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SI Sportsbook at Island Resort & Casino Terms & Conditions

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A) General Rules

This set of Terms and Conditions govern the use of the SI Sportsbook. When placing a bet with SI Sportsbook at the Island Resort & Casino, the Client is therefore agreeing that he/she has read, understood and will be adhering to the Terms and Conditions available at:

<https://www.islandresortandcasino.com/gaming/sportsbook>

SI Sportsbook at the Island Resort & Casino reserves the right to make changes to the betting limits, sportsbook offer, payout limits and website at its sole and absolute discretion.

SI Sportsbook at the Island Resort & Casino reserves the right to change the Terms and Conditions and Sports rules at any time for several reasons including but not limited to:

- a) Comply with applicable laws and regulations,
- b) Regulatory requirements.

1. Placing Bets

- 1.1 SI Sportsbook at the Island Resort & Casino reserves the right to decline part or all the requested wager.
- 1.2 Customer is solely responsible to ensure that the details of requested wager are correct.
- 1.3 Customer cannot cancel or change any placed wager when the transaction is completed. He/she can cash out the bet when cash out functionality is available.
- 1.4 SI Sportsbook at the Island Resort & Casino reserves the right to void any wager at its sole discretion.

2. Confirmation of a bet

- 2.1 A placed bet is not valid until it is validated and shown in the customer open bets.
- 2.2 Valid bets have a unique transaction code (bet id)
- 2.3 In cases of uncertainty about the validity of a bet, the customer may review their transactions in relevant section of the site after each placed bet in order to ensure that all requested wagers/bets were accepted.
- 2.4 SI Sportsbook at the Island Resort & Casino does not take responsibility for missing or duplicate bets made by the Customer.
- 2.5 In case a bet is accepted by technical error, when there are not enough funds in customers' accounts or SI Sportsbook at the Island Resort & Casino has not received the full payment, the bet will be void.

2.6 Should a dispute arise about the acceptance or the lack of any transaction, the transaction logs will be the ultimate authority in deciding such matters.

3. Settlement of bets

3.1 SI Sportsbook at the Island Resort & Casino reserves the right to remove or suspend a market/event at any given time. When a market is suspended the requested bets will be rejected.

3.2 Potential winnings/returns on the bet slip is for information only. Potential winnings/returns are reduced every time one of the selections is deemed void (push) or 'non-runner'. Bet settlement will be done based on the rest of the selections.

3.3 Winnings from settled wagers/bets are added to the balance of customers account.

3.4 SI Sportsbook at the Island Resort & Casino reserves the right to withhold payment and/or void the bets for the specific event, if we have evidence that the events integrity has been jeopardized, or the event has been manipulated (odds manipulation, match rigging etc.). Evidence of the above may be based on the size of stakes, the volume and/or pattern of bets placed. A decision given by the relevant governing body of the sport in question (if any) will be conclusive.

3.5 SI Sportsbook at the Island Resort & Casino reserves the right to conduct an internal investigation on repetitive bets of the same account, or a syndicate of accounts, all containing the same outcomes. During the investigation time, SI Sportsbook at the Island Resort & Casino reserves the right to withhold payment of such bets and/or void such bets.

3.6 SI Sportsbook at the Island Resort & Casino reserves the right to void bets when:

- We have evidence to believe have placed after an outcome is already known, or after the backed selection has gained an advantage (e.g. a goal scored in the backed selection's advantage or an incident in which a penalty has been awarded by VAR decision and is subsequently scored).
- Pre-match Bet was placed after the event has started or after a related event was underway and conditions could have been altered in a direct and indisputable way.
- Bet was received with incorrect prices due to delayed or failing live coverage.
- Bet is on obviously wrong prices or line/spread/total/handicap (deviation more than 100% of market price).
- Bet was accepted after an incident that should affect odds has happened (e.g. bets placed on total goals or next goal while a penalty has been awarded).
- Bet is received on odds which represented a different score than the actual.
- Bet is accepted on an already known outcome.
- Bet is placed after a public announcement has occurred in relation to the bet which affects significantly the odds (e.g. on transfer specials an announcement on media that a player will sign contract).
- Bet is received on an incorrect fixture; bets on fixtures quoting wrong participants, i.e. teams or players

- Wrong participant is quoted for any match or event. Bets placed on that participant will be void. SI Sportsbook at the Island Resort & Casino reserves the right to cancel bets on other affected outcomes.
- a match does not follow the sports generally accepted format and rules (e.g. unusual period length or match duration, points counting procedure, format of a match, less than the maximum allowed players, distance of a race, amounts of periods etc.);
- Bets placed while website was encountering technical problems, which otherwise would have not been accepted.
- The outcome of a market cannot be verified officially (e.g. in case of an abandoned coverage of a game that played regularly).
- Odds have been offered and bets accepted due to an error ("Error" is a mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, technical hazard, registration Error, transaction Error, manifest Error, force majeure and/or similar.)
- Multiple / Parlay bets that combine different selections within the same event are not accepted where the outcome of one affect or is affected by the other. If such a bet (related contingency) is taken in error, the bet will be cancelled.

3.7 We reserve the right to delay the settlement of an outcome or an event until an official confirmation is published.

3.8 In case of an incorrect settlement of markets, we reserve the right to correct them anytime.

3.9 When a problematic bet, which meet one of the criteria mentioned above (3.6), occurs and/or is identified during live betting or after the event has finished, the bet should not get cashed out. If the cash out bet settlement has been accepted, SI Sportsbook at the Island Resort & Casino reserves the right to reverse cash out or/and cancel bet.

3.10 Sports reasons bet cancellation:

Unless otherwise stated, in the betting offer or in the special rules of each sport

- If a match is not completed or not played (e.g. through disqualification, interruption, withdrawal, changes in draws etc.) all undecided markets are considered void
- The event or tournament is cancelled or declared void.
- Head to Head (H2H) bets: If one or more participants withdraw before they have started the event/tournament.

3.11 In a combo/multi bet, the cancelled event selection is set to odds 1.00 and the overall bet odds is adjusted accordingly. Stakes on single bets are returned and accounts refunded. In parlays the selection is treated as a void / push and, as an example, a 4-team parlay would become a 3-team parlay. In case of technical difficulties for the Operator to cancel a bet, the Operator reserves the right to deduct any invalid winnings from the bet winnings.

3.12 SI Sportsbook at the Island Resort & Casino reserves the right to amend, suspend or remove Cash Out availability at any time on any market or to any customer.

3.13 In the event of an error in the odds, the affected selection/s may not be Cashed Out. If Cash Out has been accepted in error, then the Cash Out transaction will be made void. In case bet is a combo the selection(s) with wrong odds will be settled as void and the remaining parts of the original bet will be settled on the final result.

- 3.14 Where an 'error' results in an incorrect amount being offered that is subsequently Cashed Out, then the Cash Out transaction will be made void and the original bet will be settled on the final result with the correct prices applied to the bet.
- 3.15 If further attempts are made to place bets or cash out on markets that are affected by an error before the error is corrected, then Cashed Out amount and the stakes will be made void.
- 3.16 Customers cannot cancel or change a bet once the bet has been placed and confirmed. The Cashout feature is to be used at the customer discretion when available.
- 3.17 SI Sportsbook at the Island Resort & Casino reserves the right to withhold payment and to declare bets on an event void if we have evidence that the following has occurred: a) the integrity of the event has been called into question or b) match-fixing has taken place. Evidence may be based on the size, volumes or pattern of bets placed with SI Sportsbook at the Island Resort & Casino across any or all our betting channels.
- 3.18 The league's official governing body will be used as resulting source. In the case where official league governing body does not exist and/or statistics of the official league/event governing body are not available and/or there are specific indications or evidence that these statistics are not correct, bets will be settled according to the statistics of our official data providers.

4. Dead-Heat rule

When two or more selections share one of the places SI Sportsbook at the Island Resort & Casino permits the entry of win dead-heat and place dead-heat reductions, which are fractions indicating by how much the returns to the bettor are reduced.

If two, or more, selections finish in the same position, the stake will be divided proportionally. A Dead heat is calculated by dividing the stake proportionally between the number of winners in the event. In a two-way Dead-heat (2 winners), your return will be half of what it could have been. Dead-heat rules are that it is the stake that is halved not the betting odds. In a three-way tie / dead-heat then the stake would be reduced to one third of the original stake. A \$3 bet placed at 2.5 odds would become a \$1 bet placed at 2.5.

When calculating how many places are paid, SI Sportsbook at the Island Resort & Casino counts as many selections as there are places, unless there is a dead heat for the last available place. So, if three places are offered and two selections dead-heat for first, the next-finishing selection takes third place. However, if there are three places and three selections dead-heat for third, SI Sportsbook at the Island Resort & Casino pays out on all five selections finishing in the top three places.

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

Example:

The final positions in golf competition are the following:

1st Position: Player A -20

2nd Position: Player B -18

3rd Position: Player C -16

3rd Position: Player D -16

3rd Position: Player E -16

6th Position: Player F -17

7th Position: Player G -15

8th Position Player H -14

- a) Bet on Player E (each way 1-2-3): 3rd position is shared by 3 players C, D and E so the payment will be $\frac{1}{3}$ stake X each way odds
- b) Bet was placed on Player E (each way 1-2-3-4): 3rd and 4th (not really 4th position since there are 3 players in 3rd position) positions are shared by 3 players. Two positions pay, out of the 3 players who reached those positions: $\frac{2}{3}$ stake X each way odds.

5. Each Way (EW) bets

An Each-Way bet is a bet consisting of two parts: one bet for the selection to Win and one for the selection to Place. For the Win part of the bet the selection must finish first. For the Place part of the bet, the selection must either win or finish in one of the specified top places for the event, such as first place or second place (usually up to 5th position).

Each way bet consists of 2 equal stake bets. For example, a \$100 each way bet means your total stake is \$200; \$100 on the Win, \$100 on the Place = \$200.

The odds on the Place part of the bet are calculated as a fraction of the winning selection odds: $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$.

If selected outcome finishes 1st, both the win and place parts of the bet will return a profit.

If your selected outcome does not win, but finishes within the specified places, then you will receive pay-out on the place terms.

Example:

You bet Dustin Johnson Each-Way for Golf US Masters:

\$100 Each Way at a price of 20/1. Stake = \$200.

The Each-Way terms of the US Masters are 'Top Six places at $\frac{1}{5}$ of the odds'.

Scenario Dustin Johnson wins:

Win: \$100 at 20/1 pays \$2100 ($\$100 \times 20 = \2000 plus your \$100 stake back).

Placed: A fifth of 20/1 is 4/1 (20 divided by 5) so the place part of the bet is paid as \$100 at 4/1 = \$400 ($\$100 \times 4 = \400 plus your \$100 stake back).

Total Returns: WIN plus PLACE = \$2100 plus \$500 = \$2600.

If Dustin Johnson does not win but places, then you just get the place returns of \$500, while the win part of your bet is lost.

6. Maximum Payouts

The maximum winnings classified in the table below:

Results are taken from those published by the official governing body and in the absence of these, for example In-Play, from SI Sportsbook at the Island Resort & Casino feed provider. SI Sportsbook at the Island Resort & Casino recognizes those results achieved on the field. Results awarded by a sport federation without action and results decided by the outcome of disciplinary measures from the sport federation or another court of law over 24 hours after an event has finished are not considered.

Sports	Payable limits
Baseball Basketball Football Hockey Boxing MMA Golf Soccer Tennis	<p>\$250,000 for any question relating to a match (fight or round), to the performance of a team or tennis player or golf player during a season, to the playoffs or to the winning team or winning player of a cup or championship (outright).</p> <p>Other questions: \$50,000 for any question relating to player propositions, to drafts, to managers or coaches (for example relating to the next manager), to the draft lottery, to players transfers, to players exchanges, to the signatures of players and any other question that is not related to the outcome of a match, a league or a tournament.</p>
Cricket Rugby Motor Sports Racing Other sports and non-sporting events	<p>Any Cricket and Motors Sports Racing (F1, Indy, Nascar) events: \$50,000 for any question relating to a match or a race, to the performance of an individual or a team during a season, to the playoffs or to the winning team of a cup or championship (outright).</p> <p>All other sports and non-sporting events: \$30,000 for any question relating to a match, to the performance of a team during a season, to the playoffs or to the winning team of a cup or championship (outright).</p> <p>Other questions on “all other sports and non-sporting events”: \$10,000 for any question relating to players transfers, to disciplinary measures, to questions on managers or coaches (for example the next manager), and any other question that is not related to the outcome of a match, a league or tournament.</p>

7. Accumulators/Parlays/Combo bets

Each Parlay risk limits depends on the limits of each selection of the parlay. The payout is calculated by multiplying the exact odds.

If one or more legs of the parlay are 'no action', cancelled or push, the odds of this selection will be 1.00 and the payout of the accumulator will be recalculated based on the remaining legs.

In case of postponement of a game which is selected in a parlay, it will follow the specific sports Term and Conditions.

SI Sportsbook at the Island Resort & Casino reserves the right to restrict parlays on some events at its sole and absolute discretion.

You may select up to 25 legs in a parlay.

The maximum winnings for parlays are: Kiosk \$10,000, greater than \$10,000 visit cashier.

8. Related Contingencies

A related contingency occurs when part of a transaction affects the outcome of the remainder of the bet. If the same selection is taken to win multiple events there may be special prices applicable for doubles, trebles, multiples etc.

For example:

- a double Manchester United to win the match and Manchester United to win with score 2-1 (after 90 mins). If Manchester win 2-1 then they also win the match
- Tiger Roll to win the Grand National and Tiger Roll to win the Grand National by over 5 lengths is not a legitimate double.

If taken in error, the winnings will be calculated on the selection with the largest price. Furthermore, where the related parts of the bet are at different times, bets will be settled on the selection with the largest price.

9. Cash out

There is no cash out opportunity before market results.

10. Refusal of Bet

SI Sportsbook at the Island Resort & Casino reserves the right to refuse any bet that is submitted to us, without giving a reason.

If we are willing to accept a part of a bet or accept a bet but at different odds or terms, we will always propose a revised bet which you can then decide to accept or decline. There will always be a limited time within which you must make this decision and if you do not respond in time the bet will not be placed.

B) Main markets rules

Bets on "Half / Period / Quarter/ Set/ Game/ Map/ Round etc. " refer to the result achieved in the relevant timeframe. This does not include any other goals/points/runs etc. achieved from other parts of the event. Overtime period is excluded unless otherwise is stated.

1. Money Line /Winner

Predict the winner of the game. The option of a draw is removed, and market is offered with 2 outcomes (Team A vs Team B or Player A vs Player B). Bets on Player or Team to win an event include overtime if played. Bets on a Player or Team to win an Inning, Game, Set, Period, Quarter, Half and Map bets do not include overtime unless otherwise is stated (please check specific sport betting rules).

If the game or relevant timeframe ends in a draw bets will be void and full stake will be refunded (push or no action).

2. Match Result/ 3-way Money line

Predict the winner of the game. 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.

3. 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 void and full stake will be refunded.

4. Spread and Handicap Markets

Predict the winner of the game, applying the given spread (handicap). In handicap betting, a team is awarded a "virtual" goal/points/set/games advantage. This advantage will be added to the official final result for grading purposes.

Depending sport, Spread is applied on points, goals, sets, games. There are 2 major categories of Handicap markets;

- a) 2-way Handicap
- b) 3-way handicap

2-way Handicap market name varies per sport and are the following:

2-way handicap	Sport
Point Spread	American Football, Basketball,
Puck Line	Ice Hockey
Handicap	Aussie Rules, Basketball 3x3, Beach Volleyball, Esports, Soccer, Futsal, Handball, Rugby League, Rugby Union, Snooker, Table Tennis, Tennis, Volleyball etc.
Run Line	Baseball
Asian handicap	Soccer

Examples:

- 1) American Football. (Team A) **+3** vs (Team B) **-3**. We place a bet of 100\$ on Team B to win. Team B must win the game with a margin more than 3 for the bet to win. If Team B wins with exact 3 points bets are considered as void and stakes are refunded. If Team wins or lose game by less than 3 points bets on Team B are lost.
- 2) Basketball: (Team A) **-2.5** vs (Team B) **+2.5**. We place a bet of 100e on Team B **+2.5**. Bets win if Team B wins or lose by 2 points or less. If Team B lose by 3 or more points bet is lost.

Asian handicap: The Asian Line is a special type of handicap used for Soccer matches. Depending on the strength of each team, a handicap is awarded. This enables the odds for each side to be more similar. All bets on the Asian Handicap in live betting (including 1st/2nd half bets/ extra time/ 1st half extra time and 2nd half extra time) are settled according to the score line. Any goals prior to the bet being placed are ignored for settlement purposes.

Matches can be handicapped in ½ and ¼ intervals as to eliminate the possibility of a push since no one can score a half-goal. Quarter (¼) handicaps split the bet between the two closest ½ intervals. For instance, a \$100 bet with a handicap of 1¾ (or 1,75) is the same as betting \$50 at 1½ (or 1,5) and \$50 at 2. With ¼ handicap bets, you can win and draw (win ½ of wager) or lose and draw (lose ½ wager). The ¼-goal handicap may be expressed as " 0,25" or "0 and ½", or as "pk and ½".

The bettor's stake is automatically divided equally and placed as 2 separate bets. This means that with a handicap point of 0-0.5 or 0 and ½, half of your stake is on the 0-point handicap and the other half is on the 0.5 handicap.

Handicap	Team result	Bet result	Handicap	Team result	Bet result
0	Win	Win	0	Win	Win
	Draw	Stake refund		Draw	Stake refund

	Lose	Lose		Lose	Lose
-0.25 or -1/4	Win	Win	+0.25 or +1/4	Win	Win
	Draw	Half lose, Half stake refund		Draw	Half win, Half stake refund
	Lose	Lose		Lose	Lose
-0.5 or -1/2	Win	Win	+0.5 or +1/2	Win	Win
	Draw	Lose		Draw	Win
	Lose	Lose		Lose	Lose
-0.75 or -3/4	Win by 2+	Win	+0.75 or +3/4	Win	Win
	Win by 1	Half win, Half stake refund		Draw	Win
	Draw	Lose		Lose by 1	Half lose, Half stake refund
	Lose	Lose		Lose by 2+	Lose
-1	Win by 2+	Win	+1	Win	Win
	Win by 1	Stake refund		Draw	Win
	Draw	Lose		Lose by 1	Stake refund
	Lose	Lose		Lose by 2+	Lose
-1.25 or -1 1/4	Win by 2+	Win	+1.25 or +1 1/4	Win	Win
	Win by 1	Half lose, Half stake refund		Draw	Win
	Draw	Lose		Lose by 1	Half win, Half stake refund
	Lose	Lose		Lose by 2+	Lose
-1.5 or -1 1/2	Win by 2+	Win	+1.5 or +1 1/2	Win	Win
	Win by 1	Lose		Draw	Win
	Draw	Lose		Lose by 1	Win
	Lose	Lose		Lose by 2+	Lose
-1.75 or -1 3/4	Win by 3+	Win	+1.75 or +1 3/4	Win	Win
	Win by 2	Half win, Half stake refund		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Half lose, Half stake refund
	Lose	Lose		Lose by 3+	Lose
-2	Win by 3+	Win	+2	Win	Win
	Win by 2	Stake refund		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Stake refund
	Lose	Lose		Lose by 3+	Lose
-2.25 or -2 1/4	Win by 3+	Win	+2.25 or +2 1/4	Win	Win
	Win by 2	Half lose, Half stake refund		Draw	Win
	Win by 1	Lose		Lose by 1	Win

	Draw	Lose		Lose by 2	Half win, Half stake refund
	Lose	Lose		Lose by 3+	Lose
-2.5 or -2 1/2	Win by 3+	Win	+2.5 or +2 1/2	Win	Win
	Win by 2	Lose		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Win
	Lose	Lose		Lose by 3+	Lose
-2.75 or -2 3/4	Win by 4+	Win	+2.75 or +2 3/4	Win	Win
	Win by 3	Half win, Half stake refund		Draw	Win
	Win by 2	Lose		Lose by 1	Win
	Win by 1	Lose		Lose by 2	Win
	Draw	Lose		Lose by 3	Half lose, Half stake refund
	Lose			Lose by 4+	Lose
-3	Win by 4+	Win	+3	Win	Win
	Win by 3	Stake refund		Draw	Win
	Win by 2	Lose		Lose by 1	Win
	Win by 1	Lose		Lose by 2	Win
	Draw	Lose		Lose by 3	Stake refund
	Lose	Lose		Lose by 4+	Lose

Example:

Match: Team A vs Team B

Handicap: Team B +1.0, +1.5 (or +1.75)

This handicap states that half of our bet goes on Team A to win, draw, or lose by less than 1 goal; and half on Team B to win, draw, or lose by less than 1.5 goals.

If the final score is Team A 1-0 Team B, half your bet would be refunded due to draw (Team B lost by exactly one goal). The second half would win (Team B lost by less than 1.5 goals).

In a 3-way Handicap, the line is set so that there is also a draw outcome.

Example:

Team A vs Team B.

Team A Handicap (-2): Bet will win if Team A wins the match with a goal difference of three or more.

Tie (-2): Bet will win if Team A with (-2) Handicap wins the match with exactly 2 goals difference.

Team B Handicap (+2) - Bet will win if Team A loses or draws or wins by 1 goal.

Example:

Handicap (-2) - You will win if your team wins the match with a goal difference of three or more.

Tie (-2) - You will win if the team with (-2) Handicap wins the match with exactly 2 goals difference.

Handicap (+2) - You will win if your team loses / draws / wins by 1 goal.

5. Total (Over/Under)

Predict if the points/goals/runs/games etc. scored will be over or under a given number. The market will be settled according to specific T&C of each sport. Total market may refer to whole game or a period of it (e.g. half, quarter, inning, period, interval etc.). Moreover, total market can be offered for a team or player (for instance Home team under/over, Away Team Under/Over, Player A Under/Over etc.). Finally, total may refer to goals, points, sets, games, corners, cards (bookings), booking points, turnovers, touchdowns, field goals, touch downs, sacks, 180s, classified drivers, tries, bases and player props:

Sport	Total Markets Props
Soccer	Shots, Shots on Goal, Passes, Tackles, Yellow cards, Red cards, Goals.
American Football	Passing Yards, Passing TDs, Pass Completions, Carries, Rushing Yards, Receptions, Receiving Yards, Reception Yards, Rushing Attempts, Touchdowns
Basketball	Points, Assists, Total Rebounds, 3pts Field Goals Made, Steals, Blocks.
Baseball	Hits, Home Runs, Walks. Batter: Total Bases, Runs + RBIs Pitcher: Strikeouts (SO), Earned Runs
Aussie Rules	Disposals, Marks, Kicks, Handball

If a game is abandoned, bets will be void unless settlement is already determined. Below you can find a table with 2-way total lines including the Asian lines.

Markets (2 way)			
Line	Goals	Over	Under
0.5	1 or more goals	Win	Lose
	No goal	Lose	Win
0,75	2 or more goals	Win	Lose
	1 goal	Half Win, Half Stake refund	Half lose, Half stake refund
	No goal	Lose	Win
1	2 or more goals	Win	Lose
	1 goal	Stake refund	Stake refund
	No goal	Lose	Win
1,25	2 or more goals	Win	Lose
	1 goal	Half lose, Half stake refund	Half Win, Half Stake refund
	No goal	Lose	Win
1.5	2 or more goals	Win	Lose
	1 goal or no goal	Lose	Win

1,75	3 or more goals	Win	Lose
	2 goals	Half Win, Half Stake refund	Half lose, Half stake refund
	1 goal or no goal	Lose	Win
2	3 or more goals	Win	Lose
	2 goals	Stake refund	Stake refund
	1 goal or no goal	Lose	Win
2,25	3 or more goals	Win	Lose
	2 goals	Half lose, Half stake refund	Half Win, Half Stake refund
	1 goal or no goal	Lose	Win
2.5	3 or more goals	Win	Lose
	2 or less goals	Lose	Win
2,75	4 or more goals	Win	Lose
	3 goals	Half Win, Half Stake refund	Half lose, Half stake refund
	2 or less goals	Lose	Win
3	4 or more goals	Win	Lose
	3 goals	Stake refund	Stake refund
	2 or less goals	Lose	Win
3.25	4 or more goals	Win	Lose
	3 goals	Half lose, Half stake refund	Half Win, Half Stake refund
	2 or less goals	Lose	Win
3.5	4 or more goals	Win	Lose
	3 or less goals	Lose	Win
3,75	5 or more goals	Win	Lose
	4 goals	Half Win, Half Stake refund	Half lose, Half stake refund
	3 or less goals	Lose	Win
4	5 or more goals	Win	Lose
	4 goals	Stake refund	Stake refund
	3 or less goals	Lose	Win

Example 1

Team A vs Team B basketball. Event Total points Over/Under on 203.5 points. We place a bet on over 203.5 points. Our bet will win only when total points score by both teams will be more than 203.5 points.

Example 2

Player A vs Player B Tennis. We bet on 1st set total games over 10.5. Our bet will win if first game finished with at least 11 games played, otherwise bet is lost.

Example 3

Team A vs Team B Handball. We bet on total goals Team A under 30.5. Our bet will win if Team A scores 30 goals or less, otherwise bet is lost.

In a 3-way total, the line is set so that there is also an 3rd outcome (equal or exact).

Example

Team A vs Team B Ice hockey. Event Total has 3 outcomes: over 5 goals, under 5 goals or equal to 5 goals.

6. Double Chance

A Double Chance market allows you to cover two of the three possible outcomes in a game with one bet. The following options are available:

- 1 or X - if the result is either a home win or a draw then bets on this option are winners.
- X or 2 - if the result is either a draw or an away win then bets on this option are winners.
- 1 or 2 - if the result is either a home win or an away win then bets on this option are winners.

7. Winning Margin

Predict the team to win the match and the margin of victory.

Example 1: American Football, Team A vs Team B. If we believe that it will be a close match, but Team A will win, we can select Team A to win by 1-6 points Margin. By this, our bet wins if Team A win by 1 up to 6 points. If Team A wins by 7 points or more our bet will lose.

Example 2: Basketball Team A vs Team B. If we believe that Team A will easily win, we are able to place a bet on Team A to win by 21 or more points. Bet will win only if Team A wins by 21+ points difference.

8. 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. The possible outcomes of this market are the following (Half Time result / Full Time result):

Home Team / Home Team

Home Team / Draw

Home Team / Away Team

Draw / Home Team

Draw / Draw

Draw / Away Team

Away Team / Away Team

Away Team / Draw

Away Team / Home Team

Example 1:

In a soccer event Team A vs Team B, we chose 1/X. Our bet will win if home team will lead in the first half and the match ends in a draw. Extra time and penalty shootouts do not count.

9. 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.

Race to X can be offered for the game or a period of it for instance in a Volleyball game 1st set race to X points or in a basketball game 1st quarter race to 15 points.

In 2-way market, selections are home and away team (or Player 1, Player 2). If a match ends before any team reaches the specific number of points, the market is considered cancelled and stakes are refunded. In 3-way market except home and away there is the none option.

10. 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.

11. Odd/Even

Predict if accumulated goals/points/runs will add up to an odd or even number. When there is a zero score (for example no goals scored on a soccer game), will count as Even for settlement purposes. If a game is abandoned, bets will be void, unless an outcome is already determined. The market will be settled according to specific T&C of each sport.

Example 1:

Baseball Team A vs Team B. We place a bet on Odd. Our bet will win only if the total number of accumulated runs in the game will add up to an odd number.

Example 2: Basketball event Team A vs Team B. We place a bet on Even number of points. Bet will win only if total number of accumulated points in the game will add up to an even number.

12. 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 void.

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.

13. Division betting

In case of a change in the official competition rules, during the competition, bets will be considered as void (for example if the number of teams relegated changes).

For settlement purposes, dead-heat rule will apply in the event of two or more teams tying in the standings. Bets will stand on any team which does not complete all its fixtures. The only exception to this is for South American leagues, where a play-off is played to determine the league winner when teams are tied 1st on points. In this case, we will deem the league winner to be the winner of the subsequent play-off. If a team is removed from the league before the season has started, then all bets on that market will be made void. If a team is removed or excluded during the season, due to any external reasons (for example due to debt) then all bets concerning this team will be cancelled and settled as void.

14. Head-To-Head (H2H) and Triple head (H3H) betting

Predict which one of the teams/competitors in the Head-To-Head gets the best finishing result/position/points. Both participants in a H2H have to start for bets to stand, and at least one of the participants has to finish with an official result. Otherwise, all bets will be void and full stakes will be refunded.

For H3H the same rules apply, only in a H3H there will be 3 competitors/teams available to select.

Season H2H: Predict which team/participant will get the highest final position in a competition. Play-offs are not included unless stated otherwise.

Markets will be settled according to the official standings of the governing body.

15. Correct scores

Predict the score at the end of normal time, unless stated otherwise. Own goals count.

16. In Running bet (Live bet)

When scores are displayed in running, every effort is made to ensure the accuracy of the score and game situation. However, no liability is accepted for incorrect information displayed.

C) Sports rules

1. American Football

General Rules

- Fulltime event markets include overtime scoring unless otherwise stated.
- Bets on halves and quarters do not include overtime with exception
 - the 2nd Half markets for USA Competitions
 - markets where including overtime is stated.
- All games must start on the scheduled date (local stadium time) for bets to have action.
- In case of any delay (rain, darkness etc.) all markets remain unsettled and the trading will be continued as soon as the match continues.
- USA Competitions. NFL: If a match is postponed or incomplete, all bets will stand if the game is subsequently resumed or played within the same scheduling week of the NFL schedule (Thursday – Wednesday local stadium time) as the originally scheduled start time. All bets placed on games which are postponed and commence outside their originally designated scheduling week will be void, and stakes will be refunded. **NCAAF and other:** Abandoned or postponed matches are void if the event is not played on the day of the scheduled time (Local stadium time). Non-USA Competitions: All markets on a postponed match will be treated as void if the event if the event is not played on the day of the scheduled time (local stadium time).
- USA Competitions: Games must go at least 55 minutes of play for bets to have ‘action’. If a game is suspended before 55 complete minutes are played, all bets on the outcome of the game are refunded unless otherwise stated, except for bets on any markets that have been unconditionally determined. Non-USA Competitions: Markets are resulted at the end of regular time. If the match is abandoned before the completion of regular time, then markets will be resulted as void except for bets on any markets that have been unconditionally determined.
- In the event of a college football game being amended to 10 min Quarters in the 2nd half, Bets will be void unless determined by the operator to be paid in the best interest of the customer.
- All settlements are based on TV insert, results and statistics provided by the relevant league’s governing body:
 - www.nfl.com
 - www.cfl.ca
 - www.ncaa.com
 - www.arenafootball.com

- If the teams are displayed incorrectly, we reserve the right to void betting.
- Bets on halves and quarters stand only if period is completed, unless market result has been already been decided.
- If a match venue is changed bets based on the original wrong listing will be void.

Sports Rules (USA Competitions)

Overview of specific markets

1st Half: All 1st Half markets (Moneyline, Spread, Total, Total Team Points, Total Odd/Even and Total Team Odd/Even) will be settled according to the result of the first half only. If the game is abandoned before half time, all 1st half bets will be void. If a game is abandoned during the second half, then all first half bets are still valid.

2nd Half: All 2nd Half markets (Moneyline, Spread, Total, Total Team Points, Total Odd/Even and Total Team Odd/Even) will be settled according to the result of the second half including overtime if played. If the game is abandoned bets will be void. An exception is made if there are 5 or less minutes of scheduled playing time remaining. In this case bets will be settled according to the result at the time of abandonment.

1st / 2nd / 3rd / 4th Quarter: All Quarter markets (Moneyline, Spread, Total, Total Team Points, Total Odd/Even and Total Team Odd/Even, Margin of Victory) will be settled according to the result of the relevant quarter. Bets settled on the quarters result only. If the entire game is not completed, wagers on quarters will have action in case the relevant period was completed. The 4th quarter result includes overtime (unless otherwise stated). Quarters must be finished for bets on them to be settled. If the game is abandoned during the scheduled playing time, bets placed in-play (Live) and pre-game on the following quarters will be void.

1st Offensive Play Yard Line: The result is determined by where the first offensive play from scrimmage takes place. In the event of the kick off being returned for a touchdown bets stand for the following kick off. In the event of a turnover the result is determined on where the 1st offensive play takes place from with respect to the receiving team's yard line.

1st Turnover and 1st Team to Commit a Turnover: For results purposes, only an Interception or a Fumble counts. A punt or Turnover on Downs does not qualify as a turnover for settlement purposes. In the event of an abandoned game, stakes are returned, unless a turnover has already taken place.

1st Offensive Play: In the event of a false start penalty on the 1st offensive play, bets stand for the next offensive play that takes place without a false start penalty.

1st/Last Team to score and 1st Touchdown Scorer: In the event of an abandoned game, bets stand on scores that have taken place already, Overtime counts for these markets. 1st Touchdown Scorers are all in play or not, Touchdown scorers are offered with the option of "others on request". Only when a player is listed on NFL.com as "Inactive" for that game will the selection be voided.

Individual Player Props: Wagering is available on the performance of named players in a variety of categories e.g. Total Passing Yards, Total Rushing Yards, Total Receiving Yards. Players must participate in

at least one snap or special teams play in order to be considered action. If a player does not see time on the field, they will be void. Push rules apply.

Method of First/Second/Third/Fourth... score: Possible selections are Touchdown, Field Goal or Any Other scoring approved by the rules of the game (e.g. Safety).

Highest Scoring Half / Quarter: Highest Half/Quarter bets include overtime. Push rules apply.

Race to 10 / 25 / 45 or 'X' Points: Predict which team will be the first to score the specified number of points in the game. If the game is abandoned or finishes before the specified number of points are scored by any team, bets will be void.

First scoring play (by team or in game): Predict the method of the first scoring play of the game (or by Team A).

Last scoring play (by team or in game): Predict the method of the last scoring play of the game (or by Team A).

To win/lose coinflip and win/lose game: Predict if Team A will win (or lose) coinflip and win (or lose) game. Ex: Team A to win coinflip/lose game, Team A to win coinflip/win game.

Shortest touchdown - O/U yards: If no TD is scored, bet is void.

Longest field goal - O/U yards: If no FG is scored, bet is void.

Shortest field goal - O/U yards: If no FG is scored, bet is void.

Time of first TD - O/U Minute: If no TD is scored, bet is void.

Time of first FG - O/U Minute: If no FG is scored, bet is void.

Team to convert longest field goal: If no FG is scored, bet is void.

Team to score in all 4 quarters: 4th Q does not include OT.

Team to win every quarter/half: 2nd Half includes OT. 4th Q does not include OT.

Team to lead after every quarter: 4th Q does not include OT.

Longest touchdown - O/U yards: If no TD is scored, bet is void.

Time of first score - O/U Minute: If there is no score, bet is void.

Any team to score over X points: Either team can score over the given number of points for bet to win.

X Straight scores by either team - Yes/No: PAT (extra point or 2pt conversion) does not count.

Defensive/Special teams TD scored - Yes/No: Defensive conversions on a 2pt attempt do not count.

Will there be a scoreless quarter - Yes/No: 4th Q does not include OT.

Team to get most first downs: Statistics provided by the website of the league's governing body will be used to settle this wager.

Largest lead by either team - O/U points: At any point in the game - will the largest lead be over/under the given number?

Total first downs (by either team or total in game): Kick-off return for TD does not count as a "first drive."

First touchdown will be O/U 'X' yards: If no TD is scored, bet is void.

Team to score first/last wins? Will the team who scored first/last win the game?

Will first score of game be touchdown - Yes/No: If there is no score, bet is void.

Will both teams score over 'X' points - Yes/No: Both teams need to score over the given number of points for yes to win.

Will both teams convert over 'X' FGs - Yes/No: Both teams need to convert more than the given number of FGs for yes to win.

Will both teams score over 'X' TDs - Yes/No: Both teams need to score more than the given number of TDs for yes to win.

Any combination of multiple players to get over 'X' passing/rushing/receiving yards/TDs (or receptions/completions/carries): Bets are action if player(s) included in wager play one down.

Will there be a safety in the game/week? - Yes/No: All safeties count (including if it happens by penalty).

Halftime/Fulltime (Double Result): Predict the result of a match at halftime and fulltime. Example: If you choose 1/2, you bet on the home team to lead in the first half and the away team to win the game. Bets on Halftime/Fulltime exclude overtime.

Futures / Tournament Props:

Winner / Outright [Futures]: Bets will be settled according to the final league position including Play offs and according to the official site of the event.

Regular Season Wins: NFL Regular Season Wins markets do not include playoff or other postseason games. Win totals include only the 16 games in the regular season schedule. NCAAF Regular Season Wins markets do not include playoff, conference championship, bowl games, or other postseason games. Win totals include only the 12 games in the regular season schedule.

NFL - To Win Division: NFL tiebreak rules apply.

NFL - To Win Conference: The teams that play in the Super Bowl will be deemed the winners of their respective Conferences.

NCAAF – To win the National Championship: A wager on the team to win the College Football Playoff National Championship Trophy.

Betting In-Play (Live Betting): Prices quoted are for the whole game inclusive of any overtime played. As the markets are in play, we reserve the right to close the market at any time. For betting in play purposes the above rules apply unless stated otherwise.

Teasers:

Teasers / Super Teasers / Monster Teasers allow adjustment of points spread and game totals on two or more teams.

Two-team teasers: A push in a two-team teaser, without a loss, will be considered “no action” and the stake will be refunded.

A fixed number of points are bought on all selections in the teaser. The number of teams selected, and the number of points selected determine the pay-out odds. Settlement will be made according to the statistics provided by the official site of the competition in which the game is played.

- 6-point Teasers: Two teams = -120, Three teams = +160, Four teams = +260, Five teams = +400, Six teams = +600
- 6.5-point Teasers: Two teams = -130, Three teams = +150, Four teams = +230, Five teams = +350, Six teams = +500
- 7-point Teasers: Two teams = -140, Three teams = +130, Four teams = +200, Five teams = +320, Six teams = +450
- 10-point Teasers: (Super) Three teams = -120 (push voids wager)
- 13-point Teasers: (Monster) Four teams = -140 (push voids wager)

2. Athletics

General Rules

- All listed participants need to compete. If one or more of the quoted athletes is declared a non-runner then the entire market will be void. Participants awarded gold, silver and bronze medals at the medal ceremony will be deemed 1st, 2nd and 3rd respectively for betting purposes.
- Abandoned, interrupted or postponed matches/events are void unless rearranged and played before the end or closing ceremony of the tournament.

- Tournaments must start and complete within thirty (30) days of the initial scheduled date for bets to have action.

Head to Head

On head to head (H2H) best finishing position proposition bets, both quoted participants must compete (have a valid start) for bets to stand. If any, or both participants do not compete, selections will be resulted as void (push). The resulting criteria are the following:

- a. The athlete who advances to latest round of the competition will be settled as the winner of the matchup (e.g. Athlete A reaches final heat and Athlete B is eliminated in the Semi Final heat thus he does not reach the Final heat. Athlete A will be the winner of the matchup).
- b. If both athletes are disqualified in the same round but they compete in:
 - i. same race: the athlete with the better time of finishing will be settled as the winner of the matchup
 - ii. different race: wagers will be settled as no action (void)
- c. The quoted athletes of the matchup qualify to the Final heat: The best finishing position will be decided by the order of finish in the Final.

Group Betting (Outrights)

If two or more participants finish at the same place, then this is treated as a Dead heat. Bets on athletes who do not compete are settled as lost.

If a participant or team is disqualified or retires from any event, bets placed on this market will stand. We reserve the right to void any bets on any outright markets (including but not limited to outright winner, top 3 finish etc.) if any of the top 3 favorite teams/participants withdraws before the start of the competition.

Podium

This market is resulted at the end of any specified event. If the event is abandoned before completion, then the market will be resulted provided that the official result is declared. If the event is abandoned and no official result is declared, then all the selections are resulted as void.

Medals

- Team-medals: Any medals won by a team/nation per competition count as one medal regardless of the number of team members.
- Most Medals outright betting: if two or more countries finish with an equal number of Total Medals, then the number of gold, then silver and then bronze medals won, will be used to determine the winner.
- Most Gold medals: If two or more countries finish with an equal number of gold medals, the number of silver medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.

- Most Silver medals: If two or more countries finish with an equal number of silver medals, the number of gold medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.
- Most Bronze medals: If two or more countries finish with an equal number of bronze medals, the number of gold medals will be used to determine the winner. If the number of medals is still equal, the number of silver medals will decide
- Most medals, Most Gold medals, Total number of medals o/u, Total number of gold medals u/o, Outright markets: If all scheduled medal events are not completed before the closing ceremony of the games, bets placed on related markets will be void. Markets will be settled as normal if already determined, including those that would already be determined had the event reached its natural conclusion. Undetermined markets will be made void. Examples:
 - Most medals market: Tournament finished without one scheduled medal event. At the time of closing ceremony, United States had 22 medals and the 2nd country was Sweden with 20 medals. Bets on United States will be settled as winning and all other outcomes as lost.
 - Norway under/over 37.5 medals. Tournament got abandoned with Norway having 38 medals a closing ceremony. Bets on over 37.5 are settled as winners and bets on under 37.5 as losers.
 - Canada under/over 27.5 medals. Canada had 27 medals at closing ceremony and 2 medal events were remaining with Canada participating on one or both events. All bets are void.

3. Aussie Rules (Australian Rules)

General Rules

- All game markets are based on the result at the end of 80 minutes play. This includes any added injury or stoppage time. All markets exclude overtime (extra time) unless otherwise stated.
- If the match is abandoned or interrupted before the completion of the regular time, then match markets of which result is undecided such as handicap, match result, odd/even, half time/full time, highest scoring half etc. will be resulted as void. The markets of which the result has already been determined, will be resulted accordingly.
- All undecided markets on a postponed, interrupted, and suspended match will be treated as void if the event has been moved to more than 24 hours in the future. However, if it is less than 24 hours the start-time of the event all open bets will be settled with the final result.
- If the venue of a match is changed from the one advertised, all bets on that match will be voided.

Match result

If the match ends in a draw, and draw outcome is not offered, then we will void (push) the market.

Race to X Points

In-Play Point Betting is offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.

Player Markets

All player selections will be considered active if a player takes to the field of play as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the field of play during a match, selections specific to that player will be void. For instance, a selection on a certain player to kick a goal in the second half would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the field during the second half. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or interchange/emergencies) and never took the field, the selection and therefore bet would be void.

4. Badminton

General Rules

- All markets on a postponed or interrupted match will be treated as void if the event has been moved to more than 48 hours in the future.
- All bets on the match will be void:
 - a) If the match is starting but not being completed for any reason (e.g., withdrawal of a player),
 - b) If the match is played under a specific time limit ruling and not completed as a result
 - c) In the event of the statutory number of games being changed or this number is different from those offered for betting purposes.
 - d) If there is a change in any of the named players of the event
 - e) Walkover

Exceptions to the previous rule are the following:

- a) Specific market outcome is already determined,
- b) Bets on a Team match, if one or more individual matches are settled by walkover,
- c) Bets on a Team match, if a player is changed in a singles or doubles match,

In all three options mentioned above, bets stand on the outcomes selected and are settled accordingly.

- Outright Betting is all-in compete or not.
- Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.
- For all markets, where a Setting Option is implemented in the form of point-based tie-break/decider, this will be counted as one point for settlement purposes.
- In the event of the quoted Set, Game or Point not being played, due to the game or match ending, all bets on that Set/Game/Point will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.

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

5. Bandy

General Rules

- All markets on a postponed match will be treated as void if the event is not played on scheduled date.
- Unless otherwise stated, all wagers do not include overtime.
- If the match is abandoned or interrupted before the completion of the regular time, and does not complete on same day, then match markets will be resulted as void. The markets of which the result has already been determined, will be resulted accordingly.
- If the format of a game is changed from 2 x 45 minutes to 3 x 30 minutes, then bets will stand except all bets which refer to first or second half which will be void.

Outrights/Futures: All future changes which may occur on for whatever reason, do not affect the settlement of the markets (relegation, promotion, to win, to progress etc.).

6. Baseball

General Rules

- All games must start on the scheduled date (local time) for bets to have action. If a game does not start on the scheduled start date, then all bets will be void. If a match is suspended or interrupted or cancelled and won't be continued on the same day, all undecided markets are considered void except for bets on any markets that have been unconditionally determined.
 - Extra innings if played will count in the result, unless otherwise stated.
 - **Side Betting**: Winners and losers for betting are official after five innings of play (or 4½ innings if the home team is leading). If a game is 'called' or suspended, the winner is determined by the score after the last full inning (unless the home team score 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 suspended). Stakes will be refunded if the home team ties the game and it is then suspended.
 - **Total and Run Line Betting**: When betting on Total Runs (over/under) or Run Lines the game must go to 9 innings (8½ if the home team is ahead) to have 'action' (unless the total is already over then all bets stand).
- If an event venue is changed to a reversed match, all wagers on the event will have 'no action'.
- If an event is nominated as a 7-inning game and later changes to 9 innings and vice versa, Bets are void unless the odds are deemed correct at the time of placement.

- Bets on “half” (4.5 innings) and innings stand only if period is completed unless market result has been already been decided. For example, bets on 3rd inning winner will be settled only when 3rd inning has been completed.
- For 7 innings games the game must go at least 7 full innings (or 6½ innings if the home team is ahead) for bets on Over / Under or Run line to have action unless specified otherwise.
- In the case of a suspended MLB Playoff game, or College Baseball Tournament game, all wagers have action and will be graded after the completion of the game.
- If a game includes pitcher names, then both listed pitchers must start the game for the bet to have action. If the game does not include pitcher names, then all bets have action regardless of who starts the game.
- All settlements are based on results and statistics provided by the relevant league’s governing body.
 - www.mlb.com
 - www.milb.com
 - www.ncaa.com
- In contradiction to the rule in the general provisions, when a baseball game is suspended and not continued from the moment of suspension and completed within the next calendar day, then the final result will be considered the result at the time of suspension in the following circumstances:
 - When the game has been suspended at the bottom of the 8th inning (8.5 innings played) with the home team ahead in runs
 - Mercy rule: When the “Mercy Rule” is applied and the game is suspended before completion. The “Mercy Rule” refers to one team having a very large and presumably insurmountable lead over the other team. Games will have all bets settled based upon the official final score at the time of mercy rules invocation.
- Double header games: Every effort is made to distinguish Game 1 from Game 2 clarified as G1 and G2.
- In the event of games being played “in a bubble” the nominated home team per the original schedule will be determined as such, should the batting order change other than the usual home team batting 2nd, bets are void.

Overview of Specific Markets

Run Line: Win / loss is determined by the number of runs accumulated by both teams and then comparing with the run line given before the game start:

Run line -1.5: You win if your team wins the game with a winning run difference of two or more.

Run line +1.5: You win if your team wins or loses within exactly a one run difference.

First 3/5/7 Innings Result: Bets will be settled on the result after the first 3/5/7 innings of a game have been completed.

First 3/5/7 Innings Run Line: Bets will be settled on the result after the first 3/5/7 innings of a game have been completed.

First 3/5/7 Innings Totals: Bets will be settled based on the score after 3/5/7 full innings unless the result is already determined.

Winning Margin: Predict the team to win the match and the margin of victory. Overtime is included (if played).

Odd/Even Total Match Runs: This is based on the result of both teams score inclusive of extra innings if played. Home and Away scores are added together and the result of the total being odd or even is used for settlement purposes.

1st Pitch of each inning: In the 1st pitch of each inning market, all bets are void when any of the following occur as the first pitch for each inning: Hit, Out, Home Run, Fouled Out, Error, or Balk.

Innings Total Runs: The total number of runs scored by each team in the respective inning determines the result for settlement purposes.

1st To 3 Runs: Predict which team will be the first to score 3 runs. If neither team score 3 runs the winner will be the “neither” option.

First / Last Home Run: First / Last home run means betting on which team will score the first / last home run. If a game is finished without any home run being scored, then all wagers on First / Last home run will be void. If a game is abandoned after a home run is scored, then all bets on First home run will stand, while bets on Last home run will be void. If a game is abandoned without any home run being scored then all wagers on first / last home run will be void.

Total Team Runs: Win / loss is determined by the total number of runs accumulated by a named team. The game must go at least 9 full innings (or 8½ innings if the home team is ahead or 6.5 innings rule for 7 innings games) for bets to have action.

1st Inning Winner (pre-game) and 1-9 inning Money Line 3-way (live)
Predict the winner at the end of the first inning. Bets can be made by either selecting a Home Win, a Draw or an Away Win.

1st Inning Run Line (pre-game) and 1-9 inning line-handicap (live)
Bet type to predict the winner at the end of the first inning which includes pre-set advantage.

1st inning Over/Under (pre-game) and 1-9 inning line-totals (live)
Predict the number of total runs accumulated by both teams at the end of the 1st inning / quoted inning(s).

Team with highest inning: Which team will score most runs in an inning. Dead heat rules apply.

Total 3/5/7 Innings: Predict the number of total runs accumulated by both teams after 3/5/7 innings.

3-Way Run Line and 3-Way Handicap: Predict the winner with pre-set run advantage. There are three possible outcomes that include the pre-set run advantage – Home win, Draw and Away Win.

1st inning Odd/Even: Predict if the total runs accumulated by both teams will be odd or even.

Total Team Odd / Even: Predict if the number of runs accumulated by the relevant team will be odd or even.

Double Result: Half-time / Full-time: Predict the result of a match after the First 5 innings and at the end of the game (Extra Innings count). If a game is abandoned, bets will be void. If the result after the extra innings is draw, bets will be void.

Grand Salami: The total number of runs in all the respective day's matches. In the event of a game not being played or not being deemed a result then all bets are void for this market. Extra Innings apply in all games for this market.

Series Betting: All games scheduled between both teams must take place. In the event of a postponed or rained out game then all bets are void. This is not dependent on listed pitcher. Extra Innings apply in all circumstances.

Exhibition/Pre-Season Baseball: Winners and losers for betting are official after five innings of play (or 4 ½ innings if the home team is leading). If a game is 'called' or suspended, the winner is determined by the score after the last full inning (unless the home team score 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 suspended). Stakes will be refunded if the home team ties the game and it is then suspended. The team batting last, are listed as the home team for betting purposes irrespective of the games played at neutral venues.

Individual Player Props: Players in player proposition bets must be in starting lineup and start for player propositions to have action. Wagers on specific player performance or match wagers will be deemed official once at least one of them have left the game, with both having taken some part in the game to that point, regardless of the conclusion of the game.

Futures/Tournament Props

MLB - To Win Division: MLB tiebreak rules apply.

MLB - To Win League: The teams that play in the World Series will be deemed the winners of their respective League pennants.

MLB - Series Betting: Bets are void if the statutory minimum number of games (as defined by MLB) are not completed or are changed.

Regular Season Wins / Match-Ups: Team(s) listed on wager must complete no more than one of scheduled regular season games (using schedule from Opening Day) for bets to have action. For example, a 60 game season – Minimum 59 games need to be played. 162 game regular season, 161 games must be played. Play-in games do not count towards the regular season win total.

MLB Regular Season Wins markets do not include playoff or other postseason games. Win totals include only games in the regular season schedule (using schedule from Opening Day).

Regular Season Specials / Stats: 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. All bets stand regardless of team relocation or team name change. The official site of the governing

organization will be used for settlement purposes and any subsequent amendments to the results will not affect bets.

Betting In-Play (Live Betting): All bets are inclusive of extra innings if played. All Markets are subject to their respective pre match rules for purposes of in running. All games must start on the scheduled date for bets to have action.

7. Basketball

General Rules

- All game markets include overtime unless otherwise stated. Quarters and Halftime time markets do not include overtime unless otherwise is stated. Exception is for NBA, NCAA and WNBA where 2nd half markets include points scored during Overtime periods (unless otherwise stated).
- NBA, NCAA, WNBA: All games must start on the scheduled date for bets to have action. If a game is suspended and completed on a subsequent day, then all undecided bets will be considered void (unless otherwise stated in these rules). All other competitions: All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. If a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are considered void
- USA Competitions: At least 43 minutes of play must elapse for NBA bets to have action. At least 35 minutes of play must have elapsed for NCAA, WNBA Basketball bets to have action. If a game is suspended before mentioned above complete minutes are played, all bets on the outcome of the game are refunded unless otherwise stated, except for bets on any markets that have been unconditionally determined. Other Competitions: Markets are resulted at the end of regular time. If the match is abandoned before the completion of regular time, then markets will be resulted as void except for bets on any markets that have been unconditionally determined.
- For betting purposes in games involving North American Teams, the winner of a game will be determined by the official result at the end of the game after regular time and any period of over time played.
- Bets on halves and quarters stand only if period is completed, unless market result has been already been decided.
- All settlements are based on results and statistics provided by the relevant league's governing body for example;
 - www.nba.com
 - www.ncaa.com
 - www.wnba.com
 - <https://www.fiba.basketball/>
 - <https://www.euroleague.net/>
- If an event venue is changed all wagers on the event will be voided.
- In the event of games being played "in a bubble" the nominated home team per the original schedule will be determined as such.
- If a match finishes in a tie and overtime isn't played, Match winner (2 way) will be settled as a push.

Who Will Win the Tipoff: The team who receives possession of the ball first following the jump ball tipoff is deemed the winner. In the event of a false start the team awarded possession first are winners.

Winning Margin (Match / Half / Quarter): Predict the winning team and exactly by how many points this team will win by choosing from given options.

Overtime: Predict whether the game will go into overtime or not. If the game is abandoned bets will be void unless overtime has already started. If overtime is played, while the regulation time result was not tied, all bets will be void.

Individual Player Game Props: Wagering is available on the performance of named players in a variety of categories e.g. Total Points, Rebounds, Assists, Blocked Shots, Steals, Free Throws. 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.

Where wagering is offered on a player to record a Double/Double: the player must record 10 or more in two of the following five statistical categories: Total Points, Rebounds, Assists, Blocked Shots, Steals.

Where wagering is offered on a player to record a Triple/Double: the player must record 10 or more in three of the following five statistical categories: Total Points, Rebounds, Assists, Blocked Shots, Steals.

Player Match Ups: Individual players' performances are matched for betting purposes in a player match up. Handicaps may be used and are applied to each player's actual score to determine the result. Push rules apply.

1st Player to Score: Bets taken on 1st player to score will be void if that player does not start the game or if he comes on after the first point is scored. Players not quoted are offered on request.

Futures/Tournament Props:

- NBA - Regular Season Wins/Match Ups: Teams must complete at least 81 regular season games for bets to stand - provided the remaining games during the course of the season not played do not affect the result.
- NBA - To Win Division: Tie-break rules apply.
- NBA - To Win Conference: The team that progresses to the NBA Championship will be deemed the winner of their respective Conference.
- NBA - Series Betting: Bets are void if the statutory minimum number of games (as defined by the NBA) are not completed or are changed.

Where a Point Spread (handicap) or Total Points "Tie" price is offered the push rule does not apply.

Live Betting: All Markets are subject to their respective pre-game rules for purposes of in running.

Moneyline: Predict the winner of the game. Bets include overtime if played. If the game ends in a draw, 2-Way bets on Money Line will be void (push).

Spread: Predict the winner of the game, applying the given spread (handicap) to the score.

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

1st Half: All 1st Half markets (Money Line, Spread, Over/Under, Total Team Points, Total Odd/Even and Total Team Odd/Even) will be settled according to the result of the first half only. NBA, NCAA, WNBA: If the game is abandoned before half time, all 1st half bets will be void. If a game is abandoned during the second half, then all first half bets are still valid. Other Competitions: If the match is abandoned before the completion of 1st Half, then markets will be resulted as void except for bets on any markets that have been unconditionally determined.

2nd Half: NBA, NCAA, WNBA: All 2nd Half markets (Money Line, Spread, Over/Under, Total Team Points, Total Odd/Even and Total Team Odd/Even) will be settled according to the result of the second half including overtime if played (unless otherwise is stated). If the game is abandoned bets will be void. An exception is made if there are 5 or less minutes of scheduled playing time remaining. In this case bets will be settled according to the result at the time of abandonment. Other Competitions: Overtime is not included unless otherwise is stated. If the match is abandoned before the completion of 2nd Half, then markets will be resulted as void except for bets on any markets that have been unconditionally determined.

1st / 2nd / 3rd / 4th Quarter: All Quarter markets (Money Line, Spread, Over/Under, Total Team Points, Total Odd/Even and Total Team Odd/Even, Margin of Victory) will be settled according to the result of the relevant quarter. NBA, NCAA, WNBA: Quarters must be finished for bets on them to be settled. If the game is abandoned during the scheduled playing time, bets placed in-play (Live) and pre-game on the following quarters will be void. Other Competitions: If the match is abandoned before the completion of relevant quarter, then markets will be resulted as void except for bets on any markets that have been unconditionally determined.

1st Half 3 Way Money line: In a 3W Money line, the line is set so that there can also be a draw outcome, giving you 3 potential bets. 1st Half 3 W Money Line, which is settled according to the result of 1st half only.

Total Team Points: Predict if a certain team will score more, or less points, than a given number of points.

Total Odd / Even: Predict if the points scored by both teams will add up to an odd or an even number.

Team Total Odd / Even: Predict if the points scored by a certain team will add up to an odd or an even number.

Winning Margin / Margin of Victory: Predict the winning team and exactly by how many points this team will win by choosing from given options.

Half-time / Full-time (Double Result): NBA, NCAA, WNBA: Predict the result of the game at half time and at the end of the game, including overtime if played. If a game is abandoned or for some reason ends in a draw and no overtime is played, bets will be void. Other Competitions: Predict the result of the game at half time and at the end of the game. Market does not include overtime, unless draw outcome is not offered.

Highest Scoring Half / Quarter / Period: Predict in which period the most points will be scored. This bet type includes overtime if played. If a game is abandoned, bets will be void. Push rules apply.

Race to (12 / 25 / 45) points: Predict which team will be the first to reach 12 / 25 / 45 points. If the game is abandoned before any team reaches the quoted number of points, bets will be void.

Winner / Outright [Futures]: Bets will be settled according to the final league position including Playoffs and according to the official site of the event.

NBA Player (Season) Props:

NBA Highest Season Average Points / Assists / Rebounds

Player must appear in at least one game for bet to have action.

Teasers:

Teasers / Super Teasers / Monster Teasers allow adjustment of points spread and game totals on two or more teams.

Two-team teasers: A push in a two-team teaser, without a loss, will be considered "no action" and the stake will be refunded.

A fixed number of points are bought on all selections in the teaser. The number of teams selected, and the number of points selected determine the pay-out odds:

4-point Teasers: Two teams = -110, Three teams = +170, Four teams = +290, Five teams = +450, Six teams = +650

4.5-point Teasers: Two teams = -120, Three teams = +150, Four teams = +240, Five teams = +400, Six teams = +550

5-point Teasers: Two teams = -130, Three teams = +130, Four teams = +190, Five teams = +350, Six teams = +450

8-point Teasers: (Super) Three teams = -120 (push voids wager)

10-point Teasers: (Monster) Four teams = -120 (push voids wager)

All selections must be successful for the bet to win.

If a selection in the teaser is a push, the teaser will drop to the next lower level, in case a lower level is offered for that teaser unless specified above.

When placing a bet on a super/monster teaser a push will result in a void bet.

Teaser bets will only be allowed on pre-game events and for selected leagues (NBA, NCAAB, WNBA).

8. Beach Soccer

General Rules

- All markets on an interrupted or postponed match will be treated as void if the event has been moved to more than 48 hours in the future.
- If a match is abandoned or interrupted all bets on undecided markets are void unless the result of a market has already been established.
- All markets are considered for regular time only unless otherwise mentioned.
- Change of match venue:
 - If the home and away team are reversed (match is played at the away team's ground) then bets will be void and full stakes will be refunded.
 - If venue changes to other than to the away team's ground but the home team is still designated as such, bets will have action and get resulted after end of match.

Neutral venue: Whether indicated on our site or not, bets will stand regardless of which team is listed as the home team.

9. Beach Volleyball

General Rules

- All markets on an interrupted or postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open.
- In case of a retirement or disqualification of any team all undecided bets are considered void.
- If a match is abandoned all bets are void unless the result of a market has already been established.
- Official points deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.
- If any of the named players in a match change before the match starts, all bets void.
- Bets are settled on the official standings and match results. Any subsequent enquiries will not affect bets. Official points deductions will be considered for all undetermined markets and will not affect already determined bets.
- Golden set is not considered in any of the mentioned markets.

10. Boxing and MMA

General Rules

- When the bell is sounded for the beginning of first round, the fight is considered to have officially started.
- If a fight does not take place and is declared as "no contest" all bets will be void and full stakes will get refunded. Bets on markets where the outcome has already been determined will stand and get resulted accordingly.

- Boxing events must start and complete within thirty (30) days and MMA events within seven (7) days of the initial scheduled date for bets to have action.
- If either fighter is replaced with another fighter all bets will be void and full stakes are refunded.
- If a fighter fails to “answer the bell” for the next round, then his opponent will be deemed to have won in the previous round.
- If the number of scheduled rounds in a fight is changed:
 - Bets on Fight winner and Fight result stand.
 - All other markets such as: Method of Victory, Exact round of ending, Winner and exact rounds, winner and round range, Will the Fight go the distance will be resulted as void.
- Settlement of bets is based on the official result announced in the ring. Settlement of bet is not affected if an official or unofficial sanctioning body overturns a fight decision based on appeal, drug testing result, lawsuit, suspension or any other fighter sanction. For all competitions, an exception is made if the amendment was made due to human error when announcing the result.

Fight Winner / Fight result: If the outcomes of the market include only the two fighters and the fight ends in a draw, bets on either fighter will be refunded. If the draw is offered as a third option and the match ends in a draw, bets on the draw will be paid as winner, while bets on both fighters will be lost.

Total Rounds Over/Under (total). It refers to the total number of completed rounds. The halfway point of a round is at exactly one minute and thirty seconds into a three-minute round; for up to 1 minute and 29 seconds play of a round, the result is determined as ‘under’. From 1 minutes and 30 seconds and after the result is determined as ‘over’. For 5 minutes round, the half round point is 2 minutes and 30 seconds. For 2 minutes round, the half round point is 60 seconds.

How long will the fight last.

Minutes: This market is offered in increments of 1 minute, starting from 0.5 (i.e. over/under 0.5, 1.5, 2.5 minutes, etc). Where a fight ends with the official clock showing exactly 30 seconds past a minute (e.g. 0:30, 1:30, 2:30), it will be deemed a completed half-minute for the purposes of this market, and the fight considered to have progressed to the next half-minute. For example, where a fight ends at exactly 3:30 in the first round, a selection on the fight lasting over 3.5 minutes will be settled as a winner, and a selection on under 3.5 minutes will be a loser.

Fight to Go the Distance

A fighter goes the distance when he/she fights through all the scheduled rounds.

Method of Victory

Method of Victory (MMA)

- Fighter 1 or Fighter 2 by KO or TKO. is when the fighter is deemed to have lost consciousness as a result of legal strikes. Technical Knockout (TKO) includes when the referee steps in to stop the fight because he judges that the fighter is no-longer able to actively defend themselves or the fighter cannot safely continue the match for any reason.
- Fighter 1 or Fighter 2 by Decision. Decision is on scorecard points between the judges.
- Fighter 1 or Fighter 2 by Submission

- Draw. Draw is scorecard draw.

Method of Victory (Boxing)

- Fighter 1 or Fighter 2 by KO or TKO. Knockout (KO) is when the boxer fails to stand up after a 10 count. Technical Knockout (TKO) is the 3 knockdown rule or if the referee steps in; TKO is declared when the referee decides, during a round, that a fighter cannot safely continue the match for any reason.
- Fighter 1 or Fighter 2 by Decision. Decision is on scorecard points between the judges.
- Draw: Draw is scorecard draw.

11. Bowls

General Rules

- All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open.
- In case of a retirement and walk over of any player all undecided bets are considered void.
- If a match is abandoned all bets are void unless the result of a market has already been established.

12. Cricket

General Rules

- Unless otherwise stated, Super-Overs will not be accounted for the purposes of the determination of the results.
- 5-run penalties are not considered in any over or delivery market (markets for multiple overs are not considered for this rule).
- All predictions on postponed or suspended matches are void if the event is rescheduled more than 48 hours from the scheduled date (local time), except for predictions on any markets that have been settled.
- If an event is affected by external factors (such as bad weather) and is not declared as a 'no result', the results will be determined according with the relevant event's league governing body, including if the result is determined by the Duckworth-Lewis method or the Jayadevan system and where the scheduled number of overs is reduced
- In the event a match is tied or abandoned, and no winner is determined by the relevant league's governing body, then all undecided markets are considered void.
- If the winner of a match is determined by a Coin toss, a Bowl out, drawing of lots, One-Over Eliminators, Losing Fewer Wickets, Run Rates, Higher Group Position etc. then winner and all undecided markets are considered void.

- The following minimum number of overs must be scheduled, and there must be an official result (Duckworth-Lewis or Jayadevan system counts) otherwise all bets are void, unless settlement of bets is already determined.
 - Twenty20 Matches - The full 20 overs for each team.
 - One Day Matches - At least 40 overs for each team.
 - Test, and all other matches - The whole match counts. In drawn matches there must be a minimum of 200 overs bowled for test and first-class matches.
- Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 overs or more on One Day Matches or by 3 overs or more for Twenty20 Matches, unless settlement of bets is already determined.
- Most Match Sixes/Total Match Sixes; For resulting purposes this is all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows). In matches decided by a Super-Over, sixes hit during the Super-Over will not count for settlement purposes.

13. Curling

General Rules

- All markets on a postponed or a suspended match will be treated as void if the event has been moved to more than 48 hours in the future.
- Extra ends count, unless otherwise stated.
- If a match is abandoned all bets are void unless the result of a market has already been established.
- If a selection or participant does not start, the bet is lost even if the event takes place.

14. Cycling

General Rules

- The Winner of the race or stage will be settled on the result of the podium presentation. If there is no podium presentation, then we will result markets based on the results published by the official governing body. Subsequent enquiries, disqualifications and/or appeals will not affect the settlement of the bets.
- If an event is postponed due to weather or force majeure and starts within 48 hours of the original scheduled start date, bets will stand, otherwise bets will be void.
- Any bets on individual riders will be void if the rider fails to start the competition or stage. Please note that bets will stand if the rider withdraws once the competition or stage has started.
- Head to head matchup bets stand only if both riders start (pass the starting line) and at least one completes the quoted event or stage. In case one or both cyclists do not start, or both fail to finish bets will be void.

15. Darts

General Rules

- All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.
- If a match is interrupted or abandoned and continued within 48h after initial starting time, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.
- In the event of any of the named players in a match changing before the match starts then all bets are void.

Highest Checkout

If match is not completed, then all bets are void unless the quote has been exceeded.

Set Handicap

In the event of the statutory number of legs/set not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if match is not completed.

Total Legs Over/Under

If match is not completed, then all bets are void unless the quote has been exceeded.

Total Set Over/Under

If match is not completed, then all bets are void unless the quote has been exceeded.

16. Esports

General Rules

- All markets on a postponed, not played, or suspended match will be treated as void if the event has been moved to more than 48 hours in the future.
- The start dates and times displayed are an indication only and are not guaranteed to be correct. That means wagers will stand if a match is offered with an incorrect date and/or time. Nevertheless, if a match is played before the scheduled start date/time, then all bets placed after the actual starting time will be void and only bets placed before the actual starting time will stand.
- Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast, or game API.
- Wagers on player or team to win the tournament/advance in tournament will be void if selected team or player withdraw before a tournament begins.
- Bets will be void if the fixture is listed incorrectly.
- In the team or player is misspelled or change their name (occurring as a result of a team leaving an organization, joining another organization or officially changing their name), all bets will stand as long as it is clear what game or match the wagers are on.

- If a player participates with wrong nickname or smurf account in an official game, the bets are settled on the result of the event. If this specific player was not supposed to play this match bets will be void.
- In case a 5 against 5 team match starts with less than 10 players, or if a 6 against 6 team match starts with less than 12 players, all bets on the game, map and series will be cancelled.
- If we offer props for a specific player on a specific map, bets stand only if the player starts on that map.
- If the props are offered for a specific player for a whole match, bets stand only if the player starts on all maps of that match.

Match Markets

- If a draw option was not available, then extra time will count, if played.
- If a match or map is replayed due to a draw, the replayed match or map will be treated as a separate entity.
- In the event of a match or map starting but not being completed, then all bets will be void unless after the start of the match a player is disqualified, in which case the player/team progressing to the next round or being awarded the victory by the governing body of the specified competition, broadcast or game API will be deemed the winner for settlement purposes.
- If a player or team is given a walkover or win by admin decision on a map before the start of the match, all wagers will be cancelled.
- In a match where one team or player receives a map advantage in accordance with specific tournament format and rules, the team in receipt of the map, will be considered the map winner.
- If a match or map is replayed due to a disconnection or non-player related technical problem, pre-game bets will stand on the replayed match or map in accordance with the official result. The replayed match or map will be treated as a separate game.
- Bets are void if the statutory number of maps are changed or differ from those offered for betting purposes. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.
- If a match is won by a team surrendering, the match will be deemed as completed and all bets will stand.

Betting In Running

- If a team is playing with a stand-in or replacement player, and the organizer of the event allows for stand-ins and there is an official result published, bets will stand.
- If a match or map is replayed due to a disconnection or non-player related technical problem, all In-Play bets on the affected match or map will be void unless the outcome is already determined. The replayed match or map will be treated as a separate game.

17. Field Hockey

General Rules

1. All markets on an postponed match will be treated as void if the event has been moved to more than 48 hours in the future.

2. If a match is abandoned or interrupted all bets on undecided markets are void unless the result of a market has already been established.
3. All markets are considered for regular time only unless otherwise mentioned.

18. Floorball

General Rules

- All match markets are based on the result at the end of regular time (60 minutes play), unless stated otherwise.
- If a match is abandoned all bets are void unless the result of a market has already been established. If a match is postponed bets are void.
- If a match venue is changed, bets already placed will stand, unless home and away are reversed, then bets placed based on the original listing will be void.

19. Futsal

General Rules

- All match markets are based on the result at the end of regular time. This includes any added injury or stoppage time but does not include extra time, penalty shoot-out or golden goal.
- All markets on an interrupted or postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open.
- A game must be completed in full for bets to stand unless settlement of bets is already determined.

20. Gaelic Sports

General Rules

- Unless otherwise stated all Gaelic Sports bets are settled on regulation time, including injury-time but Extra-time does not count unless specified. Where a market specifically includes overtime and the game finishes level after overtime then bets will be void.
- Bets will be settled on official GAA (Gaelic Athletics Association) result only.
- If either team does not play, then bets will be void.
- If a match venue is changed, bets already placed will stand, unless home and away are reversed, then bets placed based on the original listing will be void.
- If a match is postponed, bets are void unless the match is re-arranged and played on the following day.
- Bets on abandoned matches are void unless the outcome of the market has already been determined.

21. Golf

General Settlement Conditions.

All bets will be settled on result as posted by official tour site on the day after the Event. Amendments can be made for any corrections to scores up to 24 hours after the initial settlement of the market. Any subsequent disqualification or amendment of result will be ignored for Settlement purposes.

Abandoned, Postponed or Shortened Event.

a) Should a tournament be shortened, or otherwise affected due to weather conditions the trophy presentation will govern Settlement of outright markets, including 'Tournament Groups', 'Place Only', 'Top 10' provided the official minimum number of holes requirement has been satisfied. If the official minimum number of holes requirement is not satisfied then all bets on that Event will be void except bets that have already been decided (e.g. 'First Round 3-Balls'). Tournament Matchbets, Tournament Prop Bets and Player Tournament Prop Bets will be void except for bets on which the result has already been decided.

b) If some holes are played which do not contribute to the result, all bets struck after the last official shot will be void, except for bets on markets that have been unconditionally determined.

c) If a match or tournament is postponed, all bets stand except if tournament is not played within seven days, in which case bets will be void.

Abandoned or Cancelled Round.

If a round-in-progress is stopped, resulting in the round being rescheduled with all players scores reset or abandoned, then all bets placed after the last official shot of the tournament 'Outright', 'Leader After Round' and the 'Miss/Make the Cut' Markets will be void unless their result has already been decided prior to the resetting of scores, for example "To Win Xth Hole" and "Xth Hole Score".

Futures (Outright) & Outright Winner.

a) When more than one player shares the same lowest score in a tournament and there is no play-off, then 'Win/Place' (Each Way) bets are settled by the Dead Heat Reduction rule.

b) If there is a play-off then the result of the play-off will determine the winner of the tournament. Even if three or more contestants take part, such a play-off has the sole purpose of deciding the winner of the tournament (meaning that the relative finishing positions, within the tournament, of unsuccessful play-off contestants is not affected by their placing in the play-off).

c) For 'Win/Place' (Each Way) bets, Dead Heat Reduction rules apply. For example, if 'Each Way' terms are offered for a tournament and they are for the first four places, the three players tying for third place will be deemed to have Dead Heated for third, fourth and fifth place with one-third wager lost and two-thirds wager Settled at full place Odds for 'Win/Place' (Each Way) bets on those players.

Dead Heat.

When two or more Selections share one of the places, BCLC permits the entry of both 'win' and 'place' Dead Heat Reductions.

'Futures/Outright' Markets.

'Futures' or 'Outright' bets placed are Non-Starter No Bet and BCLC reserves the right to apply the Non-Starter Deduction rule to reflect returning wagers on non-players.

Tournament Group & Tournament Match Markets.

a) In 'Tournament Group' Markets, the winner will be the player with the highest placing at the end of the tournament. Players missing the cut will be eliminated. If all listed players miss the cut, the player with the lowest score at the cut will be deemed the winner. In the event of a tie, Dead Heat Reduction rules apply.

b) In 'Tournament Match' Markets, the winner will be the player with the highest placing at the end of the tournament. If both players miss the cut, then the one with the lowest score will be deemed the winner. Bets are settled on complete rounds only and if all players fail to complete the first round all bets are void. If a player completes more rounds than his opponent does, that player is deemed the winner regardless of scores. If both players fail to complete a round, bets are settled on the scores at the end of the last completed round. If the tournament is shortened, all bets are void unless the result has already been decided.

c) In 'Tournament Match' Markets, a tie voids all bets.

d) If a listed player is withdrawn or disqualified prior to both players teeing off in the match, then that match is void.

e) All 'Top' players (i.e. 'Top European' players, 'Top US' player etc.) are settled in the same way as 'Tournament Group' Markets.

2 Ball/ 3 Ball.

a) If a player in the '2 Ball' or '3 Ball' does not tee-off, all bets in that '2 Ball or '3 Ball' are void. However should a player retire during the round, they will be deemed to have played and lost. If all players fail to complete the round bets are void.

b) The winner will be the player in the pairing or group with the lowest score over eighteen holes.

c) All bets will stand, irrespective of whether the players play in the same group or not.

d) If a player posts a score but is later disqualified, all bets will be settled on the score that the player initially signs for that round. Signing of the card is deemed as the weigh-in and subsequent disqualification or amendment of result will be ignored for Settlement purposes.

e) If odds for a tie are offered in '2 Ball' betting and there is a tie, bets on both players are non-winners and bets on the tie are winners. If there is no tie offered in '2 Ball betting' all bets are void in the event of a tie. Dead Heat Reduction rules apply if there is a tie in '3 Ball' betting.

f) Any tournament that applies the stableford scoring system, the highest point scorer during the round will be deemed the winner.

To Make/Miss the Cut.

a) Bets on players to 'Make/Miss the Cut' will be settled on the official result posted on the tour sites. In the event of multiple cuts, bets are settled on the first cut only.

b) Players who are disqualified or withdraw before they complete thirty-six holes (or fifty-four holes in the case of a 3-round cut) are deemed to have missed the cut.

c) If thirty-six holes (or fifty-four holes in the case of a 3-round cut) are not completed then all bets on this Market will be void.

d) Players who are disqualified or withdraw subsequent to posting a score equal to or better than the official cut mark (after they have completed thirty-six holes) will be deemed to have made the cut.

Finishing Positions.

a) 'Finishing Position' is decided by the result posted by the governing body of that tournament (e.g. PGA Tour, European Tour). If a player finishes in a tie for a position then he or she is deemed to have finished in the position they tied for (e.g. a player tying for tenth will be deemed to have finished tenth).

b) If a player is disqualified, retires injured or withdraws they will be deemed to have finished last.

c) Should thirty-six holes (or fifty-four holes in the case of a 3-round cut) not be completed then all bets on this Market will be void.

Place Only/Top 5 Finish/Top 10 Finish/Top 20 Finish.

Dead Heat Reduction rule applies to these Markets.

Forecast.

1st place is the official winner after any playoff if necessary; Dead Heat Rules apply for 2nd place.

Matchplay.

a) Matches are settled on the official winner, after additional holes if played.

b) If a player does not start the match, all bets are void.

c) In any "qualify" or "to reach" markets, in the event that another unqualified golfer takes the place, winners will be settled on the qualification only, and any subsequent change will not count.

Tournament Prop Bets.

a) Tournament Par 3/4/5 Winner - Players who fail to complete the tournament (WD or MC) do not qualify. Dead Heat Rules Apply.

b) Player Number of Birdies (or better)/ Number of Pars/ Number of Bogeys (or worse) in the Tournament - All bets void if player does not complete 72 holes.

c) Winning Score/ Winning Margin/ Lowest 18 Hole Score – Void if 72 holes not complete.

d) Hole in One – All bets void if tournament is shortened unless the result has been unconditionally determined.

e) These markets will not include any playoff shots.

Round/ Hole Betting

a) Player Round – Score/ Greens in Regulation (GIR)/ Putts/ Fairways Hit/ Birdies (or better)/ Pars/ Bogeys (or worse). All bets void if player's round is incomplete unless unconditionally determined.

b) Player Hole - Score/ Score on Group of Holes/ Green in Regulation (GIR)/ Total Putts/ Drive or Tee Shot to Finish/ Tee Shot Distance from Pin/ To Make Putt. All bets void if relevant shot(s) not taken/ holes(s) not completed.

c) Group Round – 2 & 3 Ball Par 3 winner, Par 4 winner & Par 5 winner/ First Player to be under par, First Player to be over par. All bets void if any player does not start the round. If multiple winners, dead heat rules apply, if no winner bets are void.

d) Group Hole - Score/ Hole Winner/ Winner of Group of Holes/ Green in Regulation (GIR)/ Total Putts/ Total Drives on Fairway/ Longest Drive/ Next Player to Win a Hole. If odds for a tie are offered in '2 Ball Hole' betting and there is a tie, bets on both players are non-winners and bets on the tie are winners. If there is no tie offered in '2 Ball Hole Betting' all bets are void in the event of a tie. Dead Heat Reduction rules apply if there is a tie in '3 Ball Hole' betting. All bets void on Next Player to Win a Hole if there is no winner.

All bets void if all players do not take relevant shot(s) or complete relevant holes(s).

e) Putts are counted as all shots after the 1st shot where the lie is green (even if subsequent lie is not green).

f) All Pin betting, tee shot must be on the green to qualify, Longest Drive betting, tee shot must be on fairway or green to qualify.

g) Markets settled on the completion of the round / hole, any subsequent penalties imposed by the tour will not be used to resettle. Lies settled as defined by IMG.

22. Handball

General Rules

- All markets on a postponed or interrupted match will be treated as void if the event has been moved to more than 48 hours in the future.
- If the scheduled 60 minutes is not played then bets will be void, except for markets which result has been established (outcome is determined) or an official result is declared.

- All match markets are based on the result at the end of regular time. This includes any added injury or stoppage time but does not include overtime.
- If Mercy Rule is called in a match, all bets will stand on the score at the time.
- If match venue is changed then bets already placed will stand only if home team is still designated as such, otherwise bets will be void.

23. Ice Hockey

General Rules

- NHL, AHL and NCAA: All games must start on the scheduled date for bets to have action. If a game is suspended and completed on a subsequent day, then all undecided bets will be considered void (unless otherwise stated in these rules). Other competitions: All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open. If a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are considered void.
- At least 55 minutes of play must elapse for bets to have action. If a game is suspended before mentioned above complete minutes are played, all bets on the outcome of the game are refunded unless otherwise stated, except for bets on any markets that have been unconditionally determined.
- The result of games decided by a shootout will include the shootout as a single goal attributed to the winning team.
- Betting markets odds refer to a scheduled 3 x 20 minute periods plus overtime/shootouts unless otherwise stated. If this scheduled format is not played, then bets will be void.
- All settlements are based on results and statistics provided by the relevant league's governing body.

- AHL www.theahl.com

- NCAA www.ncaa.com

- NHL www.nhl.com

- Russia www.khl.ru

- International www.iihf.com

- Pre-match and live bets include overtime and penalty shootouts unless specifically stated otherwise.
- Excluding Overtime markets: Every effort will be made to specify including or excluding overtime, to each one of the bet types available, either for pre-live or live betting, clarifying how the settlement will affect the selections. Nevertheless, bet types which always exclude overtime: all periods bet types (1st, 2nd, 3rd) , draw no bet, race to X goals, Both teams to score, 3 way match result, first to score, last to score, Win to nil, Highest scoring period, double chance and time of 1st goal.

- Penalty Shootouts are considered part of overtime period. If a game is decided by Penalty Shootout, the winner will be credited with an extra goal.
- Goals in overtime or the shootout do not count toward bets on the 3rd period.
- If a match venue is changed, bets already placed will stand. Nevertheless, if the home and away team for a listed match are reversed, then bets based on the original listing will be void.
- In the event of games being played “in a bubble” the nominated home team per the original schedule will be determined as such.

Overview of specific markets

Moneyline: At least 15 minutes of official time must elapse in the 3rd Period for bets to have action.

Puck Line: A Puck Line is a bet where a handicap is given to a selection. The result used for settling is the match result adjusted for the Puck Line (handicap) available at the time the bet is struck. Overtime Counts for all Puck Lines.

Regulation Time Markets: Are settled on 60 Mins of Play, Overtime and Shootout goals are not included.

Including Overtime Markets: Are inclusive of all Overtime and Shootout goals where applicable, and the 1 goal rule applies to these markets: Game Totals / Period Totals / Team Totals. The game total result is the combined goals for both teams inclusive of overtime. At least 15 minutes of official time must elapse in the 3rd Period for bets to have action unless the total is already over. In the event of the totals goals being the exact quote where no exact price is offered, all stakes are refunded. Period goals only apply to that specific period and the entire period must be played. For 3rd period lines, overtime does not count.

Prop Markets: 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.

Goals scored in a shootout will be considered as a single goal for the winning team. Player Proposition bets such as “player to score” or “player total points” will not consider shootout goals as individual player goals. Goals attributed to a player must be scored during regulation or overtime and not in penalty shootout rounds.

Player(s) Props: The respective player(s) must participate 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.

Futures / Tournament Props:

NHL - Regular Season Wins / Match Ups: Teams must complete at least 80 regular season games for bets to stand - provided the remaining games during the course of the season not played do not affect the result.

NHL - To Win Division: Division winner is based on the regular season; this will be the team with the best Division record (number 1 seed) prior to the Stanley Cup playoffs. NHL Tiebreak rules apply.

NHL – To win Division Playoff: Playoff winner is based on the playoffs; this will be the team that represents their Division in the Conference Finals.

NHL - To Win Conference: The teams that progress to contest the Stanley Cup will be deemed the winners of their respective Conferences.

NHL - Series Betting: Bets are void if the statutory minimum number of games (as defined by the NHL) are not completed or are changed.

Betting In-Play (Live Betting): All Markets are subject to their respective pre match rules for purposes of in running. All games must start on the scheduled date for bets to have action.

24. Motors Sports

General Rules

- All markets on a postponed race or qualifier will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the updated starting time of the race/qualifier all bets will stand.

Formula 1 and Rally

- All race bets are settled on the official classification from the Federation Internationale de l'Automobile (FIA)
 - Fia.com
 - Formula1.com
- The start of the race is the signal to start the warmup lap. If any selection does not take part in the warm-up lap, or ready to start from the pit lane then we will settle the selection as void.
- We will result individual race betting on the result of the podium presentation, regardless of any subsequent disqualifications.
- If a race is abandoned and no official result is declared, then we will void all drivers for that race.

Race matchups:

- Wager has 'action' only when both drivers start the race
- If both drivers do not finish the race, the driver completing more laps will be the winner of the matchup.
- If both drivers do not finish the race and both drivers completed the same number of laps, bets will be void.
- Subsequent penalties or demotions will not affect the resulting of bets.

Championship markets are resulted after the final race of the season. Subsequent penalties or demotions will not affect the resulting of bets.

Rally Team head to head: Bets on the team with the best classified car in the official result will win. If both teams have no cars classified, then all bets will be void.

Indy Racing and Nascar

- All race bets are settled on the official classification from www.indycar.com and www.nascar.com/
- Driver must start the race for bets to have 'action'

Race matchups (head-to-head):

- Wager has 'action' only when both drivers start the race
- If both drivers do not finish the race, the driver completing more laps will be the winner of the matchup.
- If both drivers do not finish the race and both drivers completed the same number of laps, bets will be void.
- Subsequent penalties or demotions will not affect the resulting of bets.
- Original results will be considered as the official settlement results even if subsequent changes to the original finishing order occur due to appeals or decisions of the governing body.
- NASCAR: For Group matchups, a wager has "action" only when all racers in the group start the race.

25. Netball

General Rules

- All markets on a postponed or a suspended match will be treated as void if the event has been moved to more than 48 hours in the future.
- Markets exclude overtime, unless otherwise stated.
- If a match is abandoned all bets are void unless the result of a market has already been established. A match that is interrupted, but then plays to a conclusion on the same day will not count as an abandonment and bets will be settled on the outcome at the end of the match.
- In the case of an abandonment, any award of the match result by governing bodies or panel decisions will not count toward settlement. Subsequent decisions including replays/completions do not affect settlement of bets.
- If a match venue is changed, bets already placed will stand, unless home and away are reversed, then bets placed based on the original listing will be void.

26. Novelty

General Rules

- All markets on a postponed Novelty market will be treated as void if the event has been moved to more than 30 days in the future.
- If a given candidate is no longer able to stand/participate, bets placed on that candidate in this market will stand.

- If an additional candidate enters the betting offer at any time, bets placed on existing candidates in this market will stand
- Politics-Most seats, Party seats etc.: Bets will be settled on the official number of seats gained by each party in the general election.
- Politics- Next President, Next Prime Minister, Next Mayor, Next Party leader, Next winning Party etc.: Bets will be settled on the candidate who is officially announced as the Permanent Winner.
- Politics-Public or political appointments: Bets will be settled on the candidate who is announced as permanently appointed into the given role following a vote, press release/conference or any other selection process. If a candidate is appointed on a temporary basis prior to an official selection process taking place, bets placed on that candidate in this market will not count.

27. Olympic and Winter Olympic games

- General rules and individual sport rules apply.
- If there is a change to the scheduled course or venue of any event, bets placed on this market will stand.
- If two or more participants/teams finish at the same place, then this is treated as a Dead heat.
- If a participant or team is disqualified or retires from any event, bets placed on this market will stand. We reserve the right to void any bets on any outright markets (including but not limited to outright winner, top 3 finish etc.) if any of the top 3 favorite teams/participants withdraws before the start of the competition.
- Results are declared at the time of the podium ceremony. If there is no podium presentation, then we will result markets based on the results published by the official governing body. Any subsequent disqualifications or new results will not affect settled bets.
- In absence of closing ceremony: should the Olympic Games not complete in same calendar year, all undecided markets will be void.
- Team-medals: Any medals won by a team/nation per competition count as one medal regardless of the number of team members.
- Most Medals outright betting: if two or more countries finish with an equal number of Total Medals, then the number of gold, then silver and then bronze medals won, will be used to determine the winner.
- Most Gold medals: If two or more countries finish with an equal number of gold medals, the number of silver medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.
- Most Silver medals: If two or more countries finish with an equal number of silver medals, the number of gold medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.
- Most Bronze medals: If two or more countries finish with an equal number of bronze medals, the number of gold medals will be used to determine the winner. If the number of medals is still equal, the number of silver medals will decide
- Most medals, Most Gold medals, Total number of medals o/u, Total number of gold medals u/o, Outright markets: If all scheduled medal events are not completed before the closing

ceremony of the games, bets placed on related markets will be void. Markets will be settled as normal if already determined, including those that would already be determined had the event reached its natural conclusion. Undetermined markets will be made void. Examples:

- Most medals market: Olympic games finished without one scheduled medal event. At the time of closing ceremony, United States had 22 medals and the 2nd country was Sweden with 20 medals. Bets on United States will be settled as winning and all other outcomes as lost.
- Norway under/over 37.5 medals. Winter Olympic games got abandoned with Norway having 38 medals a closing ceremony. Bets on over 37.5 are settled as winners and bets on under 37.5 as losers.
- Canada under/over 27.5 medals. Canada had 27 medals at closing ceremony and 2 medal events were remaining with Canada participating on one or both events. All bets are void.

28. Rowing

General Rules

- The winner is determined by the official results list as provided by the International Olympic Committee (IOC) or other governing body at time of medal presentation (podium finish). Any subsequent disqualification will not affect bets
- If a race is abandoned bets will be settled on the official result.
- If a race is postponed in the Olympics or World Championships bets will stand provided it is rescheduled before the closing ceremony, otherwise bets will be void.
- Head-to-head bets require both participants to start otherwise all bets will be void.

29. Rugby (League, Sevens and Union)

General Rules

- All Rugby Union and Rugby league match markets are based on the result at the end of 80 minutes (except for pre-season matches that are scheduled to play less time); this includes any added stoppage time but does not include extra time, penalty shootout or sudden death.
- Rugby Sevens. Regular 14 / 20 Minutes: Markets are based on the result at the end of a scheduled 14 / 20 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death
- All markets on an interrupted or postponed match will be treated as void if the event has been moved to more than 48 hours in the future. If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

- Player markets: All player selections will be considered active if a player takes to the field of play as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the field of play during a match, selections specific to that player will be void. For instance, a selection on a certain player to score in the second half would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the field during the second half. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or substitutes) and never took the field, the selection and therefore bet would be void.

Anytime Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match is void.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game. Please note that penalty tries do not count.

First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game. Please note that penalty tries do not count.

Last Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time, then the market is void. Please note that penalty tries do not count.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Hat-trick (Players)

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. Penalty tries do not count.

30.Sailing

General Rules

- The winner is determined by the official results list at time of medal presentation (podium finish). Any subsequent disqualification will not affect bets

- If a race or regatta is abandoned bets will be settled on the official result.
- If a race or regatta is postponed in the Olympics or World Championships bets will stand provided it is rescheduled before the closing ceremony, otherwise bets will be void.
- Head to head bets require both participants to start otherwise all bets will be void.
- Dead heat rules apply.

31. Skating

General Rules

- Bets will be settled on the official standings. Any subsequent enquiries will not affect the settlement of bets.
- Stakes are refunded on non-participants.
- Head to head bets require both participants to start to see action otherwise all bets will be void.
- All markets on an interrupted or postponed match will be treated as void if the event has been moved to more than 48 hours in the future. If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.

32. Snooker

General Rules

- All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.
- If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.
- In tournament outrights (e.g. to win the championship) wagers on a non-starting player will be deemed as loser.

33. Soccer

General Rules

- All markets are based on the result at the end of regular time. Bets are decided on games with two halves scheduled for 45 minutes each and include any added injury or stoppage time but does not include extra time or penalty shoot-out.
- Some Soccer matches may have different play format. In that case the following will apply:
 - 90 minutes scheduled play (3 x 30 minutes). Full-time bets are still considered valid. Half-time bets are considered void.
 - 80 minutes scheduled play (2 x 40 minutes). All bets are considered valid.
 - If the playing schedule is different from the above stated, all bets are void.
- If a match finishes, before the completion of a scheduled 90 minutes play, unless otherwise is stated, bets will be void except for:
 - Bets of which the outcome has already been determined at the time of abandonment. Nevertheless, the market must be fully determined for bets to stand e.g. first player to score, first team to score, over 0.5 goals or time of the first goal bets will stand provided a goal has been scored at the time of abandonment.
 - Bets on whether a team advances in a cup competition, next round or raises the cup
 - In friendly matches, if the match is scheduled for 90 minutes but is completed early due to the referee's decision, all bets will stand on the final result. This does not include abandonments, which will be treated as normal.
- Bets on the first or second half include 45 minutes of play plus stoppage time added by the referee at the end of each half. Extra time period, golden goals, and penalty shootouts are not included in second half wagering. Goals scored in the first half do not count toward the second half wager. Bets the outcome of which has already been fully determined at the time of abandonment stand and are resulted accordingly.
- All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open.
- If a match is interrupted/suspended but subsequently resumed (from the point in the match at which it was interrupted) within 48 hours of the original scheduled kick off time, all bets will stand. Otherwise, if the match is resumed post the 48 hours of the original scheduled kick off time, all undecided bets will be void. If a match is interrupted and is replayed in full, all undecided bets on the original fixture will be void and the decided ones will be settled accordingly.
- Soccer kickoff dates and times displayed on our website are an indication only. If incorrect match time is wrongly announced on our website bets have action.
- If a match is played prior to the date or kick-off time denoted, then bets stand provided the wagers are not placed later than the new kick-off time.

Change of match venue:

- If the home and away team are reversed (e.g. match is played at the away team's ground) then bets will be void and full stakes will be refunded.
- If venue changes to other than to the away team's ground but the home team is still designated as such, bets will have action and get resulted after end of match.
- If a match is played at the away team's venue but the home team listed is considered the home team by the official governing body of that fixture, all bets will have action.

Neutral venue: Whether indicated on our site or not, bets will stand regardless of which team is listed as the home team.

Team details: If an official fixture specifies in the team name details such as Reserves, Age Group, Gender etc. which we do not mention on our website (market title or selections) then bets are void. In all other cases bets stand including instances where we list a team name without the term 'XI' in the name.

Settlement and cancellation rules:

we reserve the right to void betting:

- If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties.
- If the market odd was opened with a missing or incorrect red card
- If odds were offered with an incorrect match time
- If a wrong score is entered, all markets will be cancelled from the time when the incorrect score was displayed affecting the odds.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting.
- If the team names or category are displayed incorrectly
- In case of any score or card/corner/penalty related changes on any video assistant referee (VAR) situation.

Goal markets are settled based on the time the ball crosses the line.

Penalties awarded but not taken are not considered.

Use of VAR

On any video assistant referee (VAR) situation, Offsides and penalty markets will be settled based on the time where the referee gives the decision. The event which led to the referral (VAR) will be deemed to have occurred at the actual time of its occurrence; For example, if a bet has been placed for a goal to be scored within the first 10 minutes of a game. A goal is scored at 9:40 and the assistant referee makes an offside call. VAR is used and the goal is deemed normal. The goal time will count at 9:40 and the bet will be a winner.

Bets being placed between the occurrence of an incident which leads to a VAR review and the related VAR decision will be settled as void unless:

- the review of VAR review and subsequent decision taken did not alter the decision made by the on-field referees.
- the review of VAR review and subsequent decision taken altered the decision made by the referees but did not have any influence on the bet(s) in question.

If a bet is settled and, due to a subsequent VAR decision, it is proved that such settlement was not correct, we reserve the right to reverse such settlement.

Player propositions:

- Any selection that does not take part in the match will be void.

- Own goals do not count in the settlement of bets unless own goal outcome is offered. If the own goal is the only goal of the game, and own goal outcome is not offered in the specific market, 'no goal scorer' will be considered as the winner and all other outcomes as lost. For 1st, next and last goal scorer market all selections will be settled as lost if goal is an own goal, unless own goal selection is available in the market.
- Subsequent enquiries by official bodies will not be taken into consideration for settlement purposes.
- Every effort will be made to quote First/Last/Anytime/Next Player to Score odds for all possible participants. However, players who score the first or last goal will count as winners regardless of if they were listed or not or relevant market and all other outcomes as losing ones.
- First goal scorer. Bets on players substituted in after the first goal is scored will be cancelled.
- All players that take part in a match will be considered runners for last player to score betting.
- How many player goals – You are betting on whether the nominated player will score 1+/2+ or 3+ goals in the match. Own goals are excluded.

Bookings propositions:

- Cards and Booking points: Only cards shown to players currently on the pitch within the match will count. Cards shown to managers, players on the bench or after the match do not count.
- Cards:
 - Booking interval markets are settled based on the time the card is shown
 - Yellow card counts as 1 card and red or yellow-red card as 2.
 - The 2nd yellow for one player which leads to a red card will not be counted; 2 yellow cards shown to the same player leading to a red card, will count as 3 points.
 - Yellow or red cards shown to any "non-player" (Managers, substitutes, already substituted players, player on the bench, coach or other staff) do not count.
 - Yellow or red cards shown during periods of extra time are not included.
 - Yellow and red cards shown during the half time break are counted for 2nd half and full time Bookings Propositions.
 - Cards shown after the match is finished are not considered for resulting purposes.
 - Red Card / Sending off – Whether a player is sent off. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle do not count. A player to be sent off is settled as a winner for any active player that receives a red card, whether that is a straight red card or because of two yellow cards. If the red card is retracted, by VAR or otherwise, then this will not count as a winning selection.
- Booking points:
 - Yellow card counts as 10 points and red or 2nd yellow that leads to a red card as 25 points.
 - The 2nd yellow for one player which leads to a red card will not be counted; 2 yellow cards shown to the same player leading to a red card, will count as 35 points.
 - Cards shown after the match is finished are not considered for resulting purposes.
 - Settlement will be made according to all available evidence for cards shown during match play.

Corner kick Markets.

- Corner Kicks which happen in period of extra time do not count towards the total.

- If a corner is awarded and not taken it will not be counted.
- Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.
- If a corner is retaken, it will only count as one corner.

Interval markets.

For all intervals related to up to 45 minute or up to 90 minutes, events (goals, corners) in added injury or stoppage time will be accounted for.

- 1st 10 mins - This refers to the first 10 minutes of the match (00:00 to 09:59). Corners, penalties or free kicks awarded in this period but not taken until after 10:00 will not count. Any event that occurs after 10:00 or later within the match will not count. Any event occurring before the official start of the match does not count.
- 1st half - This refers to the first half of the match only, including any injury time minutes played within it. Any event occurring before the official start of the match or during the half time break (any time after the whistle for half time) will not count.
- 2nd half - This refers to the second half of the match only, including any injury time minutes played within it. Any event occurring before the second half (first half or during the half time break) or after the final whistle will not count.
- Any event occurring before the official start of the match or during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle will not count.

Next scoring type

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

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

Own goal: if a goal is declared as an own goal

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

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

No goal.

Head to Head markets:

- Winner will be decided on who advances further in tournament.
- If both teams of a Head to head market reach the final, the winner of the final will be the winner.
- If both teams disqualify (same round or same group stage), bets on head to head market will be void and stakes will get refunded (no action).

Clean sheet home/away team. (Will home/away team play to nil yes/no)

Clean sheet means that a team will finish the game without conceding a goal. Own goals count for settlement purposes. If a game is abandoned, all bets will be void, unless settlement is already unconditionally determined.

Both Teams to Score

Predict whether both teams will score at least one goal in the game. Own goals count towards the team credited with the goal. If a game is abandoned, bets will be void, unless the outcome of these bets is already determined.

“Yes” –both teams will score.

“No” – meaning that either team or both teams will not score.

Penalties

- Penalty awarded – Whether a penalty will be taken (and subsequently missed/scored). Penalties awarded but rescinded, for any reason, and subsequently are not taken will not be deemed a winning selection.
- Penalty missed – Whether a penalty will be missed. This is any penalty taken that does not result in a goal from that kick directly. If a penalty is ordered to be retaken, the original penalty will not count towards any official settlement. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
- Penalty scored – Whether a penalty will be scored. This is any penalty taken that results in a goal directly from this kick. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection.
- 2+ penalties awarded – Whether two, or more, penalties will be taken (and subsequently missed/scored). Penalties awarded but rescinded and subsequently not taken will not be deemed as a penalty awarded.
- 2+ penalties scored – Whether two, or more, penalties will be scored. Penalties scored but ordered to be retaken, the original penalty will not count.

Other market definitions:

- Woodwork – Whether the frame of the goal is hit during active play. Instances where the ball hits the woodwork which result directly in a goal do not count as woodwork being hit.
- Team woodwork – Whether the frame of the goal is hit by that team during active play. A team woodwork will still count if it is the defending team hitting their own woodwork with the ball. Instances where the ball hits the woodwork which result directly in a goal do not count as woodwork being hit.

- Team clean sheet – Whether your nominated team will keep a clean sheet. For example, 0-0, 1-0 to your team, 2-0 to your team etc, would be winning outcomes.
- First/last team to score – Which team will score the first or last goal. Rescinded and/or disallowed goals do not count. If no goals are scored in the match, these markets will be resulted as losers.
- Outside of the box – the nominated player scores from outside of the 18-yard box/penalty area for their own team. A free kick scored from outside of the box counts as a winning selection.
- Win from behind – Whether the nominated team wins the match (or specified period) after having been behind by at least one goal at any point within that period.
- Win to nil – Whether the nominated team wins to nil. For example, your nominated team winning 1-0, 2-0 etc would result in this being a winning selection.
- Qualify – Whether your nominated team qualifies to the next round of fixtures in the specified tournament/cup/league.

Stats Definitions

- Shots (Match, Team & Player) Classified as an intentional and clear attempt at the oppositions goal. This includes all shots on target, shots off target & blocked shots.
- Shots on target (Match, Team & Player) An intentional attempt at the oppositions goal that either:
 - Goes into the net and results in a goal
 - Is a clear attempt to score, that would have otherwise gone into the net, but was saved by the goalkeeper
 - Is a clear attempt to score, that would have otherwise gone into the net, but was stopped by a defending player who is the last player
 - Is pushed onto the frame (post or bar) of the goal by the goalkeeper
- Shots off target (Match, Team & Player)

An intentional attempt at goal that either: - Goes over or wide of the goal without making any contact with another player

- Was heading over or wide of the goal but was stopped by the goalkeeper saving the shot
- Was heading over or wide of the goal but was stopped by any outfield player
- Hits the frame (post or bar) of the goal and a goal is not consequently scored

- Tackles (Match, Team & Player)

Classified as an event where a player connects with the ball in a ground challenge, where they successfully take the ball away from the player who was previously in possession of the ball. The tackled player must have clear possession of the ball before the tackle is made to constitute a tackle. It is not a tackle when a player cuts out an intended pass or loses control of the ball. A foul is not classed as a tackle.

- Offsides (Match & Team)

When a player is deemed to be in an offside position and a subsequent free kick is awarded to the opposing team.

- Assists (Match, Team & Player)

The final touch leading to the recipient of the ball scoring a goal. Own goals, penalties or free kick goals do not have assists awarded. If a shot at goal is either saved by a goalkeeper or stopped/blocked by a defending player and a goal is scored directly from the rebound, then an assist is awarded.

- Passes (Match, Team & Player)

An intentional ball played from one player of a team to another player in that same team. These also include: corners, throw ins, free kicks, kick-offs, goal kicks, goalkeeper throws. These include passes made at all heights.

- Free kicks (Match & Team)

Any free kick must be taken to count, throw-ins awarded but not taken do not count.

- Throw-ins (Match & Team)

Any throw-in must be successfully taken to count, throw-ins awarded but not taken do not count.

- How will a player score? You are betting on the method by which the nominated player will score, with the following options available (own goals are excluded for all): a) Header – the nominated player scores a goal that is classed as coming off the player’s head or shoulder, whether it is intentional or not. b) Free kick - the nominated player scores a direct free kick for their own team. c) Outside of the box – the nominated player scores from outside of the 18-yard penalty area for their own team. A free kick scored from outside of the box counts as a winning selection. d) Penalty – the nominated player scores a penalty for their own team. The goal must be scored directly from this penalty. A re-bounce from a penalty will not be classified as a goal scored by penalty.
- Goal methods (Match & Team)
 - Penalty taken - Whether a penalty will be taken. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection. Only a completed penalty outcome is applicable.
 - Penalty missed - Whether a penalty will be missed. This is any penalty taken that does not result in a goal from that kick. Missed penalties that are then re-taken do not count. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
 - Penalty scored - Whether a penalty will be scored by the nominated team. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss. Penalties scored but ordered to be retaken, the original penalty will not count.
 - 2+ penalties taken - Whether two, or more, penalties will be taken. Penalties awarded but rescinded and subsequently not taken will not be deemed as a penalty awarded.
 - 2+ penalties scored - Whether two, or more, penalties will be scored by the nominated team. Penalties scored but ordered to be retaken, the original penalty will not count.
 - Free kick goal - Whether a free kick will be scored by the nominated team. Any bets involving free kick goals must be scored directly from a free kick. Penalties do not count.

- Header goal - Whether a header will be scored. A headed goal is a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.
- Outside box goal - Whether a goal will be scored from outside of the 18-yard box/penalty area by the nominated team. Own goals are excluded. Any goal from outside of the box will be classed as a winner, intentional or not. Free kicks are included.

34. Squash

General Rules

- All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.
- All bets on the match will be void:
 - If the match is starting but not being completed for any reason (e.g. withdrawal of a player),
 - In the event of the statutory number of games being changed or differing from those offered for betting purposes.
 - If there is a change in any of the named players of the event
 - Walkover

Exceptions to the previous rule is the following:

- Specific market outcome is already determined, bets on this outcome are settled accordingly.
- Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.
- For all markets, where a Setting Option is implemented in the form of point-based tie-break/decider, this will be counted as one point for settlement purposes.
- In the event of the quoted Set, Game or Point not being played, due to the game or match ending, all bets on that Set/Game/Point will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.

35. Swimming

General Rules

- Bets will be settled based on the official result at the end of the race. Later disqualifications or changes in the official result list will not affect bets.
- Any swimmer disqualified due to false start will be counted as a participant.
- Bets will be settled as lost on any competitors who do not participate or withdraw after the start.
- Bets on postponed or abandoned events are void, except from bets on the Olympic games or World Championship where bets stand if the event is rescheduled before the closing ceremony.

- Stakes are refunded on non-participants

36. Table Tennis

General Rules

- If there is a change to the schedule or the day of the event, then the event's start-time will be updated the markets will be left open.
- All bets on the match will be void:
 - If the match is starting but not being completed for any reason (e.g. withdrawal of a player),
 - In the event of the statutory number of games being changed or differing from those offered for betting purposes.
 - If there is a change in any of the named players of the event
 - Walkover

Exceptions to the previous rule are the following:

- Specific market outcome is already determined, bets on this outcome are settled accordingly.
- Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.
- In the event of the quoted Set, Game or Point not being played, due to the game or match ending, all bets on that Set/Game/Point will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.

37. Tennis

General Rules

- If there is a change to the schedule or the day of the event, then the event's start-time will be updated, and the markets will be left open.
- In case of any delay in the start of a match or a suspension (rain, darkness etc.) all markets remain unsettled and all bets will be settled after the match is resumed and completed.
- If penalty point(s) are awarded by the umpire, all bets on that game will stand.
- In the event of a match starting but not being completed due to retirement or disqualification of any player or team, all undecided bets (including those on match winner market) are considered void. Bets on decided markets stand and are settled accordingly.
- In case a match does not start (for example due to walkover of a player), all bets are void.
- In case of a match is finished before certain points/games were finished, all affected point/game related markets are considered void.

- Every tie break or match tie break counts as 1 game.
- If a match tie break is played as a deciding set in best of 3 format, it will be considered as the 3rd set.
- If the player/teams are displayed incorrectly, we reserve the right to void betting.
- If the markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If there's a change to the scheduled number of sets played in the match, bets placed on this market will stand.
- Futures/Outright Betting: If a player withdraws before a tournament begins or retire during a tournament without playing any match bets placed on those markets will be void. If the selected player is disqualified or retires during the given tournament after having played a part in a match, bets placed on this market will stand and will be settled as lose. If there's a change to the scheduled number of matches or sets played in the given tournament, bets placed will stand.
- Change of Venue or Playing Surface. All bets stand regardless of any change of venue, change of court surface, changing from indoors to outdoors and vice versa.

Point Winner

Select which player will win the stated point. If a point is not played for any reason (it is awarded by the umpire as a penalty point, the game or the match is over before the point is played, a player withdraws, etc.) bets on it will be void. Tie break points will not be counted for this bet type.

Game Correct Score

Predict the points of the winner and his opponent in the stated game by choosing from the given options:

Player A to 40

Player A to 30

Player A to 15

Player A to 0

Player B to 40

Player B to 30

Player B to 15

Player B to 0

If a game is not completed for any reason, bets on it will be void.

Game to Deuce

Predict if a score of 40-40 will occur at any stage of the stated game. Selection "Yes" means there will be a score of 40-40 in the game and "No", meaning that a score of 40-40 will not occur in the game. If a game is not played for any reason or it is abandoned before a score of 40-40 is reached, bets on it will be void. Once a score of 40-40 is reached, bets on that game will be settled, even if the game is abandoned at a later stage.

Double Result

Predict a player to win or lose the 1st set and then go on to win or lose the match. Bets will be void if the full statutory number of sets is not completed.

Tie break

Tie break points will not be counted for total game points markets.

Total Tie Break is like Over/Under Wager. Win/loss is determined by the number of tie breaks in the match.

A super tie break is not considered as a tie break.

A super tie break is considered as one game for all Games bets.

If there was a Tie Break in an unfinished event, bets will be valid. If there's no Tie Break in an unfinished event, bets will be void.

38. Volleyball

General Rules

- All markets on a suspended or postponed match will be treated as void if the event has been moved to more than 48 hours in the future.
- If match is not completed, markets will be void unless the outcome of the selected market is already determined.
- For individual Set markets, in the event of the set not being completed bets will be void, unless the specific market outcome is already determined. If the specified Set is completed bets will be settled regardless of if match is completed or not.
- Golden Set is not taken into consideration for settlement of event markets.
- To Qualify market will be settled on the team that is progressing to next round including Golden Set if played.
- In the event of referee enforced point deductions, all markets will be settled based on official results, with exception the "Race to" Markets and Point Betting that have already been determined
- If match venue is changed then bets already placed will stand only if home team is still designated as such, otherwise bets will be void.
- In case the quoted point is not being played, due to the game or set ending, all bets on that point will be void.

39. Water Polo

General Rules

- All games must start on the scheduled date for bets to have action. If a game is suspended and completed on a subsequent day, then all undecided bets will be considered void (unless otherwise stated in these rules). If the specific market outcome is already determined market will be settled accordingly.
- All wagers are settled on regulation time, unless stated otherwise (e.g., an exception is market to win match 2-way includes overtime/shootout).

Outright Betting:

- If all scheduled number of events are not completed, bets placed on outright, tournament markets or series of games will be void. Markets will be settled as normal if already determined, including those that would already be determined had the event reached its natural conclusion. Undetermined markets will be made void.
- Subsequent disqualifications and/or appeals will not affect bets.
- Settlement of bets is decided by podium presentation.

40. Winter Sports

General Rules

- All markets on a postponed or interrupted event will be treated as void if the event has been moved to more than 48 hours in the future.
- If a shortened / interrupted event is declared official within 48 hours the official results will then be used for settlement and all bets stand.
- The Sports that fall into the Winter Sports category are: Alpine Skiing, Biathlon, Bobsleigh, Cross Country Skiing, Freestyle Skiing, Luge, Nordic Combined, Skating, Skeleton, Ski Jumping and Snowboarding.
- All selections are resulted based on official results/rankings, as provided by official governing bodies, such as:
 - International Ski Federation (FIS)
 - International Skating Union (ISU)
 - International Biathlon Union (IBU)
 - The Official Olympic Committee
 - Any other official body
- Bets placed on competitors will stand only if named competitors pass the starting line/gate. If competitors don't pass the starting line/gate, selections will be resulted as void (push).
- Selections on competitors who take part in qualifying session(s) for a specified event but then fail to qualify for the main Round(s), will be resulted as losing ones.
- Results are declared at the time of the podium ceremony. If there is no podium presentation, then we will result markets based on the results published by the official governing body. Any subsequent disqualifications or new results does not affect settled bets.

41. Yachting

General Rules

- The winner is determined by the official results list as provided by the International Olympic Committee (IOC) or other governing body at time of medal presentation (podium finish). Any subsequent disqualification will not affect bets
- If a race or regatta is abandoned bets will be settled on the official result.
- If a race or regatta is postponed in the Olympics or World Championships bets will stand provided it is rescheduled before the closing ceremony, otherwise bets will be void.
- Head-to-head bets require both participants to start otherwise all bets will be void.