams

Select which team(s) will score in regular match time. No goal selection is available to bet on.

Possible selections: Both, Only Home Team, Only Away Team, No goal.

Home Team To Win Both Halves

Select if the Home Team wins both halves or not.

Possible selections: Yes, No.

Away Team To Win Both Halves

Select if the Away Team wins both halves or not.

Possible selections: Yes, No.

Home Team To Win Either Half

Select if the Home Team wins at least one of both halves.

Possible selections: Yes, No.

Away Team To Win Either Half

Select if the Away Team wins at least one of both halves.

Possible selections: Yes, No.

Both Teams to Score in 1st Half/2nd Half

Select whether or not both teams will score in the first and both teams will score in the second half.

Possible selections: No/No, Yes/No, Yes/Yes, No/Yes.

Both Teams to Score in Both Halves

Select whether or not both teams will score in both halves.

Possible selections: Yes, No

Home Team to Score in Both Halves

Select if the Home Team scores a goal in both halves or not.

Possible selections: Yes, No.

Away Team to Score in Both Halves

Select if the Away Team scores a goal in both halves or not.

Possible selections: Yes, No.

First Goalscorer

Select which player will score the first goal of the match.

Possible selections: all players in the respective teams.

Settlement

If the player does not participate in the match or come on after the first goal was scored, the bets on this player are void. Own goals do not count.

Anytime Goalscorer

Select which player will score at any time during the match. Extra time does not count.

Possible selections: all players which are in the teams.

Settlement

If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. Own goals do not count.

Next Goalscorer

Select which player will score next.

Possible selections: all players which are on the field or can come on when the bet is placed.

Settlement

Substitutions of players do not affect the settlement; the bet will not be void.

In case of the next goal being an own goal, all bets will be void.

Last Goalscorer

Select which player will score the last goal of the match.

Possible selections: all players in the respective teams.

Settlement

Own goals do not count.

Player to score in both halves

Select whether a player will score a goal in both halves of a match.

Settlement

For bets to stand, the designated player must play during both halves, otherwise bets are deemed void, irrespective of whether they did or did not score a goal.

Extra time does not count.

Own goals do not count.

Player to score exactly 1, 2 or 3 goals

Select whether a designated player will score exactly 1, 2 or 3 goals in a game.

Settlement

Bets are deemed void only if the designated player does not participate in the game.

Extra time does not count.

Own goals do not count.

Player to outscore the opposition

Forecast whether the selected player will score more goals in the match than the entire opposing team.

Settlement

If the player does not take part in the match, bets on that player will be deemed void.

If the result is a tie (e.g., Harry Kane scores 2 goals and the opposing team scores 2 goals), bets on that player will be deemed lost.

Wincast

Player to score and team to win/draw/lose

A combined bet on a designated player to score anytime during regular match time and their team to win, draw or lose the match.

Settlement

If the designated player does not play the bet will be deemed void.

In the event of a match being abandoned prior to the completion of regular match time the bet will be deemed void, regardless of the fact whether a goal has been scored or not.

Own goals do not count.

Scorecast

Player to score first and Team to win/draw/lose

A combined bet on a designated to player score first and their team to win, draw or lose the match.

Settlement

If the designated player does not play or enters the field after a goal has been scored the bet will be deemed void.

In the event of a match being abandoned prior to the completion of regular match time the bet will be deemed void, regardless of the fact whether a goal has been scored or not.

Own goals do not count.

Own Goal in Match

Select if an own goal will be scored in regular match time

Possible selections: Yes, No

Goal # X Own Goal

Select if the specific (X) goal will be an own goal (e.g. Goal #2 Own Goal)

Possible selections: Yes, No

Last Goal Own Goal

Select if the last match goal will be an own goal

Possible selections: Yes, No

Settlement

For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. Own goals do not count.

1st Half - Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

1st Half – Draw no Bet

Select which team will win the first half. If the first half ends in a draw, all bets on this market are void.

Possible selections: Home Team, Away Team.

1st Half – Handicap

Select the winner of the first half after the handicap spread has been applied to the first half result.

Possible selections: Home Team, Draw, Away Team.

1st Half – Double Chance

Select one of three options for the Halftime Result, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

1st Half – Who wins the rest

Select the winner of the period from the time the bet was placed until the end of the first half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

Rest of 1st Half Total Goals

Select the total goals scored from the time the bet was placed until the end of the first half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Over x.x, Under x.x.

Rest of 1st Half – Total Goals (Exactly)

Select the total goals scored from the time the bet was placed until the end of the first half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: No Goal, 1, 2, 3 Or More

Possible selections: No Goal, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 Or More

1st Half – Asian Handicap

Select the winner, after the given handicap has been applied to the official first half result.

Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the first half ends in a draw after handicap spread has been applied to the teams.

Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw.

Split handicap: a handicap of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The stake will be divided equally between two bets, with one half of the stake placed on the whole handicap +/- 0.0 (scratch) or more and the other half of the stake placed on the half handicap 0.5 (half of one) or more, which will be added or subtracted to the actual number of goals scored by each team in the first half. The split handicap is always the half-way point between the whole handicap and the half handicap.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

1st Half - Asian Total Goals

Select the total number of goals scored in the first half to be over (more than) or under (less than) the given value.

Whole goal line: If a whole number (e.g. 1.0 or 2.0) is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.0, Under x.0.

Half goal line: Lines with x.5, see Soccer 1st Half - Total Goals.

Possible selections: Over x.5, Under x.5.

Split goal line: The stake will be divided equally between two bets, with one half of the stake placed on the whole goal line and the other half of the stake placed on the half goal line. The split goal line is always the half-way point between the whole goal line and the half goal line.

Possible selections x.25: Over x.25, Under x.25 (e.g. Over 1.25: half stake on Over 1.0 and half stake on Over 1.5).

Possible selections x.75: Over x.75, Under x.75 (e.g. Over 1.75: half stake on Over 1.5 and half stake on Over 2.0).

1st Half – Both Teams To Score

Select whether or not both teams will score in the first half.

Possible selections: Yes, No.

1st Half – Total Goals

Select the total number of goals scored in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

1st Half – Total Goals (aggregated)

Select the total number of goals scored in the first half.

Possible selections: 0-1, 2-3, 4 Or More

1st Half – Total Goals (3Way)

Select the total number of goals scored in the first half to be over (more than), under (less than) or exactly the given value

Possible selections: Less Than X Goals, Exactly X Goals, More Than X Goals

1st Half – Totals (exactly)

Select how many goals will be scored by both teams in the first half.

Possible selections: No goals, Exactly 1 goal, 2 or more goals.

Possible selections: No goals, Exactly 1 goal, Exactly 2 goals, 3 or more goals.

1st Half - First Team to score

Select which team will score first in the first half.

Possible selections: Home Team, Away Team, No Goal.

1st Half – Next Goal

Select which team will score next in the first half.

Possible selections: Home Team, No Goal, Away Team.

1st Half – Goals Home Team

Select how many goals the home team will score in the first half.

Possible selections: No goal, Exactly 1 goal, Exactly 2 goals, 3 or more goals.

1st Half – Goals Away Team

Select how many goals the away team will score in the first half.

Possible selections: No goal, Exactly 1 goal, Exactly 2 goals, 3 or more goals.

1st Half - Time of 1st Goal

Select in which matchminute-interval the first goal will be scored in the first half. Any added Injury or stoppage times count as minute 45. Duration of interval: 5 minutes

Possible selections: 00:00 – 04:59, 05:00 – 09:59, 10:00 – 14:59, 15:00 – 19:59, 20:00 – 24:59, 25:00 – 29:59, 30:00 – 34:59, 35:00 – 39:59, 40:00 – Halftime, No Goal

1st Half – Clean Sheet Home Team

Will the home team not concede any goals in the first half.

Possible selections: Yes, No.

1st Half – Clean Sheet Away Team

Will the away team not concede any goals in the first half.

Possible selections: Yes, No.

1st Half – Odd/Even

Select whether the total number of goals scored in the first half will be odd or even.

Possible selections: Odd, Even.

Settlement

Any match resulting in 0:0 will be settled as even.

1st Half – Correct Score

Select the exact score of the first half.

Possible selections: e.g. Home Team wins 1:0, Draw 0:0, Away Team wins 1:0, ..., Home Team wins 2:1, Draw 2:2, Away Team wins 2:1, any other result (pre-match only).

1st Half - Totals & 1st Half Result

Select the half-time result and total goals scored in the first half. Bets must indicate both.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

1st Half - Matchbet & Both Teams to Score

Select the half-time result and if both teams score in the first half. Bets must indicate both.

Possible selections: Home Team & Yes, Home Team & No, Draw & Yes, Draw & No, Away Team & Yes, Away Team & No.

2nd Half – Result

Select which team will win the second half.

Possible selections: Home Team, Draw, Away Team.

2nd Half - Draw no Bet

Select which team will win the second half. If the second half ends in a draw, all bets on this market are void.

Possible selections: Home Team, Away Team.

2nd Half – Handicap

Select the winner of the second half after the handicap spread has been applied to the second half result.

Possible selections: Home Team, Draw, Away Team.

2nd Half - Double Chance

Select one of three options for the second half result, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

2nd Half – Both Teams To Score

Select whether or not both teams will score in the second half.

Possible selections: Yes, No.

2nd Half – Total Goals

Select whether the total number of goals scored in the second half by both teams will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals. Over x.0 goals, Under x.0 goals.

2nd Half – Total Goals (3Way)

Select the total number of goals scored in the second half to be over (more than), under (less than) or exactly the given value

Possible selections: Less Than X Goals, Exactly X Goals, More Than X Goals.

2nd Half – Totals (exactly)

Select how many goals will be scored by both teams in the second half.

Possible selections: No goals, Exactly 1 goal, 2 or more goals.

2nd Half - Time of 1st Goal

Select in which minute-interval the first goal of second half will be scored. Any added Injury or stoppage times count as minute 90. Duration of interval: 5 minutes

Possible selections: Halftime – 49:59, 50:00 – 54:59, 55:00 – 59:59, 60:00 – 64:59, 65:00 – 69:59, 70:00 – 74:59, 75:00 – 79:59, 80:00 – 84:59, 85:00 – Fulltime, No Goal

2nd Half - First Team to score

Select which team will score first in second half.

Possible selections: Home Team, Away Team, No Goal.

2nd Half - Odd/Even

Select whether the total number of goals scored in the second half will be odd or even.

Possible selections: Odd, Even.

2nd Half – Correct Score

Select the exact score of the second half.

Possible selections: e.g. Home Team wins 1:0, Draw 0:0, Away Team wins 1:0, ..., Home Team wins 2:1, Draw 2:2, Away Team wins 2:1, any other result (pre-match only).

Both Halves Over 1.5 Goals

Select whether there will be more than one goal scored in each half or not.

Possible selections: Yes, No.

Both Halves Under 1.5 Goals

Select whether there will be less than two goals scored in each half or not.

Possible selections: Yes, No.

First 10 Minutes Result

Select which team will be in the lead after 10 minutes.

Possible selections: Home Team, Draw, Away Team.

Match Result after X Minutes

Select which team is in the lead after X minutes matchtime.

Possible selections: Home Team, Draw, Away Team.

Matchbet Min. X – Y

Select which team will win the match minute-interval (e.g. Matchbet Min 00:00 – 14:59)

Possible selections: Home Team, Draw, Away Team.

Total Goals After X Minutes

Select how many goals are scored after the given minutes (e.g. Total Goals After 15 Minutes: How many goals are scored from Kick Off until 14:59 matchtime).

Possible selections: Over x.5, Under x.5.

Time of First Goal

Select in which match minute-interval the first goal will be scored. Any added Injury or stoppage times count as minute 45 / 90. Duration of interval: 10/15 minutes

Possible selections 10 minutes' interval: 00:00 – 09:59, 10:00 – 19:59, 20:00 – 29:59, 30:00 – 39:59, 40:00 – 49:59, 50:00 – 59:59, 60:00 – 69:59, 70:00 – 79:59, 80:00 – Full Time, No Goal.

Possible selections 15 minutes' interval: 00:00 – 14:59, 15:00 – 29:59, 30:00 – Half Time, Half Time – 59:59, 60:00 – 74:59, 75:00 – Full Time, No Goal.

Time of Next Goal

Select when the next goal will be scored. The score listed in brackets, e.g. (score 3:2) is the current match score. Any added Injury or stoppage times count as minute 45 / 90.

Possible selections 10 minutes' interval: 00:00 – 09:59, 10:00 – 19:59, 20:00 – 29:59, 30:00 – 39:59, 40:00 – 49:59, 50:00 – 59:59, 60:00 – 69:59, 70:00 – 79:59, 80:00 – Full Time, No Goal.

Possible selections 15 minutes' interval: 00:00 – 14:59, 15:00 – 29:59, 30:00 – Half Time, Half Time – 59:59, 60:00 – 74:59, 75:00 – Full Time, No Goal.

Home Team Goal – Xth to Xth Minute

Select if the home team scores a goal in the given minute-interval value (e.g. home team Goal 00:00 – 14:59). Any added Injury or stoppage times count as minute 45/90. Duration of interval: 15 minutes

Possible selections: Yes, No

Away Team Goal – Xth to Xth Minute

Select if the away team scores a goal in the given minute-interval value (e.g. home team Goal 00:00 – 14:59). Any added Injury or stoppage times count as minute 45/90. Duration of interval: 15 minutes

Possible selections: Yes, No

Time of Goal # X

Select the match minute of specific (X) goal is over (more than) or under (less than) the given value.

Possible selections: Under Minute X, Over Minute X, No Goal

Home Team - Time of Goal # X

Select the match minute of specific (X) home team goal is over (more than) or under (less than) the given value.

Possible selections: Under Minute X, Over Minute X, No Goal

Away Team – Time of Goal # X

Select the match minute of specific (X) away team goal is over (more than) or under (less than) the given value.

Possible selections: Under Minute X, Over Minute X, No Goal

Home Team - Time of Goal X

Select in which match minute-interval the specific (X) home team goal will be scored. The score listed in brackets, e.g. (score 3:2) is the current match score. Any added Injury or stoppage times count as minute 45 / 90.

Duration of interval: 15 minutes

Possible selections 15 minutes' interval: 00:00 – 14:59, 15:00 – 29:59, 30:00 – Half Time, Half Time – 59:59, 60:00 – 74:59, 75:00 – Full Time, No Goal.

Away Team - Time of Goal X

Select in which match minute-interval the specific (X) away team goal will be scored. The score listed in brackets, e.g. (score 3:2) is the current match score. Any added Injury or stoppage times count as minute 45 / 90.

Duration of interval: 15 minutes

Possible selections 15 minutes' interval: 00:00 – 14:59, 15:00 – 29:59, 30:00 – Half Time, Half Time – 59:59, 60:00 – 74:59, 75:00 – Full Time, No Goal.

Goal X In Which Half

Select in which half the specific (X) goal will be scored.

Possible selections: First Half, Second Half, No Goal

Home Team - Goal X In Which Half

Select in which half the specific (X) home team goal will be scored.

Possible selections: First Half, Second Half, No Goal

Away Team - Goal X In Which Half

Select in which half the specific (X) away team goal will be scored.

Possible selections: First Half, Second Half, No Goal

Corner markets

Any corners that are awarded but not taken do not count towards the total.

Corner Bet

Select which team will have more corners in the match.

Possible selections: Home Team, Draw, Away Team.

Corner Handicap

Select the team with more corners after the handicap spread has been applied to the corner score.

Possible selections: Home Team, Draw, Away Team.

Total Corners

Select whether the total number of corners taken in the match by both teams will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total number of corners is equal to this value, bets will be void.

Possible selections: Over x.5 corners, Under x.5 corners. Over x.0 corners, Under x.0 corners.

Total Corners (aggregated)

Select how many corners will be taken by both teams in the match.

Possible selections: Less than X corners, Between X to X corners, Exactly X or more corners.

Total Corners Range

Select what will be the range of corners taken by both teams in the match.

Possible selections: 0 to 5, 6 to 10, 11 to 15, 16 or more.

Total Corners – Home Team

Select whether the total number of corners taken by the home team in the match will be over (more than) or under (less than) the quoted value.

Possible selections: Over x.5 corners, Under x.5 corners. Over x.0 corners, Under x.0 corners.

Total Corners – Away Team

Select whether the total number of corners taken by the away team in the match will be over (more than) or under (less than) the quoted value.

Possible selections: Over x.5 corners, Under x.5 corners. Over x.0 corners, Under x.0 corners.

Corners – Home Team

Select how many corners the Home Team will have.

Possible selections: Less Than 3 Corners, 3 Or 4 Corners, 5 or 6 Corners, 7 Or More.

Possible selections: Less Than 3 Corners, 4 to 6 Corners, 7 to 9 Corners, 10 Or More.

Possible selections: Less Than X Corners, X to Y Corners, Y or More.

Corners – Away Team

Select how many corners the Away Team will have.

Possible selections: Less Than 3 Corners, 3 Or 4 Corners, 5 or 6 Corners, 7 Or More.

Possible selections: Less Than 3 Corners, 4 - 6 Corners, 7 - 9 Corners, 10 Or More.

Possible selections: Less Than X Corners, X to Y Corners, Y or More.

Corners - Odd/Even

Select whether the total number of corners taken by both teams in the match will be odd or even.

Possible selections: Odd, Even.

First Corner

Select which team will have the first corner in the match.

Possible selections: Home Team, Away Team, none.

Time of 1st Corner

Select in which match minute-interval the first corner will be taken. Any added Injury or stoppage times count as minute 45 / 90. Duration of interval: 10 minutes

Possible selections 10 minutes' interval: 00:00 – 09:59, 10:00 – 19:59, 20:00 – 29:59, 30:00 – 39:59, 40:00 – 49:59, 50:00 – 59:59, 60:00 – 69:59, 70:00 – 79:59, 80:00 – Full Time, No Corner.

Home Team – Time of First Corner

Select in which match minute-interval the first home team corner will be taken. Any added Injury or stoppage times count as minute 45 / 90. Duration of interval: 10 minutes

Possible selections 10 minutes' interval: 00:00 – 09:59, 10:00 – 19:59, 20:00 – 29:59, 30:00 – 39:59, 40:00 – 49:59, 50:00 – 59:59, 60:00 – 69:59, 70:00 – 79:59, 80:00 – Full Time, No Corner.

Away Team – Time of First Corner

Select in which matchminute-interval the first away team corner will be taken. Any added Injury or stoppage times count as minute 45 / 90. Duration of interval: 10 minutes

Possible selections 10 minutes' interval: 00:00 – 09:59, 10:00 – 19:59, 20:00 – 29:59, 30:00 – 39:59, 40:00 – 49:59, 50:00 – 59:59, 60:00 – 69:59, 70:00 – 79:59, 80:00 – Full Time, No Corner.

Next Corner Team

Select the team which receives the next corner. The score listed in brackets, e.g. (score 3:2) is the current score.

Possible selections: Home Team, No Corners, Away Team.

Last Corner

Select which team will have the last corner in the match.

Possible selections: Home Team, Away Team, none.

1st Half - Corner Bet

Select which team will have more corners in the first half.

Possible selections: Home Team, Draw, Away Team.

1st Half - Corner Handicap

Select the Team with more corners in the first half, after the handicap has been applied to the 1st half – corner score.

Possible selections: Home Team, Draw, Away Team.

1st Half – Total Corners

Select whether the total number of corners taken by both teams in the first half will be over (more than) or under (less than) the quoted value. If a whole number is offered as the given value and the total number of corners is equal to this value, bets will be void.

Possible selections: Over x.5 corners, Under x.5 corners. Over x.0 corners, Under x.0 corners.

1st Half – Total Corners (exactly)

Select the total number of corners in the first half are over (more than), under (less than) or exactly the given value.

Possible selections: Under X Corners, Exactly X Corners, Over X Corners

1st Half – Total Corners (aggregated)

Select how many corners both teams will have in the first half. The corners for both teams will be combined.

Possible selections:

- Less Than 5 Corners, 5 to 6 Corners, 7 Or More
- Less Than 4 Corners, 4 to 6 Corners, 7 to 9 Corners, 10 Or More.
- Less Than X Corners, X to Y Corners, More Than Y Corners.

1st Half - Total Corners – Home Team

Select whether the total number of corners taken by the home team in the first half will be over (more than) or under (less than) the quoted value.

Possible selections: Over x.5 corners, Under x.5 corners. Over x.0 corners, Under x.0 corners.

1st Half - Total Corners – Away Team

Select whether the total number of corners taken by the away team in the first half will be over (more than) or under (less than) the quoted value.

Possible selections: Over x.5 corners, Under x.5 corners. Over x.0 corners, Under x.0 corners.

1st Half – Corners – Home Team

Select how many corners the Home Team will have in the 1st Half from four set choices.

Possible selections: 0 Or 1 Corner, Exactly 2 Corners, Exactly 3 Corners, 4 Or More.

1st Half – Corners – Away Team

Select how many corners the Away Team will have in the 1st Half from four set choices.

Possible selections: 0 Or 1 Corner, Exactly 2 Corners, Exactly 3 Corners, 4 Or More.

1st Half – Corners - Odd/Even

Select whether the total number of corners in the first half will be odd or even. The corners for both teams will be combined.

Possible selections: Odd, Even.

1st Half – First Corner

Select which team will have the first corner in the first half.

Possible selections: Home Team, Away Team, None.

1st Half – Last Corner

Select which team will have the last corner in the first half.

Possible selections: Home Team, Away Team, None.

2nd Half – Total Corners (aggregated)

Select how many corners both teams will have in the second half. The corners for both teams will be combined.

Possible selections:

- Less Than 5 Corners, 5 to 6 Corners, 7 Or More
- Less Than 4 Corners, 4 to 6 Corners, 7 to 9 Corners, 10 Or More.
- Less Than X Corners, X to Y Corners, More Than Y Corners.

2nd Half – Total Corners (exactly)

Select whether the total number of corners taken by both teams in the second half will be over (more than), under (less than) or exactly the quoted value.

Possible selections: Under X corners, Exactly X corners, Over X corners.

2nd Half – First Corner

Select which team will have the first corner in the second half.

Possible selections: Home Team, Away Team, None.

Sending Off?

Select if any player on the field will receive a red card in regular match time.

Possible selections: Yes, No.

1st Half – Red Card

Select if any player on the field will receive a red card in the first half.

Possible selections: Yes, No.

2nd Half – Red Card

Select if any player on the field will receive a red card in the second half.

Possible selections: Yes, No.

Red Card – Home Team

Select if any player of the Home Team will receive a red card in regular match time.

Possible selections: Yes, No.

Red Card – Away Team

Select if any player of the Away Team will receive a red card in regular match time.

Possible selections: Yes, No.

1st Half – Red Card Home Team

Select if any player of the Home Team will receive a red card in the first half.

Possible selections: Yes, No.

1st Half – Red Card Away Team

Select if any player of the Away Team will receive a red card in the first half.

Possible selections: Yes, No.

Match Card

Select which team will collect more cards in regular match time.

Bookings:

- Yellow Card = 1 Card.
- Red Card = 2 Cards.
- Yellow + Yellow Cards leading to a Red Card = 3 Cards.

Possible selections: Home Team, Draw, Away Team.

Total Cards

Select whether the total number of cards in the match in regular time will be over (more than) or under (less than) the quoted value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void. The result is determined by the total number of bookings awarded to both teams.

Cards:

- Yellow Card = 1 Cards.
- Red Card = 2 Cards.
- Yellow + Yellow Cards leading to a Red Card = 3 Cards.

Possible selections: Over x.5 Cards, Under x.5 Cards. Over x.0 Cards, Under x.0 Cards.

Total Cards (exactly)

Select how many cards will be awarded to both teams in regular match time. The cards of both teams will be combined.

Cards:

- Yellow Card = 1 Card.
- Red Card = 2 Cards.
- Yellow + Yellow Cards leading to a Red Card = 3 Cards.

Possible selections: 3 or less, 4, 5, 6, 7, 8, 9, 10, 11, 12 or more.

Total Booking Points (3 Way)

Select how many booking points will be awarded to both teams in regular match time. The bookings of both teams will be combined.

Bookings:

- Yellow Card = 10 Booking Points
- Red Card = 25 Booking Points

Possible selections: Under X Points, X to Y Points, More Than Y Points

Cards – Home Team

Select whether the total number of cards in the match for the home team in regular time will be over (more than) or under (less than) the quoted value. If a whole number is offered as the given value and the total number of cards is equal to this value, bets will be void.

Cards:

- Yellow Card = 1 Card.
- Red Card = 2 Cards.
- Yellow + Yellow Cards leading to a Red Card = 3 Cards.

Possible selections: Over x.5 Cards, Under x.5 Cards. Over x.0 Cards, Under x.0 Cards.

Cards – Away Team

Select whether the total number of cards in the match for the away team in regular time will be over (more than) or under (less than) the quoted value. If a whole number is offered as the given value and the total number of cards is equal to this value, bets will be void.

Cards:

- Yellow Card = 1 Card.
- Red Card = 2 Cards.
- Yellow + Yellow Cards leading to a Red Card = 3 Cards.

Possible selections: Over x.5 Cards, Under x.5 Cards. Over x.0 Cards, Under x.0 Cards.

Team to receive the first card

Select which team will receive the first card in regular match time.

Possible selections: Home Team, Away Team, no cards.

Next Carded Team

Select the team which receives the next card. The score listed in brackets, e.g. (score 3:2) is the current score.

Cards:

- Yellow Card: 1 Card.
- Red Card: 1 Card.
- Yellow-Red Card: 2 Cards.

Possible selections: Home Team, No Cards, Away Team.

Player to receive the first card

Select which player will be awarded the first card (a yellow or a red card) in a match.

Settlement

Cards awarded to players on the bench or after the full time whistle are not included.

Extra time doesn't count.

The first player awarded a card is settled as a winner. Other players who have been on the field of play before the first card is given will be settled as lost. All other selections will be void.

Player to receive a red card

Select whether a player will be awarded a red card in a match.

Settlement

Red cards awarded to players on the bench or after the full time whistle are not included.

Extra time doesn't count.

Any player awarded a red card in the match is settled as a winner. Other players who have been on the field of play during the match will be settled as lost. All other selections will be void.

Player to receive a card

Select whether a player will be awarded a card (a yellow or a red card) in a match.

Settlement

Cards awarded to players on the bench or after the full time whistle are not included.

Extra time doesn't count.

Any player awarded a card (a yellow or a red card) in a match is settled as a winner. Other players who have been on the field of play during the match will be settled as lost. All other selections will be void.

Penalty Awarded

Select if a penalty is awarded in regular match time.

Possible selections: Yes, No

Red Card and Penalty Awarded

Select whether a red card and a penalty will be awarded in a match.

Possible selections: Yes, No

Settlement

Extra time does not count.

Red cards awarded to players not on the pitch or managers do not count.

In the event of a match being abandoned, all bets will be void unless the settlement is already determined.

1st Half Penalty Awarded

Select if a penalty is awarded in the first half.

Possible selections: Yes, No

2nd Half Penalty Awarded

Select if a penalty is awarded in the second half.

Possible selections: Yes, No

Penalty Scored

Select if a penalty goal will be scored in regular match time.

Possible selections: Yes, No

1st Half – First Card

Select which team will receive the first card in the first half.

Possible selections: Home Team, Away Team, no cards.

1st Half – Match Cards

Select which team will receive the most cards during the first half.

Cards:

- Yellow Card = 1 Card.
- Red Card = 2 Cards.
- Yellow + Yellow Cards leading to a Red Card = 3 Cards.

Possible selections: Home Team, Draw, Away Team.

1st Half – Total Cards

Select whether the total number of cards in the first half will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total number of cards is equal to this value, bets will be void. The result is determined by the total number of cards awarded to both teams.

Possible selections: Over x.5 Cards, Under x.5 Cards. Over x.0 Cards, Under x.0 Cards.

1st Half – Total Cards (exactly)

Select how many cards will be awarded to both teams on aggregate in the first half.

Cards:

- Yellow Card = 1 Card.
- Red Card = 2 Cards.
- Yellow + Yellow Cards leading to a Red Card = 3 Cards.

Possible selections: 0, 1, 2, 3, 4, 5, 6 or more.

1st Half – Total Cards – Home Team

Select whether the total number of cards in the first half for the home team will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total number of cards is equal to this value, bets will be void.

Cards:

- Yellow Card = 1 Card.
- Red Card = 2 Cards.
- Yellow + Yellow Cards leading to a Red Card = 3 Cards.

Possible selections: Over x.5 Cards, Under x.5 Cards. Over x.0 Cards, Under x.0 Cards.

1st Half – Total Cards – Away Team

Select whether the total number of cards in the first half for the away team will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total number of cards is equal to this value, bets will be void.

Bookings:

- Yellow Card = 1 Card.
- Red Card = 2 Cards.
- Yellow + Yellow Cards leading to a Red Card = 3 Cards.

Possible selections: Over x.5 Cards, Under x.5 Cards. Over x.0 Cards, Under x.0 Cards.

1st Half – First Card

Select which team will receive the first cards in the first half.

Possible selections: Home Team, Away Team, no bookings.

First Card Before

Select when the first card will be given.

Possible selections: Card Before Minute X, Card After Minute X.

Next Carded Team

Select which team receives the next card. If no more players are to be booked, bets will be void.

Possible selections: Home Team, Away Team.

Team with Most Bookings Points

Select which team will get more booking points.

Booking points:

- Yellow Card = 10 points
- Red Card = 25 points.
- Two Yellow Cards result in an automatic Red, and is awarded 35 points.

Possible selections: Home Team, Draw, Away Team.

Bookings Points Handicap

Select the team with more bookings points, after the given handicap value has been applied.

Booking points:

- Yellow Card = 10 points
- Red Card = 25 points.
- Two Yellow Cards result in an automatic Red, and is awarded 35 points.

Possible selections: Home Team, Draw, Away Team.

Total booking points

Select whether the total number of booking points in the match in regular time will be over (more than) or under (less than) the quoted value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void. The result is determined by the total number of booking points awarded to both teams.

Booking points:

- Yellow Card = 10 points
- Red Card = 25 points.
- Two Yellow Cards result in an automatic Red, and is awarded 35 points.

Possible selections: Over x.5 booking points, Under x.5 booking points. Over x.0 booking points, Under x.0 booking points.

Total booking points (aggregated)

Select how many booking points will be awarded to both teams in regular match time.

Booking points:

- Yellow Card = 10 points

- Red Card = 25 points.
- Two Yellow Cards result in an automatic Red, and is awarded 35 points.

Possible selections: 0 to 30, 31 to 45, 46 to 60, 61 to 75, 76 or more.

1st Half – Total booking points

Select whether the total number of booking points in the first half will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total number of booking points is equal to this value, bets will be void. The result is determined by the total number of booking points awarded to both teams.

Booking points:

- Yellow Card = 10 points
- Red Card = 25 points.
- Two Yellow Cards result in an automatic Red, and is awarded 35 points.

Possible selections: Over x.5 booking points, Under x.5 booking points. Over x.0 bookings points, Under x.0 booking points.

1st Half – Total booking points (aggregated)

Select how many booking points will be awarded to both teams on aggregate in the first half.

Booking points:

- Yellow Card = 10 points
- Red Card = 25 points.
- Two Yellow Cards result in an automatic Red, and is awarded 35 points.

Possible selections: 0 to 10, 11 to 25, 26 to 40, 40 or more.

How will the match be decided

Select which team wins when in knockout competitions.

Possible selections: Home Team To Win In Regular Time, Home Team To Win In Extra Time, Home Team To Win On Penalties, Away Team To Win In Regular Time, Away Team To Win In Extra Time, Away Team To Win On Penalties.

Will there be Extra time?

Select either there will be any Extra time played in the match or not.

This bet is not available on every match, only for those where Extra time is possible.

Possible selections: Yes, No.

Extra time – 3Way

Select the team that will win the Extra time period. Penalty shoot-outs do not count. Only goals scored within Extra time will count.

Possible selections: Home Team, Draw, Away Team.

Extra time First X Minutes Result

Select who is in the lead after specific (X) minutes in the Extra time.

Possible selections: Home Team, Draw, Away Team.

To Win the Rest of the Extra time

Select the winner of the period from the time the bet was placed until the end of Extra time. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Penalty shootouts do not count for the purposes of this wager.

Possible selections: Home Team, Draw, Away Team.

Extra time – Asian Handicap

Select the winner of the Extra time after the handicap spread has been applied to official Extra time result.

Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the match ends in a draw after handicap spread has been applied to the teams.

Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw.

Split handicap: a handicap of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The stake will be divided equally between two bets, with one half of the stake placed on the whole handicap +/- 0.0 (scratch) or more and the other half of the stake placed on the half handicap 0.5 (half of one) or more, which will be added or subtracted to the actual number of goals scored by each team. The split handicap is always the half-way point between the whole handicap and the half handicap.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Extra time – Total Goals

Select whether the total number of goals scored in Extra time will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total score is equal to this value, bets will be void. The result is determined by the total number of goals scored by both teams. Only goals scored within the Extra time will count.

Possible selections: Over x.5 goals, Under x.5 goals. Over x.0 goals, Under x.0 goals.

Extra time - Asian Total Goals

Select the total number of goals scored in the Extra time to be over (more than) or under (less than) the given value.

Whole goal line: If a whole number (e.g. 1.0 or 2.0) is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.0, Under x.0.

Half goal line: Lines with x.5, see Soccer Extra time - Total Goals.

Possible selections: Over x.5, Under x.5.

Split goal line: The stake will be divided equally between two bets, with one half of the stake placed on the whole goal line and the other half of the stake placed on the half goal line. The split goal line is always the half-way point between the whole goal line and the half goal line.

Possible selections x.25: Over x.25, Under x.25 (e.g. Over 1.25: half stake on Over 1.0 and half stake on Over 1.5).

Possible selections x.75: Over x.75, Under x.75 (e.g. Over 0.75: half stake on Over 0.5 and half stake on Over 1.0).

Extra time - Total Goals After X Minutes

Select how many goals are scored after the specific (X) given minutes (e.g. Extra time Total Goals After 10 Minutes: How many goals will be scored from Extra time Kick Off until 09:59 match time). Goals scored in regular time do **not** count.

Possible selections: Over x.5, Under x.5

Extra time Goal Yes/No

Will there be Extra time and at least one goal. Penalty shootouts are not included.

Possible selections: Yes, No.

Next Goal during Extra time

Select which team will score next in Extra time. Goals in penalty shoot-outs do not count.

Possible selections: Home Team, No Goal, Away Team.

Extra time – Correct Score

Select the exact score of the Extra time.

Regular time result does not count.

Possible selections: e.g. Home Team wins 1:0, Draw 0:0, Away Team wins 1:0, ..., Home Team wins 2:1, Draw 2:2, Away Team wins 2:1, any other result

Extra time – Halftime Fulltime

Predict the Extra time result at halftime and fulltime. Both results have to be correct.

Regular Time does not count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw / Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

Extra time – Total Corners

Select whether the total number of corners in the Extra time will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total number of corners is equal to this value, bets will be void. The result is determined by the total number of corners taken by both teams.

Regular time corners do not count.

Possible selections: Over x.5 corners, Under x.5 corners. Over x.0 corners, Under x.0 corners.

Extra time – Total Corners (exactly)

Select the total number of corners in the Extra time to be over (more than), under (less than) or exactly the given value.

Regular time corners do not count.

Possible selections: Under X corners, X to Y corners, Over Y Corners

Extra time – Total Bookings

Select how many bookings will be awarded to both teams on aggregate in the Extra time.

Regular time bookings do not count.

Bookings:

- Yellow Card = 1 Booking.
- Red Card = 2 Bookings.
- Yellow + Yellow Cards leading to a Red Card = 3 Bookings.

Extra time – Sending Off

Select if any player on the field will receive a red card during Extra time.

Possible selections: Yes, No.

Extra time –Time of Goal # X

Select when specific (X) goal will be scored in the Extra time. The score listed in brackets, e.g. (score 3:2) is the current match score. Any added Injury or stoppage times count as minute 15 / 30.

Possible selections: 00:00 – 09:59, 10:00 – 19:59, 20:00 – Full Time, No Goal

Extra time - Time of Goal # X – Home Team

Select when specific (X) home team goal will be scored in the Extra time. The score listed in brackets, e.g. (score 3:2) is the current match score. Any added Injury or stoppage times count as minute 15 / 30.

Possible selections: 00:00 – 09:59, 10:00 – 19:59, 20:00 – Full Time, No Goal.

Extra time - Time of Goal # X – Away Team

Select when specific (X) away team goal will be scored in the Extra time. The score listed in brackets, e.g. (score 3:2) is the current match score. Any added Injury or stoppage times count as minute 15 / 30.

Possible selections: 00:00 – 09:59, 10:00 – 19:59, 20:00 – Full Time, No Goal.

Extra time – Home Team to Score

Select whether the home team scores a goal in the Extra time or not.

Possible selections: Yes, No

Extra time – Away Team to Score

Select whether the away team scores a goal in the Extra time or not.

Possible selections: Yes, No

Extra time – Number of Teams to Score

Select the number of teams to score in the Extra time.

Possible selections: Only One, Both, None.

Extra time 1st Half – 3way

Select who will win the first half of the Extra time.

Possible selections: Home Team, Draw, Away Team.

Extra time 1st Half – Asian Handicap

Select the winner, after the given handicap has been applied to the official first half Extra time result.

Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the first half ends in a draw after handicap spread has been applied to the teams.

Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw.

Split handicap: a handicap of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The stake will be divided equally between two bets, with one half of the stake placed on the whole handicap +/- 0.0 (scratch) or more and the other half of the stake placed on the half handicap 0.5 (half of one) or more, which will be added or subtracted to the actual number of goals scored by each team in the first half. The split handicap is always the half-way point between the whole handicap and the half handicap.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Extra time 1st Half - Asian Total Goals

Select the total number of goals scored in the first half of the Extra time to be over (more than) or under (less than) the given value.

Whole goal line: If a whole number (e.g. 1.0 or 2.0) is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.0, Under x.0.

Half goal line: Lines with x.5, see Soccer Extra time 1st Half - Total Goals.

Possible selections: Over x.5, Under x.5.

Split goal line: The stake will be divided equally between two bets, with one half of the stake placed on the whole goal line and the other half of the stake placed on the half goal line. The split goal line is always the half-way point between the whole goal line and the half goal line.

Possible selections x.25: Over x.25, Under x.25 (e.g. Over 1.25: half stake on Over 1.0 and half stake on Over 1.5).

Possible selections x.75: Over x.75, Under x.75 (e.g. Over 0.75: half stake on Over 0.5 and half stake on Over 1.0).

Extra time – 1st Half Correct Score

Select the exact first half score of the Extra time.

Regular time result does not count.

Possible selections: e.g. Home Team wins 1:0, Draw 0:0, Away Team wins 1:0, ..., Home Team wins 2:1, Draw 2:2, Away Team wins 2:1, any other result.

Penalty Shootout

Select if there will be a penalty shootout in the match.

Possible selections: Yes, No.

Which team will win the penalty shootout?

Select who wins the penalty shootout.

Possible selections: Home Team, Away Team.

Next Goal (Penalty shootout)

Select which teams scores next in a penalty shootout.

Possible selections: Home Team, Away Team.

Penalty # X Scored

Select whether specific Penalty # X will be a goal or not.

Possible selections: Yes, No.

Total Penalties Scored

Select the total number of scored penalties in the penalty shootout.

Possible selections: Over x.5, Under x.5.

Which Team has kick off?

Select the team which has kick off.

Possible selections: Home Team, Away Team.

Total Penalties Taken (3Way)

Select the total number of penalties taken in the penalty shootout.

Possible selections: Under X, X to Y, Over Y.

Total Penalties Taken (2Way)

Select the total number of penalties taken in the penalty shootout.

Possible selections: Over x.5, Under x.5.

Total Penalties Until A Miss

Select the total number of penalties until a miss.

Possible selections: 1 - 2, 3 - 4, 5 - 6, 7 - 8, 9 Or More.

Player props

All bets are settled based on the information received from our official feed provider.

Settlement

All bets include extra time for settlement purposes. Penalty shootouts are not included.

All bets placed prior to a venue change will be deemed void.

If the match starts but is abandoned or suspended at any time before the end of regular play time (including injury time and extra time if appointed) and the match does not resume within 5 hours, then all bets on that player will be deemed void.

If any player does not start the game, then all bets on that player will be deemed void.

Player props – Number of shots

Any clear attempt by a player to score a goal (on target, off target or blocked).

Player props – Number of shots on target

An attempt by a player which directly results in a goal (regardless of clear intent to score a goal), or a clear attempt by a player to score a goal that clearly would have gone into the net if not for a goalkeeper save or a stop made by the last man (with the goalkeeper clearly unable to save).

Player props – Number of assists

A final contribution (pass, shot or any other touch of the ball) made by a player leading to the receiving teammate scoring a goal.

Player props – Number of passes

Attempted pass (successful or unsuccessful) with the clear intention of one player to find a teammate.

Player props – Number of tackles

When a player connects with the ball in a ground challenge, successfully taking the ball away from the player in possession.

Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

Unless otherwise stated, if the winner of any Championship/ League/ Cup includes play-offs to be determined, then the outright market will be settled based on the winner of said play-offs.

In case a team does not take part in the tournament, all outright bets on this team are void.

The time declared on terminals must not coincide with the planned end of the competition.

Published dates and fixtures might be subject to change based on information from our official feed provider.

Match specials

If one selection included in a special bet is lost, then the whole bet is settled as lost.

If one selection included in a special bet is void, then the whole bet is settled as void.

Special bets on players are deemed void if they do not participate in a game.

Bets on a team to win both halves will be settled as a winner only if the designated team scores more goals than the opposition in both halves of the match.

Extra time or penalty shootouts do not count for settlement purposes.

Number of offered selections might not correspond to the total pool of included players or teams in a competition.

All other regular betting rules apply.

Placebet 1-3

Select which team will be in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Championship/ League/ Cup.

Settlement

All bets will be settled according to the official result after the last match of the Championship/ League/ Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not take part on the tournament, all place-bets on this team are void.

The time declared on terminals must not accord with the planned end of the competition.

Top Goalscorer

Select which player will shoot the most goals in the tournament.

Possible selections: Chosen players of the tournament.

Settlement

If two or more players shoot an equal number of goals in the tournament, Dead Heat Rules apply.

Countback/tiebreak methods employed by the governing body do not count for the purposes of this market. Assists do not count.

Next Permanent Manager

Select the next permanent manager announced by the club/federation.

Possible selections: Various managers.

Settlement

Bets will be settled on a named individual who's publicly announced by the football club or association as being appointed as official manager of the first team.

Bets on other individuals will stand and will be deemed lost in case a manager not quoted is appointed.

Caretaker, interim or temporary managers will count in case they complete 10 or more consecutive games leading the team, including international ones.

In case a caretaker, interim or temporary manager is assigned to be in charge of the team for a designated period of time, e.g., next 12 games, bets will be settled as lost, even if the period exceeds 10 consecutive games.

i

Surfing

Wagers remain valid as long as the tournament begins and concludes before the next scheduled tournament, unless otherwise specified.

The sole exception is the Olympic Games, where wagers remain valid if the event is completed before the Closing Ceremony.

Settlement

All wagers will be settled based on the official results as determined by the governing body.

Swimming

Races must occur within a week of their scheduled date; otherwise, wagers will be void.

The sole exception is the Olympic Games, where wagers remain valid if the event is completed before the Closing Ceremony.

Settlement

The podium presentation will serve as the official result, with any subsequent amendments disregarded for settlement purposes.

In the case of a tie, dead heat rules will apply.

Table Tennis

General Rules

Settlement

All markets are settled according to the official end result of the match unless otherwise stated in the market description. If a market already has been determined before a match has been abandoned (e.g. Winner of the 1st Set), all bets on this markets will stand.

If the total number of sets to be played is changed, match bets will stand, but bets on Correct Score, Total Sets and Total Points will be void.

Abandoned/Postponed Information

If a match is postponed or re-scheduled, the bets will stand provided the match is completed before the end of the competition.

Interrupted or postponed matches, which do not take place within a tournament (e.g. exhibition matches), will be declared invalid if not resumed and completed within 24 hours.

Match Betting

Select which player will win the match.

Possible selections: Player 1, Player 2.

Handicap

Select which player will have more points after handicap spread has been applied to the official match score.

Possible selections: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

Total Points

Select the total points scored by both players in the match to be over (more than) or under (less than) the value you choose.

Possible selections: Over x.5, Under x.5.

Number Of Sets

Select the total number of sets in the match.

Possible selections: 2, 3.

Xth Set Winner

Select which player will win the specified set X.

Possible selections: Player 1, Player 2.

Xth Set Handicap

Select the winner of the specified set X after handicap spread has been applied to the official set score.

Possible selections: x.x-Handicap for Player 1, x.x-Handicap for Player 2.

Xth Set Total Points

Select the total points scored by Player 1 and Player 2 in specified set X to be over (more than) or under (less than) the value you choose.

Possible selections: Over x.5, Under x.5

Xth Set Odd/Even

Select the total number of points scored in the specified set X to be either odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

Xth Set – Point N Winner

Select which player will win the numbered point in set X.

Possible selections: Player 1, Player 2.

Set X - Race to N Points

Select which player will score a specified number of points first in set X.

Possible selections: Player 1, Player 2.

Tennis

General Rules

Settlement

A match must be completed for all bets to stand, unless a market has already been determined before the match reached its full result. In this case, for determined markets (e.g. Winner of the 1st Set), all bets on these markets will stand.

If the total number of sets to be played is changed, match bets will stand, but bets on Correct Score, Total Sets and Total Points will be void. In the event of a change of surface for a match (e.g. outdoor tournament moving a match indoors due to bad weather), all bets will stand.

In the event of a result not being attainable, all unsettled bets will be void.

In the event of retirement, disqualification or change of surface mid-match, bets will be void unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

Example 1: A set is abandoned at 3-3: bets on Over/Under 8.5 games or fewer in the set are settled as winners/losers respectively, since any natural conclusion to the set would have at least 9 games; bets on Over/Under 9.5 games or more are void.

Example 2: A best-of-3 sets match is abandoned at 6-4, 2-6: bets on Over/Under 23.5 games or fewer in match will be settled as winners/losers respectively, since any natural conclusion to the match would have at least 24 games; bets on Over/Under 24.5 games or more are void.

Example 3: A best-of-3 sets match is abandoned at 6-3, 3-6, 5-5: bets on either player with a handicap of +2.5 or more will be settled as winners, bets on either player with a handicap of -2.5 or less will be settled as losers, and bets on the tie with a handicap of +/- 3 or more will be settled as losers. All bets on handicaps ranging from -2 to +2 will be void.

Abandoned/Postponed Information

If a match is postponed or re-scheduled, the bets will stand provided the match is completed before the end of the competition.

All prematch and inplay markets which have been decided at the time of interruption, disqualification or abandonment will be settled according to the result at time of interruption, disqualification or abandonment. E.g. all bets on Total Games where the value (e.g. 15,5) has already been reached will be settled. All bets on markets with undecided results will be void.

Davis Cup or Fed Cup: Interrupted or postponed matches will be declared invalid if not resumed and completed within 48 hours.

Round Robin Tournaments: Interrupted or postponed matches will be declared invalid if not resumed and completed within 48 hours.

Retirement/Disqualification of a player: It does not matter when the player retires/is disqualified, all bets on undecided markets will be void.

Walkover: all bets are void

Match Betting

Select which player will win the match.

Possible selections: Player 1, Player 2.

Match Winner and Over/Under X Games

Determine the winner and assess the total number of games played in a match.

Settlement

In case of retirement, all bets are deemed as void.

Set Betting

Select the final result of the match in sets.

Possible selections: 2:0, 2:1, 1:2, 0:2, (in best of 5 matches: 3:0, 3:1, 3:2, 2:3, 1:3, 0:3)

Set Winner and Total Set Games

Determine the winner and assess the total number of games played in a specific set.

Settlement

In case of retirement, all bets are deemed as void.

Total Sets

Select how many sets will be played in the match.

Possible selections (Best of 3): 2, 3.

Possible selections (Best of 5): 3, 4, 5.

Set Handicap

Select the winner after handicap sets has been applied to the total sets of each player according to the official end result.

Possible selections: x.5-spread for Player 1, x.5-spread for Player 2.

Game Handicap

Select the winner after handicap games has been applied to the total games of each player according to the official end result.

Possible selections 2-Way: x.5-Handicap for Player 1, x.5-Handicap for Player 2.

Possible selections 3-Way: Player 1, Draw, Player 2.

Total Games

Select the total number of games played in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 games, Under x.5 games.

Total Games Won Player 1

Determine the total number of games won by Player 1 in the match. If a whole number is offered and the total score is equal to this number, bets will be deemed as void.

Settlement

In case of retirement, all bets are deemed as void.

Total Games Won Player 2

Determine the total number of games won by Player 2 in the match. If a whole number is offered and the total score is equal to this number, bets will be deemed as void.

Settlement

In case of retirement, all bets are deemed as void.

Next Game Total Points

Select whether the total points played in a specific game will be Over/Under the designated number.

Most Games

Select the player who wins more Games in the in the match.

Possible selections: Player 1, Player 2.

Odd/Even Games

Select whether the number of total games played in the match will be odd or even.

Possible selections: Odd, Even.

Double Result (1st Set / Match)

Select which Player will win the first set and which Player will win the whole match. Bets must indicate both, the first set winner and the match winner.

Possible selections: Player 1 / Player 1, Player 1 / Player 2, Player 2 / Player 1, Player 2 / Player 2.

Win 1st Set and Win Match

Select the player which wins the 1st Set and the whole match. Bets must indicate both, the first set winner and the match winner.

Possible selections: Player 1, Player 2.

Lose 1st Set and Win Match

Select the player which loses the 1st Set and wins the whole match. Bets must indicate both, the first set loser and the match winner.

Possible selections: Player 1, Player 2.

Player 1 to win a set

Select if Player 1 will win a set or not.

Possible selections: Yes, No.

Player 2 to win a set

Select if Player 2 will win a set or not.

Possible selections: Yes, No.

Any Set to Nil

Select if any set will end with a score of 6:0 or 0:6.

Possible selections: Yes, No.

Winner Set X

Select which player will win the specified Set (X).

Possible selections: Player 1, Player 2.

Set X – Handicap

Determine the winner by applying the offered handicap to each player's total games in a specific set.

Settlement

In case of retirement, all bets are deemed as void.

Xth Set – Total Games

Select the total number of games played in the specified set (X) to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 games, Under x.5 games.

First Set – Race to X Games

Select which player will be the first to win X games in the first set.

Settlement

In case of retirement, all bets are deemed as void.

Set X – Correct Score

Select the exact score of the set.

Possible selections: x:x games for Player 1, x:x games for Player 2.

First Set – Aces Over/Under

Determine what will be the number of scored aces in the first set.

Settlement

In case of retirement, all bets are deemed as void.

Aces Handicap

Determine the winner by applying the offered handicap match aces to each player's total aces.

Settlement

In case of retirement, all bets are deemed as void.

Odd/Even Games in Set X

Select whether the number of total games played in a specified Set (X) will be odd or even.

Possible selections: Odd, Even.

Winner Game X of Set N

Select who will win the specified Game X in the specified Set Y. E.g. who wins the 5th game in the 2nd set?

Possible selections: Player 1, Player 2. If the Xth game is not played, bets are void.

Player 1 First Service Game Winner

Select who wins the Game of the first service from Player 1.

Possible selections: Player 1, Player 2.

Player 2 First Service Game Winner

Select who wins the Game of the first service from Player 2.

Possible selections: Player 1, Player 2.

Score of Game X of Set N

Select the correct score of the game.

Possible selections: Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30, Player 2 to 40.

Score of Game X of Set N or Break

Select the correct score of the game.

Possible selections: Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30, Player 2 to 40, Break.

Game X to Deuce of Set N

Select whether the score in given game will be Deuce.

Possible selections: Yes, No.

Tie Break Played?

Select if there will be a Tiebreak in the match.

Possible selections: Yes, No.

Tie Break in Set X?

Select if there will be a Tiebreak in the given Set.

Possible selections: Yes, No.

To Win Tie Break in Set X

Select who wins the Tie Break in the given Set.

Possible selections: Player 1, Player 2, No Tie Break.

Tie Break Score

Determine what will be the final tie break score.

Possible selections: 0-7, 1-7, 2-7, 3-7, 4-7, 5-7, 7-0, 7-1, 7-2, 7-3, 7-4, 7-5, Any other score for Player 1, Any other score for Player 2

Settlement

In case of retirement, all bets are deemed as void.

Correct Score in Tie Break in Set X

Select the exact score of the Tie Break in the given Set.

Possible selections: x:x points for Player 1, x:x points for Player 2.

Winner Point Y of Game X of Set N

Select who will win the specified Point Y in Game X in Set Y. E.g. who wins the 2nd Point in the 5th Game in the 2nd Set?

Possible selections: Player 1, Player 2.

First Point Winner (Game X / Set N)

Select who will win the first point in Game X in Set Y.

Possible selections: Player 1, Player 2.

3-Way Winner Double Faults

Determine which player will commit more double faults during the match, or if the outcome will result in a tie.

Possible selections: Player 1, Player 2, Tie.

Settlement

In case of retirement, all bets are deemed as void.

Match Breaks Over/Under

Determine the total number of breaks scored during the match.

Settlement

In case of retirement, all bets are deemed as void.

First Service Break

Determine which player will first service break.

Settlement

In case of retirement, all bets are deemed as void.

Game Winning Margin

Select the margin by which a player will win the designated Game X.

Possible selections: Player 1 to win by 1-2 games, Player 1 to win by 3-4 games, Player 1 to win by 5-6 games, Player 1 to win by 7+ games, Draw, Player 2 to win by 1-2 games, Player 2 to win by 3-4 games, Player 2 to win by 5-6 games, Player 2 to win by 7+ games.

Settlement

In case of retirement, all bets are deemed as void.

Outrights

Select which player/team will win a Tournament/Cup.

Possible selections: All players/teams which have the chance to win the Tournament/Cup.

Settlement

All bets will be settled according to the official result after the last match of the Tournament/Cup. Subsequent changes in any manner will not affect the settlement.

In case a player/team does not participate in the tournament, all outright bets on this player/team will stand.

The time declared on terminals may not correspond with the planned end of the competition.

Volleyball

General Rules

Settlement

All markets are settled according to the official final result of the match unless otherwise stated in the market description. If a winning market has already been determined prior to abandonment e.g. Winner of the 1st Set, all bets on these markets stand.

Abandoned/Postponed Information

If a match is interrupted or postponed, bets placed on matches within the tournament will remain valid until the match is completed. However, matches that are interrupted or postponed, but which do not take place within a tournament (e.g. exhibition matches), will be declared invalid if the match is not resumed and completed within 24 hours.

Match Betting

Select which team will win the match.

Possible selections: Home Team, Away Team.

Set Handicap

Select the winner after the specified sets handicap has been applied to the total team sets, according to the official final result.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away team.

Total Sets (over/under)

Select the number of sets that will be played in the match.

Possible selections (over/under): Over x.5 Sets, Under x.5 Sets.

Total Sets (exactly)

Select the number of sets that will be played in the match.

Possible selections (exactly): 3, 4, 5.

Point Handicap

Select the winner after handicap points has been applied to the total points of each team according the official final result.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Total Points

Select whether the total number of points scored in the match to be over (more than) or under (less than) the quoted points value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 games, Under x.5 games, Over x.0 points, Under x.0 points.

Total Points Home Team

Select whether the total number of points for the Home Team scored in the match will be over (more than) or under (less than) the quoted points value. If a whole number is offered as the quoted points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

Total Points Away Team

Select whether the total number of points for the Away Team scored in the match will be over (more than) or under (less than) the quoted points value. If a whole number is offered as the quoted points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

Odd/Even Points

Select whether the total number of points scored in the match will be odd or even. The result is determined based on the total number of points scored by both teams.

Possible selections: Odd, Even.

Set Betting

Select the exact final score of the match.

Possible selections: 3:0, 3:1, 3:2, 2:3, 1:3, 0:3

Winner Set X

Select which team will win the specified set (X)

Possible selections: Home Team, Away Team.

Xth Set – Point Handicap

Select the winner of the given set after handicap points have been applied to the total points of each team.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Set X – Winning Margin

Select the margin of points by which a team will win a specified Set.

Possible selections: Home Team to win by 2, 3-4, 5-7, 8-11, 12+ points. Away Team to win by 2, 3-4, 5-7, 8-11, 12+ points.

Xth Set - Race to Y Points

Select which team will be the first one to score a specified (Y) number of points in the specified set (X)
If neither team scores this number (Y) of points, bets will be void.

Possible selections: Home Team, Away Team.

Xth Set – Lead After Y Points

Select which team will lead after the specified point (Y) in the specified set (X).

Possible selections: Home Team, Away Team.

Xth Set – Total Points

Select whether the total number of points scored in the specified set (X) will be over (more than) or under (less than) the quoted points value. If a whole number is offered as the quoted value and the total is equal to this value, bets will be void. The result is determined based on the total number of points scored by both teams.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

Xth Set – Odd/Even Points

Select whether the total number of points scored in the specified set (X) will be odd or even.

Possible selections: Odd, Even.

Set X – Point Y Winner

Select which team will score point Y in the specified set X.

Possible selections: Home Team, Away Team.

Winter Sports

General Rules

Settlement

The Podium Presentation will count as the result where applicable. Any subsequent changes to the official result will not affect the settlement of bets.

If there are more participants in the relevant number of placings than listed in the market title, the Dead Heat Rule applies to those which go beyond the total. E.g. in a Top 5 market, if two participants are tied for fifth, then participant finishing first, second, third and fourth will be paid out in full, but the participants tied for fifth will be paid as a two-way dead-heat. In a Top 5 market with four participants tied for third, participants finishing first and second will be paid out in full, with the participants tied for fifth (four) paid out dead-heating for the remaining three places – 75% of ticket value in this case.

Abandoned/Postponed Information

If an event is abandoned and no official result is declared, bets are void. If an event is abandoned, and an official result is declared, bets will be settled according to the official result.

If an event is postponed and will start at the same venue within the next two (2) days, all bets on this event stand. If it is postponed and takes place at another venue, all bets on this event are void.

Championship Outrights

Select which participant will win the competition.

Possible selections: All teams/participants which have the chance to win the competition.

Settlement

All bets will be settled according to the official result after the last race of the competition. Subsequent changes in any manner will not affect the settlement.

If a team/participant does not take part in the competition, all outright bets on this team/participant are void.

The time declared on terminals may not correspond with the planned end of the competition.

Race Winner

Select which participant will win the race.

Possible selections: All teams/participants who will participate in the race.

Settlement

All bets will be settled according to the podium presentation, where applicable. Subsequent changes in any manner will not affect the settlement.

Dead Heat Rule applies.

If a team/participant does not take part in the competition, all outright bets on this team/participant are void.

The time declared on terminals must not accord with the planned end of the competition.

Podium Finish

Select which participant/team will finish in the top 3 of the competition.

Possible selections: All participants/teams who participate on the competition.

Settlement

All bets are settled according to the podium presentation, where applicable. Subsequent changes in any manner will not affect the settlement.

Dead Heat Rule applies.

If a team/participant does not take part in the competition, all place-bets on this team/participant are void.

The time declared on terminals may not correspond with the planned end of the competition.

Head-to-Head

Select which competitor/team will achieve the better finishing position.

Possible selections: Participant 1, Participant 2.

Settlement

If either competitor/team fails to start bets are void. If neither competitor/team finishes in an event with two or more runs the number of runs completed will determine the *winner*. If both competitors fail to qualify for the second run, the best placed competitor in the first run is the *winner*.