

Betting Rules

I. General rules

1.Introduction

1.1. These Betting Rules govern the use of the sportsbook. Operators have to make sure that when placing a bet with the sportsbook, the End User is therefore agreeing that the End User has read, understood and will be adhering to these Betting Rules at any time applicable to sportsbook platform. The Betting Rules consist of the following sections:

1.1.1. General rules;

1.1.2. Sports related rules;

1.1.3. Esports related rules;

1.1.4. Betby esports related rules.

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

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

1.4. (intentionally left blank).

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

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

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

2. Definitions

2.1. Sportsbook– means an online platform and all connected to such platform (including but not limited to source code, object code, technologies, software and tools, executable applications, libraries, subroutines, widgets, plugins and other material needed among other) for the provision of sportsbook services.

2.2. End User - an individual who uses services of the sportsbook via Website and who has agreed to the Betting Rules.

2.3. Bet – risk-based agreement concluded between the End User and the Operator on the outcome of an Event, market or set of the mentioned which involves placement by the End User of a Stake, the Bet resulting in a Winning based on the Odds or a loss of the Stake, the Operator's decision being subject to sportsbook and these Betting Rules. Bets are made on terms previously proposed by the Sportsbook.

2.4. Stake - the amount of money transferred by the End User to the Operator via Sportsbook platform and which is the main condition for participation in a Bet in accordance with these Rules.

2.5. The outcome - means the result of an event or a market on which the Stake was placed by the End User via Sportsbook.

2.6. Market – an in-play event on which an End User may place a Stake via Sportsbook.

2.7. Event – a sports, esports, virtual sports, political, entertainment or other event taking place in a real time on which the Operator is offering Odds via sportsbook.

2.8. Odds — the coefficient as determined by the sportsbook for the outcome of an Event expressed in a numeric value.

2.9. Winnings – amount of money won by the End User as a result of a Bet in case the End User predicted the outcome of an Event or Market correctly.

2.10. Operator - legal entity engaged in B2C (business to End User) betting activities in accordance with the licensing and legislative requirements of the country of operation and providing betting services via its operated Website.

3. General rules:

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

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

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

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

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

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

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

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

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

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

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

4. Placing a Stake/making a Bet

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

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

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

4.4. Bet types:

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

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

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

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

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

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

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

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

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

4.4.10. A 'Goliath' is a combination of Bets, which includes one eightfold, eight sevenfolds, twenty-eight sixfolds, fifty-six fivefolds, seventy fourfolds, fifty-six trebles and twenty-eight doubles from a selection of eight matches. For the avoidance of doubt in this clause and these Betting rules eightfold means a Combo which consists

of 8 (eight) Events/markets. Goliath winning is equal to the amount of the stake times total odds of the Goliath.

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

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

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

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

Special terms of Bet Builder:

a) Bet Builder Bets may not be available for all sports and/or Events and/or Markets. Availability of Bet Builder Bets shall at all times remain at Sportsbook's sole and exclusive discretion;

b) Availability of Bet Builder Bets is not guaranteed and Sportsbook reserves the right to terminate availability of Bet Builder Bets for any reasons at sole discretion of the Sportsbook (e.g. technical issues; sportsbetting integrity etc.);

c) Sportsbook reserves the right to amend, suspend or remove the Bet Builder feature (or any part of it) at any time;

d) Sportsbook reserves the right to reverse the settlement of a Bet Builder Bet if the Bet or a selection within the Bet is settled in error (terms of the Betting Rules related to errors apply).

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

4.4.14. Early Payout is a special offer that allows a bet to be settled as a winner early if a predefined settlement conditions (one or several) as listed in the special tag attached to the respective event and market are met (hereinafter - Early Payout) irrespective of the outcome of the match.

a) Markets eligible for the Early Payout are marked with a special "Early Payout" tag. The specific settlement conditions for Early Payout are shown in a tooltip accessible by clicking the "Early Payout" tag on the event page or in the "My Bets" section.

b) The availability of Early Payout offer, conditions of the Early Payout and the events or markets available for this special offer are determined solely at the discretion of the Sportsbook and may vary by event and market.

c) Early Payout may be available for single and multiple bets, i.e. combo or system bets, consisting of other Early Payout bets or a combination of Early Payout and non-Early Payout bets. Early Payout may also be available for bets placed using the

Bet Builder feature. Early Payout will not be available for any bonus bets, including but not limited to Freebets, freemoney, Bet no risk.

d) In single bets once the Early Payout condition is triggered, the bet is considered as a winning bet and settled as such regardless of the final result of the event. If an Early Payout bet is settled, there will be no additional payout if the selection of the original bet goes on to win the match.

e) In multiple bets, e.g. combo or system bets, Bet Builder that include both Early Payout and non-Early Payout selections, only those outcomes that meet the Early Payout conditions will be settled early. The remaining parts of the Combo or System bet will remain open until final settlement according to the standard Betting Rules;

f) The availability of Early Payout is not guaranteed. The Sportsbook reserves the right to suspend, modify or completely remove Early Payout availability for any event or market, at any time without prior notice (including but not limited for reasons attributable to technical issues, human error, betting integrity, legal compliance, or other factors). The Early Payout bets that were already accepted shall remain and be subject to Early Payout conditions as defined at the time the bet was placed and accepted by the Sportsbook though at all times subject to the terms of standard Betting Rules.

g) The Sportsbook reserves the right to reject or void any accepted Early Payout bets in accordance with the general Betting Rules regarding bet acceptance and voiding. If a bet with Early Payout is voided, the general Betting Rules regarding voided bets will apply.

h) In the event of an erroneous settlement of a bet via Early Payout due to a technical or a human error or a game situation (including but not limited to VAR situations), the Sportsbook reserves the right to correct the settlement in accordance with the general Betting Rules regarding settlement errors;

i) Issues not expressly determined by this section, shall be determined in accordance with the terms of the Betting Rules.

4.5. Market types:

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

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

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

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

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

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

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

4.5.8. "Draw No Bet" allows (where possible) to bet on either "1" or "2" as defined in 4.5.1. It is also common practice to refer to "Draw No Bet" in cases where no draw odds are offered. Should the specific match contain no winner (E.g. match ends as a draw), or the particular occurrence does not happen (e.g. Draw No Bet and match ends 0-0) the stake will be refunded.

4.5.9. "Handicap" allows (where possible) to bet on whether the chosen outcome will be victorious once the listed handicap is added/subtracted (as applicable) to the match/period/total score to which the bet refers to. In those circumstances where the result after the application of the handicap line is exactly equal to the betting line, then all such bets on this offer will void. Example: a Bet on -3.0 goals will be declared void if the team chosen wins the match by exactly 3 goals difference (3-0,4-1, 5-2, etc).

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

4.5.11. "Double Chance" allows (where possible) to bet simultaneously on two (partial or definite) outcomes of an Event. The options are: 1X, 12 and X2 with "1", "X" and "2" as defined in 4.5.1.

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

4.5.13. Bets on "Quarter / Half / Period X" allow to bet to the result/score achieved in the relevant timeframe and does not include any other points/goals/events tallied from other parts of the Event/match. Bets will be voided if the match is played in any other format but the one stipulated in the offer or as stipulated in the scoreboard or as stipulated in the standard terms of the respective type of the sport as determined by the governing body of respective sport (as applicable).

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

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

4.5.16. Bets on "Winner of Point X / Scorer of Goal X" and similar offers refer to the team/participant scoring/winning the listed occurrence. For the settlement of these offers, no reference to events happening prior to the listed occurrence will be taken into consideration. Should the listed event not be scored/won within the stipulated

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

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

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

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

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

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

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

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

5. Events and Resulting

5.1. The dates and times of the Events posted in the sportsbook are purely of informational character. Neither the Sportsbook, nor the Operator guarantees

accuracy of such information. An incorrectly posted time and/or date of an Event is not the reason for voiding bets unless expressly provided otherwise in these Betting rules.

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

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

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

5.5. If an Event has started but is interrupted, postponed or suspended, and is not completed within 48 hours of its official start time, all Bets placed on the respective Event shall be voided, with the exception of:

- *Settled Periods*: Bets on markets relating to periods, sets, rounds, or segments of the Event that have been completed and officially settled prior to the interruption or suspension (e.g., 1st Half in football).
- *Decided Outcomes*: Markets where the result is already determined by the official score at the time of interruption or suspension (e.g., "Total Over 2.5" if 3 goals were already scored).
- *Long-duration Events*: Events which, under their official format, normally extend beyond 30 hours (e.g., golf tournaments).
- *Sport-Specific Exceptions*: Where sport-specific rules provide otherwise, those sport-specific rules shall prevail and settlement of Bets placed on the relevant Event shall be determined in accordance with the respective rules.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

5.21. In racing sports, unless otherwise expressly provided in respective sport rules, if both competitors of an Event didn't finish, the winner of the Event will be the

competitor who has more laps. If both competitors are out in the same lap, sportsbook shall cancel this head to head market.

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

5.23. All match markets DO NOT include overtime unless otherwise stated.

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

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

- *Official Cancellation:* If the Event is officially cancelled before it starts, all Bets will be voided.
- *Delay:* If the Event is delayed and the organizer of the respective Event has not provided updates regarding rescheduled time of the respective Event within 12 hours of its originally official scheduled start time, all Bets related to the affected Event shall be void, unless organizer of the respective Event reschedules the Event within 12 hours of the initially planned start time and the Event commences within 48 hours of the original start time.
- *Sports Exceptions:* Where sport-specific rules provide otherwise, those sport-specific rules shall prevail and settlement of Bets placed on the relevant Event shall be determined in accordance with the respective applicable sport rules.

6. Acceptance, suspension and voiding of Bets

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

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

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

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

6.4.1. There are mistakes made when accepting the bets;

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

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

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

6.4.5. There are other circumstances confirming the incorrect bet;

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

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

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

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

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

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

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

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

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

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

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

6.12. Bet settings.

6.12.1. Accept Any Odds Changes – in case any odds change occurs after bet placement, the bet may be accepted irrespective of the change, i.e., whether the odds increased or decreased. This functionality is set as default option and End User shall be able to opt out at any time and change the setting to another of the options of Bet Settings.

6.12.2. Accept Higher Odds Changes – in case any odds change occurred after bet placement, the bet may be accepted only in case the odds increased, in case the odds decreased after bet placement the bet will be automatically declined. The End User must manually opt in to activate this functionality and shall be able to opt out at any time. The functionality shall apply to bets placed after the manual activation of thereof.

6.12.3. Don't Accept Odds Changes – in case any odds change occurs after bet placement, the bet will not be accepted. End User must manually review and confirm any updated odds before placing the bet again. The End User must manually opt in to activate this functionality and shall be able to opt out at any time. The functionality shall apply to bets placed after the manual activation of thereof.

7. Betting integrity

7.1. (Intentionally left blank).

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

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

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

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

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

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

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

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

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

8. Bonuses.

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

8.2. Comboboost.

8.2.1.

Number of selections	Multiplier
2	1.01
3	1.02

4	1.04
5	1.05
6	1.07
7	1.1
8	1.15
9	1.17
10	1.2
11	1.25
12	1.3
13	1.35

14	1.4
15	1.45
16	1.5
17	1.65
18	1.75
19	1.85
20	2

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

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

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

8.2.5. Comboboost is only available on selections with odds of 1.50 or above.

8.3. Freebets, freemoney, bet no risk.

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

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

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

II. Special rules for sports

1. Soccer:

1.1. Bets on the outcome of a match will be decided based on two halves of the scheduled number of minutes each (*standardly 90 minutes, consisting of two halves of 45 minutes each*) including any time added by the referee to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts unless expressly stated.

- *Separation of Halves*: Each half must be played to its full scheduled duration (e.g., 45 minutes). Any stoppage time or additional time added by the referee is deemed part of the respective half to which it is added and *cannot be added to the duration of the second half* to satisfy the 90-minute requirement.
- *Interrupted Matches*: If a match is interrupted before completion of the scheduled duration (e.g., 45 minutes for each half), settlement shall be governed by Rule 5.5 of the General Rules, regardless of any subsequent decision by a governing body to validate the score as final result or declare the match completed.
- *Completion Requirement*: For a match to be considered complete for settlement purposes, the full scheduled duration of each half must be played on the pitch, unless otherwise provided under Rule 5.5.

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

1.3. All players who have taken part in the match since kick off or previous goal are considered as Runners.

1.4. Own goals will not be considered for the purposes of settling "Anytime Goalscorer", "Player to score X", "Next Goalscorer" or similar player-specific

goalscorer markets and shall be ignored. For any markets where the sequence or numbering of goals is specified (including team-specific markets), own goals do not count towards the goal numbering sequence.

Example 1: If the official score is 1-0 and the second goal scored is an own goal, the “Next Goalscorer (Goal 2)” market shall be settled based on the next eligible non-own goal.

Example 2: If a team's first goal in a match is an own goal, the “1st Goalscorer (Team X)” market shall remain active and shall be settled based on the next eligible non-own goal scored by a player of that team.

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

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

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

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

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

1.8.(A). **Player to Receive a Card:** Bets placed on this market will stand if the player takes part in the match, including if the player enters the field of play as a substitute. Bets placed on this market and involving players who are included in the team's official listing for the match but do not enter the field of play at any time during the match shall be voided.

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

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

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

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

1.13. Corner interval markets are settled based on what time the corner is awarded and not the time it was taken. Corners awarded, but not taken, do not count. Corners that have to be re-taken only count as 1.

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

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

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

1.17. Penalties awarded but not taken are not considered.

1.18. Next scoring type:

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

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

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

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

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

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

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

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

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

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

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

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

1.25. Cards shown after the regular time of the match are not considered. Cards shown during the half-time break are counted towards the 2nd half Bookings markets, given the fact that anyone who was shown a yellow card in the break will continue participating in the game and will not be substituted before the 2nd half starts.

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

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

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

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

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

1.31. Team Stats Markets

Team Stats Markets: Team stats markets (including but not limited to Shots, Shots on target, Offsides, Throw-ins, Fouls, Saves, Goal kicks, and Specials), except Corners and Bookings markets, which are governed by Soccer Rule 1.39, shall be settled according to the following priority of sources:

1. Official source (official league/competition website, etc.).
2. WhoScored (<https://www.whoscored.com/>).
3. 365 Scores (<https://www.365scores.com/>).
4. Sofascore (<https://www.sofascore.com/>).

This order is final and prioritized. Lower-ranked sources shall be disregarded where the relevant statistics are available from a higher-priority source. For bet settlement

purposes, the initial official publication of the results shall apply . Any subsequent changes or amendments to the results published by official leagues, competition organizers, or third-party statistical providers shall not constitute grounds for re-settlement.

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

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

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

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

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

[More on the official video review system \(VAR\)](#)

<https://www.fifa.com/technical/football-technology>.

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

1.37. Expected goals (xG). Expected goals is a statistical metric used in football that gives more information about the quality of chances. The abbreviation of expected goals is 'xG'.

These bets are settled using absolute values (in hundredths).

<https://www.fotmob.com/> is considered as a reference for the settlements.

1.38. Understanding of terms used for Soccer Player Props:

1.38.1. Goal/Own Goal

Different governing bodies have different rules, and where possible OPTA ([SoccerStats](#)) works with the relevant people to reflect their official decisions on goal scorers.

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

1.38.2. Shots

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

- Goes into the net regardless of intent.
- Is a clear attempt to score that would have gone into the net but for being saved by the goalkeeper or is stopped by a player who is the last-man with the goalkeeper having no chance of preventing the goal (last line block).
- Goes over or wide of the goal without making contact with another player.
- Would have gone over or wide of the goal but for being stopped by a goalkeeper's save or by an outfield player.
- Directly hits the frame of the goal and a goal is not scored.

Blocked shots are not counted as shots.

1.38.3. Shots on goal - any goal attempt that:

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

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

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

1.38.4. Goal Assist

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

1.38.5. Tackle

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

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

- A tackle won is deemed to be where the tackler or one of his team-mates regains possession as a result of the challenge, or that the ball goes out of play and is “safe”;
- A tackle lost is where a tackle is made but the ball goes to an opposition player.

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

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

1.39. Settlement of Corners and Bookings markets

Corners and Bookings markets shall be settled based on visual evidence from the official match broadcast and/or real-time match reporting data provided by the

Sportsbook's data providers. In the event of a discrepancy between these sources and statistics published on official league or competition websites, visual evidence and/or match results and event data from the Sportsbook data providers shall prevail for settlement purposes.

- *Finality*: Settlement determined in accordance with this rule shall be final. Subsequent corrections, amendments, or discrepancies on third-party or official websites shall not constitute grounds for re-settlement of a Bet.
- *Corners*: Only corners that are actually taken shall count for settlement of the relevant Bets. Any corner awarded but not taken shall be disregarded.

Priority: Visual evidence, match results and event data from the Sportsbook data providers are the primary and definitive sources for determining outcomes.

2. Tennis.

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

Examples:

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

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

c) A best-of-3 sets match is abandoned at 6-4 4-6 5-5: bets on either player with a handicap of +2.5 or more will be settled as Won, bets on either player with a

handicap of -2.5 or less will be settled as Lost, and bets on the tie with a handicap of +/- 3 or more will be settled as Lost. All bets on handicaps ranging from -2 to +2 shall be void.

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

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

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

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

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

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

- a) Change of venue
- b) Change of day of the match and/or schedule
- c) Change of surface on which the match is played
- d) Change from indoor to outdoor court or vice versa

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

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

3. Basketball

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

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

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

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

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

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

3.7. Basketball Player Props rules:

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

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

3.7.3. If the venue is changed from the one scheduled, all bets on the match will stand, provided the game is not also postponed by more than *48 hours*, and provided the home team is still designated as such. If the game is cancelled or postponed and does not start within *48 hours* of the original scheduled start time, all Bets related to the respective game will be voided.

3.7.4. If a game that has started is suspended, and resumes within *48 hours* of the originally scheduled start time (local time), then all bets placed on the respective game will stand. If a game starts, is then suspended, and resumes more than *48 hours* after the originally scheduled start time (local time), all relevant Bets will be void unless they have been settled prior to the game's suspension.

3.7.5. All overtime is included in settlement.

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

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

3.7.8. Player Participation (Runners)

A player is considered to have participated in the match (a "Runner") if they have entered the field of play (e.g. ice/court) during live match time while the game clock was running.

- *No Minimum Time*: There is no minimum duration of play required for settlement purposes. Any player who appears on the field of play during active play is considered a Runner, and Bets on all Player Prop markets for that player will stand.
- *Voided Bets*: Players who do not enter the court at any point during the entire match are considered "Non-Runners," and Bets on markets involving such players will be voided.

3.8. Basketball Rebounds Settlement

For the settlement of all rebound-related markets (Total, Team, or Player Rebounds), results are settled exclusively by the sum of individual **Offensive** and **Defensive** rebounds credited to players in the official match statistics.

- *Exclusion of Team Rebounds*: "Team Rebounds" (those that are credited only at the team level and are not assigned to any individual player) are **excluded from** settlement.
- *Calculation*: The final total is derived solely from the sum of individual player statistics as recorded in the official box score provided by the league,

tournament, or recognized official source.

4. American football

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

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

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

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

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

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

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

4.8. All offered players are considered as runners.

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

4.10. Players, which are not listed for the match squad, are considered as "Competitor1 other player" or "Competitor2 other player" for settlement purposes.

N.B. this does not include players which are listed without an active odd.

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

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

4.13. American football Player Props rules:

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

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

4.13.3. If the venue is changed from the one scheduled, all bets on the relevant match will stand, provided the game is not also postponed by more than *48 hours*, and provided the home team is still designated as such. If the game is cancelled or postponed and does not start within *48 hours* of the original scheduled start time, all bets placed on this game will be voided..

4.13.4. If a game that has started is suspended, and resumes within *48 hours* of the originally scheduled start time (local time), then all Bets placed on the respective game will stand. If a game starts, is then suspended, and resumes more than *48 hours* after the originally scheduled start time (local time), all Bets placed on the respective game will be void unless they have been settled prior to the game’s suspension.

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

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

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

4.13.8. All overtime is included in settlement.

5. Ice Hockey

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

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

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

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

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

5.6. Ice Hockey Player Props rules:

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

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

5.6.3. If the venue is changed from the one scheduled, all bets on the match will stand, provided the game is not also postponed by more than *48 hours*, and provided the home team is still designated as such. If the game is cancelled or postponed and does not start within *48 hours* of the original scheduled start time, all bets placed on the game will be voided.

5.6.4. If a game that has started is suspended, and resumes within *48 hours* of the originally scheduled start time (local time), then all Bets related to that game will stand. If a game starts, is then suspended, and resumes more than *48 hours* after the originally scheduled start time (local time), all Bets related to the respective game will be void unless they have been settled prior to the game's suspension.

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

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

5.6.6. A player is considered to have participated in the match (a "Runner") if the respective player enters the ice at any point while the official game clock is running.

- *No Minimum Time*: There is no minimum duration of participation required for settlement purposes. If a player appears on the field of play (ice) during the active play for any length of time while the game clock is running (regardless of whether they recorded any other statistics), all bets on that player's individual performance shall stand.
- *Non-Runners*: Only players who do not enter the field of play (ice) at any point during the entire match will be considered "Non-Runners," and all bets on such players will be voided.

6. Baseball

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

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

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

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

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

6.6. If a game does not start on the officially scheduled day (local time) as published by the governing body due to a rain delay or other deferral, all bets will be declared void.

6.7. If a game that has started is suspended due to a rain delay or other deferral and resumes within 48 hours of the originally scheduled start time (local time), all bets will stand. If the game is halted and rescheduled to resume more than 48 hours after the original scheduled start time (local time), all bets will be declared void unless they have already been determined prior to the game's suspension.

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

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

6.10. Baseball Player Props rules:

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

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

6.10.3. If the venue is changed from the one scheduled, all bets on the match will stand, provided the game is not also postponed by more than *48 hours*, and provided the home team remains designated as such. If the game is cancelled or postponed and does not start within *48 hours* of the original start time, all bets placed on the game will be voided. For the purposes of this clause in case of doubleheader each game shall be considered as a separate Event. (e.g if the first game is cancelled the second game in the doubleheader shall not be considered as rescheduled first game).

6.10.4. If a game that has started is suspended and resumes within *48 hours* of the originally scheduled start time (local time), then all Bets relevant to that game will stand. If a game starts, is then suspended, and resumes more than *48 hours* after the originally scheduled start time (local time), all Bets placed on the relevant game will be void unless they have been settled prior to the game's suspension.

6.10.5. All extra innings are included in the settlement.

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

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

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

7. Handball

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

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

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

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

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

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

8. Volleyball

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

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

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

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

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

9. Beach volleyball

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

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

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

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

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

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

10. Futsal

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

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

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

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

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

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

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

11. Badminton

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

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

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

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

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

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

12. Rugby union and rugby league

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

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

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

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

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

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

12.7. Player Props Rules

12.7.1. Anytime Tryscorer

This market is settled at the end of the regular time. Any Bet on a market where the respective player does not take part in the match shall be void. Please note: For the Australian NRL and State of Origin competitions, Bets on markets involving all other player selections will be settled as lost regardless of whether the player was on the field of play at the time the try was scored.

If the match is abandoned before half time, then Bets on this market shall be void regardless of whether the outcome has already been determined. If the match is abandoned during the second half, only Bets on markets involving players who

scored a try in the first half will be settled as winners and all remaining Bets will be voided.

The 'No Tryscorer' selection is included in this market. If no tries are scored during the match, the Bets on 'No Tryscorer' shall be settled as won and Bets involving all player selections shall be settled as lost, provided that the player has taken part in the match.

Penalty tries do not count for settlement purposes.

12.7.2. First Tryscorer

Bets on markets with a selection that does not take part in the match will be void.

Bets on markets with Selections where the player enters the match after the first try has been scored shall also be void.

Please note: For the Australian NRL and State of Origin competitions, all Bets on other player selections will be settled as lost regardless of whether the player was on the field of play at the time the try was scored.

If the match is abandoned before half time, then Bets on the market shall be void regardless of whether the outcome has already been determined. If the match is abandoned during the second half, Bets on the market will be settled provided that a try was scored during the first half.

The 'No Tryscorer' selection is included in this market. If no tries are scored during the match, Bets on the "No Tryscorer" selection shall be settled as won and Bets on all player selections shall be settled as lost, provided the player took part in the match.

Penalty tries do not count for settlement purposes.

12.7.3. Last Tryscorer

Bets on this market are settled at the end of the regular time. Bets on any selection of a player who does not take part in the respective match shall be void. If the

match is abandoned before the completion of regular time, Bets on the market shall be void regardless of whether the outcome has already been determined.

Penalty tries do not count for settlement purposes.

The 'No Tryscorer' selection is included in this market. If no tries are scored during the match, Bets on the 'No Tryscorer' selection shall be settled as won and Bets on all player selections shall be settled as lost, provided the player took part in the match.

Please note: For the Australian NRL and State of Origin competitions, Bets on all other player selections will be settled as lost regardless of whether the respective player was on the field of play at the time of the last try.

12.7.4 Home / Away Team First Tryscorer

Bets on any selection where the relevant player does not take part in the match, shall be void. Bets on selections where the relevant player enters the match after the first try has been scored shall also be void.

If the match is abandoned before half time, then Bets on the market shall be void regardless of whether the outcome has already been determined. If the match is abandoned during the second half, Bets on the market will be settled provided that a try was scored during the first half.

The 'No Tryscorer' selection is included in this market. If no tries are scored during the match, Bets on the "No Tryscorer" selection shall be settled as won and Bets on all player selections shall be settled as lost, provided the relevant player took part in the match.

Please note: For the Australian NRL competition, Bets on all other player selections will be settled as lost regardless of whether the player was on the field of play at the time of the first try.

Penalty tries do not count for settlement purposes.

13. Rugby Sevens

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

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

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

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

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

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

14. Darts

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

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

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

14.4. Bullseye counts as red check out colour.

15. Snooker

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

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

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

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

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

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

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

16. Table tennis

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

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

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

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

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

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

17. Bowls

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

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

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

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

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

18. Cricket

Head to Heads

18.1. Match Betting

Description of the market: Who will win the match?

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

In matches affected by adverse weather, bets will be settled according to the official result.

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

In the case of a tie, if the official competition rules do not determine a winner then deadheat rules

will apply. In competitions where a bowl off or super over determines a winner, bets will be settled

on the official result.

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

Bets on the draw will be settled as losers.

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

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

18.2. Double Chance

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

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

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

18.3. Match Betting: Draw No Bet

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

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

18.4. Toss Winner

Description: Who will win the toss?

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

18.5. Toss/Win Double

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

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

18.6. Tied Match

Description: Will the match be tied?

Rules: All bets will be settled according to the official result. If the match is abandoned or there is no official result, all bets will be void. For First Class matches a tie is when the side batting second is bowled out for a second time with scores level.

18.7. Most Fours

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

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

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

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

Fours scored in a super over do not count.

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

18.8. Most Sixes

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

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

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless

settlement of the bet has already been determined.

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

Overthrows and extras do not count.

Sixes scored in a super over do not count.

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

18.9. Most Extras

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

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

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

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

Extras in a super over do not count.

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

18.10. Most Run Outs Conceded

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

Rules: A run out "conceded" means that a member of that team will be run out while batting.

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

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

Run Outs in a super over do not count.

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

18.11. Highest First Over

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

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

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

Extras and penalty runs in the particular over count towards settlement.

18.12. Most Runs in Groups of Overs

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

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

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

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

18.13. Highest First Partnership

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

Rules: If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket.

In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined before the reduction.

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

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

Match Markets

18.14. Match Markets Match Fours

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

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

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

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

Fours scored in a super over do not count.

18.15. Match Sixes

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

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

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

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

Sixes scored in a super over do not count.

18.16. Match Extras

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

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

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

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

Extras in a super over do not count.

18.17. Match Wides

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

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Any runs resulting from a wide delivery, except penalty runs, will count towards the final total. Wides in a super over do not count.

18.18. Match Run Outs

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

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

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

Run outs in a super over do not count.

18.19. Match Wickets

Description: How many wickets will fall in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Retired hurt does not count as a dismissal. Wickets in a super over do not count.

18.20. Match Ducks

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

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. A duck is classed as someone being dismissed for zero runs. Retired hurt does not count as a dismissal. Ducks in a super over do not count.

18.21. Match Milestones

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

Rules: This is determined by how many individual innings of 50+ or 100+ are scored in the match. A score of over 100 would count as both a 50 and a 100. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

18.22. Maximum Over in Match

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

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.⁷⁴ In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been

determined. All runs, including extras, count towards settlement. Super overs do not count. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

18.23. Match Top Batter

Description of the market: Which batter will score the most runs in the match?

Rules: The result of this market is determined on the batter with the highest individual score in the match. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather. Top batters bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a batter does not bat, but was named in the starting XI, bets on that batter will stand. If a batter is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute scores the highest individual score. A new market with updated selections may be offered. When two or more players score the same number of runs, dead-heat rules will apply. Runs scored in a super over do not count.

18.24. Match Top Bowler

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

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

In limited overs matches, bets will be void if it has not been possible to complete at

least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather.

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

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

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

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

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

18.25. Team of Top Batter

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

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

18.26. Team of Top Bowler

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

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

18.27. Player of the Match

Description: Who will be named player of the match?

Rules: Bets will be settled on the officially declared player of the match. Dead-heat rules apply. If no player of the match is officially declared then all bets will be void. All players who played in the match will be settled, including substitutes. If a player does not play, bets will be void.

18.28. First Innings Lead

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

Rules: Both first innings must be completed. Dead heat rules apply in the case of a tie. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

18.29. Fifty/Hundred in Match

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

Rules: Any score of 50 and above counts as a fifty. Similar for hundred. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

18.30. Fifty/Hundred in First Innings

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

Rules: Any score of 50 and above counts as a fifty. Similar for hundred. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in the first innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, the innings must be completed, or over 200 overs, unless settlement of the bet has already been determined before the reduction. In First Class matches, this market refers to just the first innings of the match, not both teams' first innings.

18.31. Highest Individual Score

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

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined Dead heat rules apply.

Delivery Markets

18.32. Runs off Delivery

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

Rules: The result will be determined by the number of runs added to the team total, off the specified delivery. For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over. If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count. All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. For example, if there are no illegal deliveries, the 5th ball bowled in the innings will be displayed as "X runs off 5th delivery, 1st over" and the 6th ball bowled in the innings will be displayed as "X runs off 1st delivery, 2nd over". If there is an illegal delivery in the first five balls bowled, the 6th ball bowled in the innings will be displayed as "X runs off 6th delivery, 1st over". All other rules remain the same as other formats.

Over Markets

18.33. Runs in Over

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

Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void.

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

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

18.34. Boundary in Over

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

Rules: As for “Runs in Over”. Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.

18.35. Wicket in Over

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

Rules: As for “Runs in Over”.

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

18.36. Over Odd/Even

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

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

Group Markets

18.37. Runs in Groups of Overs

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

Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined. Extras and penalty runs in the particular group of overs count towards settlement of that group. In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined before the reduction. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

18.38. Wickets in Groups of Overs

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

Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined. In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined. For settlement purposes, if a batter is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

18.39. Runs in Session

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

Rules: The result is determined by the total number of runs scored in the specified

session, regardless of which team has scored them.

If fewer than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

Innings Markets

18.40. Innings Runs

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

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.

In drawn First Class matches, will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Bets will also be void in drawn first class matches, if less than 60 overs have been bowled in an incomplete innings, unless settlement of the bet has already been determined. If a team declares, that innings will be considered complete for the purposes of settlement.

18.41. Innings Wickets

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

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

In drawn First Class matches, bets will be void if fewer than 200 overs have been

bowled, unless settlement of the bet has already been determined.

Retired hurt does not count as a dismissal. If a team declares, that innings will be considered complete for the purposes of settlement.

18.42. Innings Fours

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

Rules: Same as for Most Fours.

18.43. Innings Sixes

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

Rules: Same as for Most Sixes.

18.44. Innings Extras

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

Rules: Same as for Most Extras.

18.45. Innings Wides Conceded

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

Rules: Same as Match Wides.

18.46. Innings Ducks

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

Rules: Same as Match Ducks.

18.47. Innings Run Outs

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

Rules: Same as for Most Extras.

18.48. Maximum Over in Innings

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

Rules: Same as for Maximum Over in Match

18.49. Innings Runs, Odd or Even?

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

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

18.50. Innings to finish with a Boundary

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

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

In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed due to external

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

18.51. Top Batter in Innings

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

Rules: The result of this market is determined on the batter with the highest individual score in a team's innings. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather. Pre-match top batter bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a batter does not bat, but was named in the starting XI, bets on that batter will stand. If a batter is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute scores the highest individual score. A new market with updated selections may be offered. When two or more players score the same number of runs, in the innings dead-heat rules will apply. Runs scored in a super over do not count.

18.52. Top Bowler in Innings

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

Rules: The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external

factors, including bad weather. Pre-match bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. If a bowler is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute takes the most wickets. A new market with updated selections may be offered. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count. If no bowlers take a wicket in an innings then all bets will be void.

18.53. Last Player Standing

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

Rules: If there are two or more batters who are not out upon completion of the innings, the winner for the purpose of settlement will be the last batter to face a delivery (legal or not). Players will not be deemed to have been not out if they were no longer at the crease having retired hurt or did not bat. If more than 11 players bat, the market will be void. In limited overs matches, bets will be void if, subsequent to placing the bet, the innings has been reduced in any way due to external factors, including bad weather. All players who played in the innings will be settled, including substitutes.

18.54. Most Economical Bowler

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

Rules: The result of this market is determined on the bowler with the lowest number of runs conceded per over while bowling in an individual innings. To match the scorecard, so in this case wides and no-balls do count, though byes, leg byes and penalty runs do not. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. Pre-match bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. If two or more bowlers have exactly the same runs per over, dead heat rules will apply. Runs conceded in a super over don't count.

Player Markets

18.55. Batter Runs

Description: How many runs will the named batter score?

Rules: If the batter finishes the innings not out at the end of an innings their score will be the final result. If a batter does not bat, the bet will be void. If a batter retires hurt, but returns later, the total runs scored by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. For pre-match bets, only the batter's first innings will count. Runs scored in a super over do not count.

18.56. Combined Batsman Runs

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

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

18.57. Batter Fours

Description: How many fours will the named batter hit?

Rules: If the batter finishes the innings not out at the end of an innings their number of fours will be the final result. If a batter does not bat, the bet will be void. If a batter retires hurt, but returns later, the total fours hit by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count. For pre-match bets, only the batter’s first innings will count. Fours scored in a super over do not count.

18.58. Batter Sixes

Description: How many sixes will the named batter hit?

Rules: If the batter finishes the innings not out at the end of an innings their number of sixes will be the final result. If a batter does not bat, the bet will be void. If a batter retires hurt, but returns later, the total sixes hit by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count. For pre-match bets, only the batter's first innings will count. Sixes scored in a super over do not count.

18.59. Batter Milestones

Description: Will the named batter reach the specified milestone?

Rules: As "Batter Runs"

18.60. Batter Deliveries Faced

Description: How many deliveries will the named batter face?

Rules: To match the scorecard, so in this case wides do not count, but no-balls do. If a batter retires hurt, but returns later, the total deliveries faced by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to

external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. For pre-match bets, only the batter's first innings will count. Deliveries faced in a super over do not count.

18.61. Batter Method of Dismissal

Description: How will the named batter be out?

Rules: If the specified batter is not out, all bets will be void. If the specified batter retires, and does not return to bat later, all bets will be void. If that batter does return to bat later and is out, bets will stand. Caught and bowled is included in fielder catch.

18.62. Bowler Wickets

Description: How many wickets will the named bowler take?

Rules: If a bowler does not bowl, bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined. Result will be considered determined if the line at which the bet was placed is passed. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player's bowling innings is complete. For pre-match bets, only the bowler's first innings will count. Wickets scored in a super over do not count.

18.63. Bowler Runs Conceded

Description: How many runs will the named bowler concede?

Rules: To match the scorecard, so in this case wides and no-balls do count, though byes, leg byes and penalty runs do not. If a bowler does not bowl, bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. For pre-match bets, only the bowler's first innings will count. Runs conceded in a super over do not count.

18.64. Named Player Player Performance

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

Rules: Points are scored as follows: 1 point per run scored, 20 points per wicket taken, 10 points per catch taken, 25 points per stumping taken. If the player does not bat or bowl, but is in the starting eleven, all bets will still be settled. If the player is not in the starting eleven bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. Result will be considered determined if the line at which the bet was placed is passed. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless both first innings have been completed. In First Class games, only first innings points will count. Points scored in a super over do not count.

18.65. Batter Matchbet

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

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bat all bets are still settled. Runs scored in a super over do not count.

18.66. Bowler Matchbet

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

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bowl all bets are still settled. Wickets taken in a super over do not count.

18.67. All-Rounder Matchbet

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

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

matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting XI, or appear as a substitute. If either player does not then subsequently bat or bowl then all bets are still settled. Points scored in a super over do not count.

18.68. Keeper Matchbet

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

Rules: Points are scored as above. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both named players must start the match as a wicket keeper, or appear as a substitute, but if their playing role changes for any reason all bets will still be settled in accordance with scoring system above. Points scored in a super over do not count.

Partnership Markets

18.69. Fall of Next Wicket

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

Rules: If the partnership is ended by the end of an innings, bets will settle at the final score. For settlement purposes, a batter retiring hurt does not count as a wicket. In

limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has already been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the wicket in question falls. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

18.70. Next Player Out

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

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

18.71. Method of Next Wicket Dismissal

Description: How will the next batter be out?

Rules: The result will be determined by the dismissal method of the next wicket that falls. A batter retiring hurt does not count as a wicket. If a batter is retired out, all bets will be void. If the specified wicket does not fall, all bets will be void. Caught and bowled is included in fielder catch.

18.72. Race to 'X' Runs

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

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

18.73. Next Boundary Four or Six

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

Rules: If there are no more boundaries in the innings, bets will be void. Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries. In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. Boundaries scored in a super over do not count.

18.74. Winning Over

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

Rules: All bets will be void if there is no official result. In limited overs matches, all bets will be void if, subsequent to placing the bet, the maximum overs possible are reduced in any way.

One-sided Markets

18.75. Both Teams to Score 'X' Runs

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

Rules: In line with Innings Runs rules, each innings will be judged to be complete if at least 80% of the overs scheduled to have been bowled at the time the bet was place have been bowled, and this market will be settled accordingly. In drawn First

Class matches, bets will be void if fewer than 100 overs have been bowled in either teams first innings, unless settlement of the bet has already been determined. Only runs scored in the first innings count. If a team declares that innings will be considered complete for the purposes of settlement.

18.76. Either Batter Method of Dismissal

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

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

18.77. Both Batters Method of Dismissal

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

Rules: As "Either Batter Method of Dismissal"

18.78. Runs off Consecutive Deliveries

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

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

18.79. Wicket off Delivery

Description: Will a wicket fall in the specified delivery?

Rules: The specified delivery must be completed for bets to stand. For settlement purposes, any wicket will count, including run outs. A batter retiring hurt does not

count as a wicket. If a batter is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

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

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

Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void.

Runs must be scored off the bat to count towards settlement. Bets will settle regardless of whether or not either of the specified batters are dismissed or retired hurt before the over commences.

18.81. Both Batters to Score a Boundary in Over

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

Rules: As "Both Batters to Score 'X' Runs in Over". Both fours and sixes count as boundaries. Only fours or sixes scored from the bat (off any delivery – legal or not) will count. Overthrows, all run fours and extras do not count.

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

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

Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including

bad weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void. Only fours or sixes scored from the bat (off any delivery – legal or not) will count.

Overthrows, all run fours and extras do not count.

18.83. Batter and Bowler Combo Milestones

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

Rules: For batter – same as “Batter Runs”. In first class games, only runs scored in the first innings will count. For bowler – if a bowler does not bowl, they will be deemed to have taken 0 wickets. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player’s bowling innings is complete. The result will be considered determined if the lines at which the bet was placed are passed. In First Class games, only first innings wickets will count and runs. Wickets and runs scored in a super over do not count.

18.84. Batters Combo Milestones

Description: Will both the batters reach their specified milestones?

Rules: Same as “Combined Batter Runs”.

Notes for all Markets

18.85. Players sent off/retired out

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

18.86. Concussion/tactical substitutions

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

18.87. Penalty runs after the conclusion of an innings

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

18.88. The Hundred

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

18.89. Incorrectly created matches

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

19. Squash

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

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

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

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

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

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

20. Aussie rules football

20.1. All markets exclude overtime unless expressly stated otherwise.

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

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

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

21. Boxing

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

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

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

21.4. Boxing markets rules:

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

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

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

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

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

21.4.6. Any fighter to win inside the distance predicts if the fight will be decided before the scheduled number of rounds. In the event of a technical decision, for

settlement purposes, the fight will have been deemed NOT to have gone the distance.

22. MMA

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

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

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

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

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

22.6. MMA Markets rules:

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

22.6.2.1x2 (Fight Result) Predict the result of the bout. If the fight ends in a Majority Draw or a Technical Draw then Draw will be the winning selection.

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

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

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

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

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

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

22.6.5. Winner & Exact Round

This market predicts the specific round in which a fighter wins the bout.

- *Winning Conditions:* For a bet on a specific round to be settled as a win, the selected fighter must win by *Knockout (KO)*, *Technical Knockout (TKO)*, *Disqualification (DQ)*, or *Submission* during that round.
- *Failure to Answer the Bell:* If a fighter fails to answer the bell for the next round, the opponent shall be deemed to have won the contest in the *previous round*.
- *Decisions and Technical Decisions:* In the event of a **Technical Decision** (stoppage before the end of the fight where the winner is determined by judges' scorecards) or a **Decision** at the end of the full scheduled distance, all bets on specific rounds will be settled as **lost**.
- *Clarification:* For settlement purposes, a *Technical Decision* is treated as a victory on *points (scorecards)*. Since it is not a finish (stoppage) within the round, it does not count as a victory in any specific round, regardless of when the fight was stopped.

23. Golf

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

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

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

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

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

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

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

23.8. Golf markets rules:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

24.Motorcycle Racing

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

25.Athletics

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

26.Winter sports

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

27. Formula1

27.1. General Formula1 betting rules:

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

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

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

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

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

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

27.2. Team market rules

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

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

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

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

27.3. Markets for fastest lap rules

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

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

27.4. Head2head markets & Winner of group market rules

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

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

27.5. Markets for overtakings rules

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

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

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

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

27.5.5. Lapping and unlapping is not considered as overtaking.

27.6. Markets for retirements rules

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

27.6.2. If more than 1 competitor retires in the same lap where the first retirement happened, the dead heat rule will be applied.

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

27.7. Markets for pit stops

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

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

27.8. Total finishers market rules.

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

28. Chess

28.1. General Notes

- All bets refer to a single game as described in the offering unless stated otherwise.
- If the game is not completed (e.g., forfeited or aborted), all related markets will be void unless their outcome was already determined.
- Each move is counted when White makes a move (if White has made 10 moves, the game is considered to have 10 moves), unless specified otherwise in the market description.
- All moves and events are based on the official game protocol.

28.2. Markets:

28.2.1. Will there be a checkmate?

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

28.2.2. Total number of castlings

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

28.2.3. First move

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

28.2.4. First piece to move

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

28.2.5. First captured piece

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

28.2.6. Will there be a pawn promotion?

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

28.2.7. Will there be an en passant?

- Bet settles as Won, if an en passant capture occurs during the game.

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

28.2.8. Will there be a stalemate?

- The Bet settles as Won, only if the game officially ends in a stalemate.

Stalemate is a situation where the player whose turn it is to move has no legal moves available, but their king is not in check.

28.2.9. Who will have more pieces at the end?

- The Bet is settled based on the biggest number of remaining pieces (including pawns) for a player at the end of the game.

The Bet will be settled as Draw if the number of the remaining pieces for each player at the end of the game are equal.

28.2.10. Final number of pieces

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

28.2.11. Number of checks

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

28.2.12. Total moves

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

28.2.13. Checkmate before move {X}

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

28.2.14. Game will end before move {X}

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

28.2.15. First to check

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

28.2.16. Who will finish higher in the final standings?

- The Bet is settled based on the final standings of the particular tournament, e.g. the winner is the player who finishes in the higher position on the official leaderboard of the tournament. In case of equal points, [Chess.com - Play](#)

[Chess Online - Free Games](#) - Play Chess Online - Free Games 's official tiebreaks will be used to determine the outcome.

- If official tiebreaks are not applied (e.g. the players agree to share positions without a tiebreak), or if the official website does not publish a ranked list (e.g. "1st–2nd place: both players"), the bets will be deemed void.
- If a player does not start the tournament (i.e. plays 0 games), all related bets shall be voided.

28.2.17. Who will win more games with White?

- The Bet shall be settled based on who gets more wins while playing with White.
- If both players have the same number of White wins, the outcome is Draw (X).
- If a player doesn't play any games with White, bets on that player shall be voided.

28.2.18. Who will win more games with Black?

- The Bet shall be settled based on who gets more wins while playing with Black.
- If both players have the same number of Black wins, the outcome is Draw (X).
- If a player doesn't play any games with Black, bets on that player shall be voided.

28.2.19. Total number of wins combined

- The Bet shall be settled based on the total number of wins by both players combined in the respective tournament as determined in the market description.
- For the purposes of this market only wins shall be counted.
- Example: Player A = 7 wins, Player B = 6 wins → Total = 13.

28.2.20. Player Total Wins

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

28.2.21. Player Total Wins with White

- The Bet shall be settled based on wins achieved by the particular player playing only with White.
- If the player doesn't play any games with White pieces — the Bets shall be voided.

28.2.22. Player Total Wins with Black

- The Bet shall be settled based on wins achieved by the particular player playing only with Black pieces.
- If the player doesn't play any games with Black pieces — the Bets shall be voided.

28.2.23. Player Total Points

- Points are counted on all games played including technical results (e.g. forfeit (technical) wins or losses) as follows:
- Win (including forfeit win) = 1 point,
- Draw = 0.5 point,
- Loss (including forfeit loss) = 0 points
- If the respective player withdraws mid-tournament, only completed games count.

28.2.24. Player To start 3-0

- The Bet settles as Won, if the player wins the first 3 (three) consecutive games of the respective tournament, including any forfeit (technical) wins.
- If the player loses or draws any of the first 3 (three) consecutive games of the respective tournament — bet is settled as Lost.
- If the player doesn't start the event — the Bets shall be voided.

III. Esports special rules

Definitions & Interpretations

For the purposes of these rules:

- **Tournament Organizer** means the individual, entity, or consortium of entities that is responsible for the planning, coordination, management, and execution of an esports tournament or competition. The Tournament Organizer holds authority over the event's rules, schedule, gathering results, competitive format, participant eligibility, venue or platform logistics, enforcement of discipline, and the operation of tournament infrastructure, whether conducted online, offline, or in a hybrid format.
- **Map** or **Game** refers to one discrete playable segment of a match, as defined by the respective tournament rules for that title.
- **Round** refers to a sub-unit of a map or game as per tournament rules.

- **Match** refers to the full contest as defined by the tournament rules.
- **Key event** or **Significant event** means any in-game action or occurrence that meaningfully changes the competitive status, position, or probability of match outcome, including but not limited to kills, deaths, objective captures, structure destruction, round wins, power spikes, map or side changes, and any other action that materially affects the likely result of the match.
- **Game crash** means an unintended termination, shutdown, or failure of the game software or underlying system during an active match, resulting in the inability of one or more players to continue normal gameplay, loss of game state information, or interruption of match integrity. A Game Crash includes any event in which the game application freezes, forcibly closes, disconnects a player unexpectedly, or otherwise ceases to function in accordance with expected gameplay..
- **Restart** refers to a situation where a round is reset before it has been completed and played again from the beginning, usually due to technical issues such as player disconnection, hardware malfunction, or administrative error. The match score remains unchanged, and the restarted round is treated as a continuation of normal gameplay once resumed.
- **Replay** means a situation where a match, map, game, or round is played again in full, as decided by the Tournament Organizer, due to technical issues, rule violations, or other circumstances that prevent the original result from being upheld. A replay differs from a restart in that it involves repeating the entire segment of play (e.g., full map or match) rather than resuming or reloading an ongoing round. In case of a replay, rule 1.12. is applied.
- **Integrity Violation** refers to any act or omission that intentionally or negligently compromises the fairness, legitimacy, or integrity of an esports competition. Such violations include, but are not limited to:
 1. Cheating through the use of unauthorized software, hardware, or other methods that provide an unfair advantage;
 2. Intentional exploitation of in-game bugs or mechanics not permitted by official game rules (bug abuse);
 3. Match-fixing or manipulation of results, including deliberate loss of a match for financial or other external gain;
 4. Use of prohibited substances that affect player performance;
 5. Any other form of misconduct or fraudulent behavior intended to distort fair competition.

The following do not constitute an Integrity Violation - situations where a team deliberately concedes or withdraws from a match for legitimate logistical or scheduling reasons (e.g., to participate in another event or avoid time conflicts), provided such actions are not associated with financial gain, manipulation, or deceitful intent.

If a team or player is disqualified from a tournament for other reasons (e.g., behavioral or rule violations) and conclusive evidence of integrity-related misconduct is established, the Sportsbook shall treat the case as an Integrity Violation, and Rule 1.7 shall apply.

Integrity-related violations are distinct from technical or operational issues (e.g., server outages, broadcast failures, or player accidents), which are governed separately under Rules 1.12. and 1.15.

Technical Loss (Tech Loss / Disqualification) means a situation where the Tournament Organizer awards a loss to a team for reasons unrelated to Integrity Violation , but such as no-show, rule violation, technical malfunctions, inappropriate behavior, or external circumstances beyond the player's or team's control.

For the purposes of these Rules, the terms “retires”, “forfeits”, “withdraws”, “walkover” or any similar designations shall be considered equivalent to a Technical Loss, where a player or team ceases participation in a match or tournament before its natural conclusion, and the organizer officially records the result as a loss for the affected team and a win for the opposing team.

Verified external or technical circumstances that may lead to a Technical Loss include, but are not limited to:

- a) Critical server or platform outages confirmed by the game publisher or Tournament Organizer;
- b) Loss or corruption of official match data or broadcast feed preventing verification of outcomes;
- c) Administrative cancellations or postponements officially declared by the Tournament Organizer;
- d) Force majeure events such as power failures, natural disasters, or comparable disruptions.

If the organizer uses a different term or provides no explicit clarification, Rule 1.8. (Technical Loss) will apply.

1. General rules applicable to esports, conflict of rules

1.0. These Esports Betting Rules supplement the General Sportsbook Rules. Where not specifically addressed below, the provisions of the General Sportsbook Rules apply in full. In the event of any conflict, these Esports Rules shall prevail only where expressly stated.

1.1. In case of any contradictions: game-specific rules take precedence over the esports general rules, which take precedence over the general sportsbook rules.

Where the game-specific rules do not address a particular situation, the esports general rules shall apply; otherwise, the general sportsbook rules shall apply.

1.2. All eSports markets and settlement determinations offered by the Sportsbook are based exclusively on the official in-game scoring system, in-game logs or algorithms, publicly recognized game data sources, and tournament statistics as confirmed by the Tournament Organizer or game developer. All markets will be settled strictly according to the final scores and results recorded by these official sources. No adjustments will be made for events not counted or not recognized by the official in-game system.

Unless otherwise specified, the following primary sources shall apply for verification and settlement of in-game events, roles, characters, and other relevant information:

Dota 2: [Dota 2](#) , [DOTABUFF - Dota 2 Statistics](#) , [Dota 2: Live Score with no delay, statistics, schedule, results - DLTV](#) , [cyberscore.live](#)

Counter-Strike 2 (CS2): [HLTV.org - The home of competitive Counter-Strike](#)

League of Legends: [lol.gg](#).

Valorant:

[Valorant esports coverage | VLR.gg](#) .

Overwatch: [Overwatch](#) , Blizzard official match data.

Call of Duty / Warzone: [Call of Duty® | Best-Selling Video Game Franchise](#) ,
Activision official event statistics

All esports (general): [Liquipedia](#)

If a game or tournament is not listed above, or if the official data source is unavailable, the Sportsbook will rely on the match results, statistics, or confirmations provided by the Tournament Organizer, official broadcast, or governing body, which shall serve as the sole authoritative source.

1.3. All information displayed for eSports matches, including but not limited to match start dates and times, player/team/tournament names, participants, format, map, or tournament stage, is provided for informational purposes only.

Minor typographical errors or display inconsistencies that do not affect the actual identity of the event, participants, or tournament (e.g. spelling mistakes, formatting errors) shall not impact bet validity, and bets on the relevant markets shall stand.

Material errors or discrepancies that could mislead End Users regarding the actual tournament, participants, or schedule may result in bets on affected markets being voided at the sole discretion of the Sportsbook.

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

Terms of this clause shall not apply in the case of matches with placeholder times, where the official times are yet to be announced.

1.5. If a team changes its name or competes under a different organization but retains the same roster of officially registered competitors for the tournament, bets on all markets involving that team will stand, regardless of whether the change results from team leaving an organization, joining another organization, or from an official change of team name.

If a full team change occurs, bets on markets involving the original team will be void. A full team change is deemed to occur in any of the following situations:

a) More than 50% of the team's officially registered competitors are replaced;

b) The team merges with another or ceases to exist as a separate entity, and its tournament slot is taken over by a new team;

c) The team is removed or disqualified from the tournament and a different entity inherits its slot, even if some players remain.

1.6. If the Tournament Organizer of the event allows one or more stand-in or substitute players, and the match produces an official result, bets on all relevant markets will stand. "Stand-in" refers to a temporary substitute player approved by the Tournament Organizer to replace an unavailable roster member for one or more maps.

If more than 50 % of a team's starting roster (as registered with the Tournament Organizer) is replaced by stand-ins or substitutes, bets on all markets involving match will be void, and the sportsbook may treat the fixture as a new event.

1.7. If there is conclusive evidence of Integrity Violation that has directly affected the outcome of a match (including but not limited to the use of cheats, bug abuse, match-fixing, use of prohibited substances, or any other unsporting behavior), and such Integrity Violation is officially confirmed by the Tournament Organizer or a recognized esports integrity authority (e.g., ESIC) or any relevant state authority within 72 hours of the match completion, bets on all markets involving that match will be voided .

Exception: if, as a result of confirmed Integrity Violation, a team is disqualified or assigned losses for all matches within a tournament, bets will be voided only for

markets involving matches where clear evidence exists that the Integrity Violation occurred; for other matches, bets will remain settled as normal.

1.8. If a team is awarded a Technical Loss for reasons unrelated to Integrity Violation, all bets on markets whose outcomes were determined before the Technical Loss will stand. The Match Winner market, all undecided match-level markets (e.g., Map Handicap, Total Maps), and all other undecided map markets affected by the Technical Loss will be voided. A Technical Loss applied to one map does not affect the settlement of map markets for subsequent maps played and completed as scheduled.

If the Tournament Organizer uses terms such as “disqualification,” “technical loss,” or similar without specifying that the reason was an Integrity Violation and there is no conclusive evidence of an Integrity Violation - this rule 1.8. applies.

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

1.10. In the event of an official change to match format by the Tournament Organizer (for example, from Best-of-Five to Best-of-Three), bets on all map-level markets shall remain valid, while bets on all match-level markets (including but not limited to Match Winner, Map Handicaps, Total Kills for all maps, etc.) shall be voided.

1.11. If a match is played before the scheduled start date/ time, the Sportsbook reserves the right to void all bets placed on the match relevant markets after the

actual start of the match. All bets placed on the match relevant markets before the actual start of the match will stand.

1.12. An annulled period refers to a specific portion of a match, map, or round that has been officially rolled back or declared invalid by the Tournament Organizer or the official data source (for example, when the score changes from 10–10 to 5–5, rounds 11–20 are considered annulled).

All live bets placed on markets involving the affected match, map or round (as applicable) within the annulled period shall be voided.

Live bets placed on markets involving the affected match, map or round (as applicable) before the start of the respective annulled period shall stand.

If a market (pre-match or live) has been settled before the official announcement or confirmation of the replay or rollback, and the corresponding part of the game (match) is subsequently declared annulled, such settlements shall be canceled and bets on affected markets shall be voided.

The start and end of an annulled period shall be determined based on official tournament logs, protocols, or data provider records (e.g., round ID, timestamps).

In the event of discrepancies between sources, the Sportsbook shall apply the narrowest time interval clearly confirmed by the official data source.

Example:

Score rollback from 10–10 → 5–5:

Bet placed at 6–6 → voided

Bet placed at 2–2 → stands

1.13. If a map starts with fewer players than the number required under the official tournament regulations, all bets on that map or match will be voided. The required number of players shall be determined in accordance with the respective tournament's rules or regulations.

1.14. If a match is determined to be pre-recorded, the sportsbook reserves the right to void all bets placed on markets involving the relevant match. A match may be deemed pre-recorded based on official confirmation from a recognized esports integrity body (e.g. ESIC), credible broadcast or data discrepancies, or verified technical evidence.

1.15. If an official match broadcast, in-game data feed, or tournament stream is interrupted, corrupted, or unavailable, the Sportsbook will attempt to verify the final result using tournament records provided by the Tournament Organizer. If the result cannot be verified within 24 hours of the scheduled match end, bets on all affected markets will be void. This rule covers interruptions caused by server crashes, data-feed failures, or other verified technical malfunctions.

1.16. All eSports markets offered by the Sportsbook are based on the official rules, formats, and terminology established by the respective game developers and Tournament Organizers. The Sportsbook does not restate, reinterpret, or redefine these in-game rules or mechanics. Any references to specific game elements are

used solely within the context of the official game structure and shall be understood according to the definitions and rules provided by the game itself.

All in-game events and outcomes, including but not limited to First Blood, Double Kill, and similar occurrences, are determined exclusively by the in-game logs and systems of the respective title. The Sportsbook has no control over, and bears no responsibility for, how such events are defined, triggered, or recorded within the game.

1.17. If a specific in-game event or condition forming the basis of a betting market does not occur during the applicable map, match, or series, all bets on that market will be void.

1.18. Certain esports market titles contain gameplay elements, terminology, and objectives that may include references to violence, weapons, or acts of conflict. Such content forms part of the official game rules and structure established by the game developers and Tournament Organizers and is used solely for the purpose of identifying in-game roles, objectives, and results within the esports environment.

The Sportsbook does not endorse, promote, or condone any form of real-world violence, terrorism, or unlawful activity. References to such terms within betting markets are purely descriptive of the in-game context and do not represent the views or values of the Sportsbook.

2. Rules applicable to esports outrights

2.1. If a team or participant listed in the outright market does not take part in the tournament, all bets placed on markets involving that team/participant will be void.

If a team or player competes in at least one official match, all bets on the relevant markets will stand.

2.2. If the start of the tournament is postponed, the Sportsbook reserves the right, at its sole discretion, to either void bets on all affected markets or allow such bets to stand, depending on the circumstances. If the tournament is rescheduled and completed within 7 days of the original start date, bets on the affected markets will stand; otherwise, bets on the respective markets will be voided.

2.3. If the tournament is cancelled, all bets on the markets involving that tournament will be voided.

2.4. If a team uses one or more officially approved stand-in or substitute players during a tournament, bets on all outright markets involving that team will stand, provided the team remains an officially recognized participant in the event.

If more than 50% of a team's registered starting roster (as confirmed by the Tournament Organizer before the event) is replaced by stand-ins or substitutes at any point during the tournament, bets on all outright markets involving that team will be void.

2.5. In the event there is more than one winner, the dead-heat rule will apply. Payouts will be divided proportionally based on the number of declared winners.

2.6. If the tournament format is changed by the Tournament Organizer after markets are offered (e.g., from double elimination to single elimination), the Sportsbook reserves the right to void bets on all affected outright markets.

2.7. If a player is replaced or removed from competition before playing any official match, bets on all markets involving that player that have not yet been settled shall be voided. Bets on markets involving the affected player that have already been settled prior to the respective replacement or removal shall remain valid.

If the player is replaced or removed from competition after participating in at least one official match, all bets or markets on such player, whether previously settled or pending, shall stand.

General markets for esports

Winner - A bet on the winner of the match.

1x2 - Similar to the Winner result, but a draw is considered as a possible outcome. Offered in matches where a draw is possible (for example, in bo2 format matches or in bo1 format matches without overtime).

X map winner - A bet on the winner of the specified map, including overtime.

Map Handicap - A bet on whether a team wins the match after applying the stated map handicap to the final map score.

Total Maps - A bet on whether the total number of maps played in the match will be over or under the stated line.

Correct score (in maps) - A bet on the exact final map score of the match (e.g., 2–0, 2–1).

Team N wins at least one map - A bet on whether the specified team will win at least one map in the match.

Odd/even maps - A bet on whether the total number of maps played in the match will be odd or even.

Both to win a map and Team N to win a match - A bet on whether each team will win at least one map in the match and Team N will win the whole match.

Both to win a map - A bet on whether each team will win at least one map in the match.

Leading after 2 maps - A bet on whether Team 1, Team 2, or neither (X – draw) will be leading in maps after the first two maps have been completed.

Match winner & total maps - A bet on whether a specified team will win the match and whether the total number of maps played in the match being over or under the stated number.

X map - round handicap - A bet on whether a team wins the specified map after applying the stated round handicap to the final round score, including overtime.

X map - total rounds - A bet on whether the total number of rounds played in the specified map will be over or under the stated number, including overtime.

Total rounds - A bet on whether the total number of rounds played across all maps in the match will be over or under the stated number, including overtime.

Rounds handicap - A bet on whether a team wins the match after applying the stated round handicap to the total number of rounds won across all maps, including overtime.

X map - will there be overtime - A bet on whether the specified map will require overtime to determine the winner.

X map - odd/even rounds - A bet on whether the total number of rounds played in the specified map will be odd or even, including overtime.

X map - correct score - A bet on the exact final round score of the specified map, excluding overtime.

X map - first pistol round winner - A bet on whether Team 1 or Team 2 wins the first pistol round of the specified map.

X map - second pistol round winner - A bet on whether Team 1 or Team 2 wins the second pistol round of the specified map.

X map - winner & total rounds - A bet on whether a specified team will win the chosen map and whether the total number of rounds played in that map will be over or under the stated line.

X map - pistol rounds correct score - A bet on the exact score of the pistol rounds in the specified map.

X map - winner & 1st pistol round winner - A bet on whether a specified team will win the chosen map and also win the 1st pistol round of that map.

X map - Team N total rounds - A bet on whether Team N will win over or under the stated number of rounds in the specified map.

X map - winning margin - A bet on the margin of victory in rounds for the specified map.

X map - to be scored 1:1 - A bet on whether the score in the specified map will reach 1:1 at any point.

X map - race to N rounds - A bet on whether a specified team will be the first to win N rounds in the chosen map.

X map - 1st half round handicap - A bet on whether a specified team will win the 1st half of the chosen map after applying the stated round handicap to the half-time round score.

X map - winner & 1st half - 1x2 - A bet on whether a specified team will win the chosen map and on whether Team 1 , Team 2 , or neither (X – draw) will win the 1st half of that map.

X map round N - winner - A bet on whether Team 1 or Team 2 will win a specific round (*Round N*) of the specified map.

X map - race to N kills - A bet on which team will be the first to reach the stated number of kills in the specified map, as recorded in the official match statistics published by the Tournament Organizer . If neither team reaches the stated number of kills, all bets on this market shall be void.

X map - first blood - A bet on which team will achieve the first kill (First Blood) in the specified map. The first kill is determined according to the official in-game statistics or logs. Only kills officially credited to an opposing team/player count toward this market. Kills or deaths caused solely by neutral elements, structures, or environmental effects do not count, unless officially credited to a player or team. If the first kill is not recorded or cannot be verified in the official game data, all bets on this market will be void.

X map - Player N total headshots - A bet on whether Player N will finish the specified map with over or under the stated number of headshots that resulted in a kill. All bets on this market will be settled according to official and publicly recognized game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

If a player is substituted before completing the full map, bets on all undecided markets on the chosen player shall be voided.

If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply.

X map - Player to get (nr.)+ kills - A bet on whether a specified player will achieve at least the stated number of kills in the specified map. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

If a player is substituted before completing the full map, bets on all undecided markets on the affected player shall be voided.

If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply.

X map - kill handicap - A bet on whether a team denoted in the market will get more kills in the specified map after applying the handicap stated in the market, as recorded in the official match statistics published by the Tournament Organizer.

X map - winner & map duration - A bet on whether a specified team will win the chosen map and on whether the total duration of that map will be over or under the stated time line (e.g., 00:00–35:59 minutes or 36:00 minutes and above) according to the official in-game timer.

X map - winner & total kills - A bet on whether a specified team will win the chosen map and on whether the total number of kills in that map will be over or under the stated number as recorded in the official match statistics published by the Tournament Organizer.

X map - match winner & map winner - A bet on whether a specified team will win both the match and the specified map.

Draw no bet - A bet on which team will win the match. If the match ends in a draw, all bets on this market shall be voided.

X map - kills draw no bet - A bet on which team will record more kills in the specified map according to the official post-match statistics. If both teams finish with the same number of kills, all bets on this market shall be voided.

Kills draw no bet - A bet on which team will record more kills across all maps, according to the official post-match statistics. If both teams finish with the same number of kills, all bets on this market shall be voided.

X map - Team N total kills - A bet on whether Team N will record over or under the stated number of kills in the specified map according to the official post-match statistics.

Team N total kills - A bet on whether Team N will record over or under the stated number of kills across all maps according to the official post-match statistics.

X map - Team N kill range - A bet on whether the total number of kills recorded by Team N in the specified map will fall within the stated range according to the official post-match statistics.

X map - kill range - A bet on whether the total number of kills recorded by both teams in the specified map will fall within the stated range according to the official post-match statistics.

Total kills - A bet on whether the total number of kills recorded by both teams across all maps in the match will be over or under the stated number according to the official post-match statistics.

Kills 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will record more kills across all maps in the match according to the official post-match statistics.

X map - kill handicap within 15 minutes - A bet on whether a team will lead on the number of kills in the specified map at 15:00 of in-game time once the stated handicap is applied.

X map 1st half - 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will win the 1st half of the specified map.

X map 2nd half - 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will win the 2nd half of the specified map.

X map - who will make kill № N - A bet on which team will be credited with the Nth kill in the specified map (e.g., 5th kill, 10th kill) as defined by the official post-match statistics.

X map - duration - A bet on whether the duration of the specified map will be under or over the stated time line (e.g., 00:00–35:59 minutes or 36:00 minutes and above) according to the official in-game timer.

X map - total kills - A bet on whether the total number of kills recorded by both teams in the specified map will be over or under the stated number according to the official post-match statistics. Bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

X map - kills odd/even - A bet on whether the total number of kills recorded by both teams in the specified map will be an odd or even number according to the official post-match statistics.

Double chance - A bet on whether the outcome of the match will be either of two specified results: Team 1 to win or Draw, Team 2 to win or Draw, or Team 1 to win or Team 2 to win.

X map - kills 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will record more kills in the specified map according to the official post-match statistics.

X map - most kills Player 1 vs Player 2 - A bet on whether Player 1 or Player 2 will achieve the most kills in the specified map. If both players finish with the same number of kills, all bets on this market will be voided. If either player is substituted before completing the full map, all bets on this market shall be voided.

If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. All bets on this market will be settled

according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

X map - Player N total kills - A bet on whether Player N will finish the specified map with over or under the stated number of kills. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

If a player is substituted before completing the full map, bets on all undecided markets involving the chosen player shall be voided.

If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply.

Kills handicap - A bet on whether a team will get more kills across all maps after applying the stated handicap according to the official post-match statistics.

X map - 1x2 (excl. overtime) - A bet on whether Team 1 wins, the map ends in a draw (X), or Team 2 wins at the end of regulation time only. For the purposes of this market overtime does not count.

X map - Team N to win both pistol rounds & win the map - A bet on whether Team N will win both pistol rounds (Round 1 in both halves) and also win the

specified map. If the specified team loses at least one of the pistols, or loses the map, the bet on this market will be settled as “Lost”.

General outright markets

Winner - A bet on whether a specified team will win the tournament. Bets are settled according to the official results declared by the Tournament Organizer.

To Reach Final - A bet on whether a specified team will qualify for the final of the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Not To Win The Tournament - A bet on whether a specified team will not win the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Not To Reach The Final - A bet on whether a specified team will not qualify for the final of the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Group X Winner - A bet on whether a specified team will finish first in its respective group (X). Bets on this market are settled according to the official standings published by the Tournament Organizer including any applicable tiebreakers.

Highest Placement - Team 1 vs Team 2 - A bet on which of the two specified teams will achieve the higher final placement in the tournament. Bets on this market are settled according to the official standings published by the Tournament Organizer. If both teams are eliminated at the same stage, all bets on this market will be void.

Total Number of 2-Map Series in Playoffs - A bet on whether the total number of playoff series ending with a 2–0 scoreline will be over or under the stated number. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Total Playoff Maps - A bet on whether the total number of maps played across all playoff matches will be over or under the stated number. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Most Picked Hero - A bet on which hero will be picked the most times across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest number of picks, dead-heat rules apply.

Most Banned Hero - A bet on which hero will be banned the most times across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest number of bans, dead-heat rules apply.

Most Popular Hero (Picks + Bans) - A bet on which hero will have the highest combined total of picks and bans across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest total, dead-heat rules apply.

Total Heroes Not Picked or Banned - A bet on whether the total number of heroes that are neither picked nor banned across all maps in the tournament will be over or under the stated number according to the official tournament statistics.

Region of Winner - A bet on which region of the world the overall tournament winner will come from according to the official final standings of the tournament. Regions are defined by the Tournament Organizers.

MVP - A bet on which player will be named the Most Valuable Player (MVP) of the tournament according to the official announcement by the Tournament Organizer.

Winners Group - A bet on which group the overall tournament winner will come from according to the official final standings of the tournament.

Top 3 Finish - A bet on whether a specified player or team will finish in the top three positions in the tournament according to the official final standings.

3. Esports game specific rules

3.1. Counter-Strike 2 rules:

3.1.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full

rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then bets on all affected markets on that map, match and match side markets will be voided.

For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.1.2. If a round is restarted by the Tournament Organizer before it is completed, all bets on markets related to the respective round will stand. Bets on all affected markets shall be settled based on the official score.

3.1.3. Matches in Counter-Strike 2 may be played in various formats (e.g., MR12, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered in the betting line take into account the format used in a specific match and are based on the official tournament data.

3.1.5. Counter-Strike 2 Duels (Berserk League) specific rules:

3.1.5.1. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all affected bets shall be voided.

3.1.5.2. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or the official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be voided. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be voided. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets on including pre-match and live markets.

3.1.5.3. Game Crashes: In case of a Game Crash, Bets on the markets settled before the Game Crash shall stand, bets on unsettled markets shall be voided.

3.1.5.4. Round Restarts: In case of a round restart, bets on the markets of the respective round shall stand and shall be settled based on the official in-game score of the replayed round.

3.1.5.5. Player is Absent: In case a player is absent bets on all markets of the affected match will be voided.

3.1.5.6. Internet issues: This rule applies to situations where a player, a team, or a tournament studio experiences connectivity or network problems that interrupt gameplay. If such an issue occurs and no Key/Significant Event has taken place in

the respective game, and odds remain unchanged, the game may be restarted and all bets on the relevant markets will stand.

If a Key Event or Significant Event in the respective game has occurred, bets on all unsettled markets shall be voided, while bets on markets settled before the Internet issue occurred will stand.

Counter-Strike 2 markets:

X map - zeus x27 kill - A bet on whether a kill will be made using the Zeus x27 taser during the map. Kills resulting from team-inflicted (teamkill) damage will be considered valid and will result in the market being settled as "Won".

X map - will be killed by knife - A bet on whether a knife kill will occur during the map.

X map - will be killed by Molotov - a bet on whether a kill will be made using a Molotov cocktail or incendiary grenade during the map. Any one death officially registered as Molotov/incendiary grenade kills are counted — including those caused by the grenade impact itself. Kills resulting from self-inflicted (suicide) or team-inflicted (teamkill) damage will be considered valid and will result in bets on the market being settled as "Won".

X map - will be killed by HE grenade - a bet on whether a kill will be made with a high-explosive (HE) grenade during the map. Any one case where a player's death is

officially registered as caused by an HE grenade are counted — including kills from the grenade hitting the opponent directly. Kills resulting from self-inflicted (suicide) or team-inflicted (teamkill) damage will be considered valid and will result in bets on the market being settled as "Won".

X map - total rounds ending with bomb defusing - A bet on the total number of rounds in the specified map that end with the bomb being defused by the Counter-Terrorists.

X map - total rounds ending with bomb detonation - A bet on the total number of rounds in the specified map that end with a successful bomb explosion planted by the Terrorists.

X map - total AWP kills - A bet on whether the total number of kills made with the AWP in the specified map will be over or under the stated number. All bets on this market will be settled according to official game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

X map - total headshots - A bet on whether the total number of headshot kills recorded in the specified map will be over or under the stated number. All bets on this market will be settled according to official game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

Team with the Highest HLTV Rating - A bet on which team will finish the tournament with the highest average HLTV rating across all official maps played, as published by [HLTV.org - The home of competitive Counter-Strike](https://www.hltv.org) . Bets on this market shall be settled according to the final statistics provided by HLTV.

Player with the Highest HLTV Rating - A bet on which player will finish the tournament with the highest average HLTV rating across all official maps played, as published by [HLTV.org - The home of competitive Counter-Strike](https://www.hltv.org) . Bets on this market shall be settled according to the final statistics provided by HLTV.

HLTV MVP - A bet on whether a specified player will be awarded the HLTV MVP (Most Valuable Player) title for the tournament. Bets on this market shall be settled according to the official announcement published by [HLTV.org - The home of competitive Counter-Strike](https://www.hltv.org) .

Most Played Map - A bet on which map will be played the most times during the tournament. Bets on this market are settled according to the official match data published by the Tournament Organizer. In the event of a tie between two or more maps, dead-heat rules apply.

Map with Highest T Win % - A bet on which map will record the highest percentage of rounds won by the Terrorist side during the tournament. Bets on this market are settled according to the final statistics provided by HLTV.

Map with Highest CT Win % - A bet on which map will record the highest percentage of rounds won by the Counter-Terrorist side during the tournament. Bets on this market are settled according to the final statistics provided by HLTV.

3.2. Dota 2 rules:

3.2.1. If a map starts with fewer than 10 competitors, all bets on markets involving the map (and associated match markets) will be voided.

3.2.2. If one of the players disconnects within the first 10 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 10th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.2.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the markets involving the respective map will be settled according to the official result.

3.2.4. Dota 2 Duels (Berserk League) specific rules:

3.2.4.1. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all bets on the affected markets shall be voided.

3.2.4.2. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be voided. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be voided. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all relevant bets including pre-match and live markets.

3.2.4.3. Game Crashes: In case of a Game Crash, bets on markets settled before the game crash stand, bets on unsettled markets shall be voided.

3.2.4.4. Neutral Creep Kills: For the purposes of bet settlement Neutral Creep Kills are counted as kills by the opposing team.

3.2.4.5. Internet Issues: Where a player, team, or tournament studio experiences connectivity or network problems that interrupt gameplay and no Key/Significant Event in the game has taken place, and odds remain unchanged, the game may be restarted and all bets placed on markets related to this game will stand.

If a Key Event or Significant Event has occurred in the game, bets on all unsettled markets shall be voided, while bets on already settled markets will stand.

3.2.4.6. Simultaneous Deaths: In case of simultaneous death, the winner is determined by who of the competitors in the game was alive longer or who killed their opponent first, according to the official game log.

3.2.4.7. Incorrect Heroes Selected: If incorrect heroes are selected prior to the beginning of the match and a Significant iEvent occurs (e.g., a kill or substantial tower damage), all bets on markets related to this match will be void. If no Significant Event occurred, the fixture will be restarted with correct heroes and the bets on markets to this fixture will stand.

Dota 2 markets

X map - *Nth* aegis - A bet on which team will claim the stated (Nth) Aegis of the Immortal in the specified map. If the stated (Nth) Aegis is not claimed, all bets on this market are voided.

X map - *Nth* barracks - A bet on which team will destroy the stated (Nth) barracks in the specified map. If a team destroys its own barracks, it counts in favor of the opposing team. If the stated (Nth) barracks are not destroyed, all bets on this market are voided.

X map - *Nth* tower - A bet on which team will destroy the stated (Nth) tower in the specified map. If a team destroys its own Nth tower, it counts in favor of the opposing team. If the stated (Nth) tower is not destroyed, all bets on this market are voided.

X map - First Roshan - A bet on which team will kill the first Roshan in the specified map. If a Roshan is not killed in the respective map, all bets on this market are voided.

X map - who will make kill № N - A bet on which team will be credited with the Nth kill in the specified map (e.g., 5th kill, 10th kill), as defined by the official post-match statistics.

X map - mega creeps - a bet on whether one team will destroy all enemy barracks, causing mega creeps to spawn in the specified map. Bets on this market will be settled as won if all barracks of the opponent team are destroyed, even if the game ends before the first mega creep wave appears.

X map - ultra kill - a bet on whether an Ultra Kill (4 consecutive kills by the same hero) will occur in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market.

X map - beyond godlike - a bet on whether a player will achieve a Beyond Godlike streak (9 or more consecutive kills without death of the player) in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market.

X map - rampage - a bet on whether a Rampage (5 consecutive kills by the same hero) will occur in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market.

X map - total Roshans - A bet on whether the total number of Roshans killed by both teams in the specified map will be over or under the stated number.

X map - Team N total Roshans - A bet on whether Team N will kill over or under the stated number of Roshans in the specified map.

X map - Roshans handicap - A bet on whether a team will kill more Roshans in the specified map after applying the stated handicap.

X map - Roshans 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will kill more Roshans in the specified map. If both teams kill the same number of Roshans, the result is a draw.

X map - Roshan range - A bet on whether the total number of Roshans killed by both teams in the specified map will fall within the stated range.

X map - Team N Roshan range - A bet on whether the total number of Roshans killed by Team N in the specified map will fall within the stated range.

X map - total towers - A bet on whether the total number of towers destroyed by both teams in the specified map will be over or under the stated number.

X map - Team N total towers - A bet on whether Team N will destroy over or under the stated number of towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - towers handicap - A bet on whether a team will destroy more towers in the specified map after applying the stated handicap. If a team destroys its own tower, *it shall be* counted in favor of the opposing team.

X map - total Roshans - A bet on whether the total number of Roshans killed by both teams in the specified map will be over or under the stated number.

X map - Team N total Roshans - A bet on whether Team N will kill over or under the stated number of Roshans in the specified map.

X map - Roshans handicap - A bet on whether a team will kill more Roshans in the specified map after applying the stated handicap.

X map - Roshans 1x2 - A bet on whether Team 1 , Team 2, or neither (X – draw) will kill more Roshans in the specified map. If both teams kill the same number of Roshans, the result is a draw.

X map - Roshan range - A bet on whether the total number of Roshans killed by both teams in the specified map will fall within the stated range.

X map - Team N Roshan range - A bet on whether the total number of Roshans killed by Team N in the specified map will fall within the stated range.

X map - total towers - A bet on whether the total number of towers destroyed by both teams in the specified map will be over or under the stated number.

X map - Team N total towers - A bet on whether Team N will destroy over or under the stated number of towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - towers handicap - A bet on whether a team will destroy more towers in the specified map after applying the stated handicap. If a team destroys its own *tower*, it shall be counted in favor of the opposing team.

X map - Team N tower range - A bet on whether the total number of towers destroyed by Team N in the specified map will fall within the stated range. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - towers draw no bet - A bet on which team will destroy more towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. If both teams destroy the same number of towers, all bets on this market shall be voided.

X map - towers 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - tower range - A bet on whether the total number of towers destroyed in the specified map will fall within the stated range. If a team destroys its own tower, it shall be counted in favor of the opposing team.

Towers total - A bet on whether the total number of towers destroyed by both teams across all maps in the match will be over or under the stated line. If a team destroys its own tower, it shall be counted in favor of the opposing team.

Towers handicap - A bet on whether a team will destroy more towers than the opposing team across all maps in the match after applying the stated handicap. If a team destroys its own tower, it shall be counted in favor of the opposing team.

Towers 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more towers across all maps in the match. If a team destroys its own tower, it shall be counted in favor of the opposing team.

Towers draw no bet - A bet on which team will destroy more towers across all maps in the match. If both teams destroy the same number of towers, all bets on this market shall be voided. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - total barracks - A bet on whether the total number of barracks destroyed by both teams in the specified map will be over or under the stated number. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - barracks handicap - A bet on whether a team will destroy more barracks in the specified map after applying the stated handicap. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - barracks draw no bet - A bet on which team will destroy more barracks in the specified map. If both teams destroy the same number of barracks, all bets on this market shall be voided. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - barracks 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more barracks in the specified map. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - Team N total barracks - A bet on whether Team N will destroy over or under the stated number of barracks in the specified map. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - barrack range - A bet on whether the total number of barracks destroyed in the specified map will fall within the stated range. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - Team N barrack range - A bet on whether the total number of barracks destroyed by Team N in the specified map will fall within the stated range. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

Barracks handicap - A bet on whether a team will destroy more barracks across all maps in the match after applying the stated handicap. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

Barracks 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

Barracks draw no bet - A bet on which team will destroy more barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team. If both teams destroy the same number of barracks, all bets on this market shall be voided.

Team N total barracks - A bet on whether Team N will destroy over or under the stated number of barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - total intelligence heroes picked - A bet on the total number of heroes with Intelligence as their primary attribute picked by both teams on the specified map.

X map - role of first picked hero - A bet on whether the first picked hero on the specified map fulfills a core or support role.

X map - melee hero will be picked first - A bet on whether the first picked hero during the draft will be a melee hero on the specified map.

X map - draw first blood within N minutes - A bet on whether the First Blood in the specified map will occur within the specified number (N) of minutes. First Blood is awarded only when the kill is credited to an enemy hero. If a hero is damaged by an enemy hero and then dies to a tower, neutral creep, or allied unit, the kill is still credited to the enemy hero and counts as First Blood. Deaths caused solely by neutral creeps and towers, for example, do not count. For the avoidance of doubt, whether the situation of First Blood took place or not will be determined based on the game statistics.

X map - total Melee heroes picked by Radiant side- A bet on the number of melee heroes picked by the Radiant side on the specified map.

X map - primary attribute of last picked hero - A bet on the primary attribute of the hero last picked on the specified map: Strength, Agility, Intelligence, or Universal.

X map - support role will be killed first - A bet on whether the first death on the specified map will be a hero that fulfills a support role. In case the game statistics did not award the support role to anyone in the specified map, bets on this market shall be voided.

X map - support role to draw First Blood - A bet on whether the First Blood will be awarded to a hero assigned a support role on the specified map. First Blood is awarded only when the kill is credited to an enemy hero. If a hero is damaged by an enemy hero and then dies to a tower, neutral creep or allied unit, the kill is still credited to the enemy hero and counts as First Blood. Deaths caused solely by neutral creeps and towers, for example, do not count.

X map - First Black King Bar - A bet on which team's player will assemble the first Black King Bar (BKB) on the specified map at the moment the item is fully assembled regardless of its location (inventory, courier, or base stash). In case the Black King Bar (BKB) was not assembled on the specified map the bets on this market will be voided.

X map - total range heroes picked by Dire side - A bet on the total number of ranged heroes picked by the Dire side on the specified map.

X map - acquired most Bounty Rune - A bet on which team will collect more Bounty Runes on the specified map.

X map - occurrence time of 10th kill - A bet on whether the 10th kill in the specified map will occur during daytime or nighttime. The day cycle can be seen just above the in-game timer and is determined by the game algorithm.

3.3. Valorant rules:

3.3.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then all affected bets on that map, match and match side markets will be voided.

For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.3.2. Round Restarts: In case of a round restart, bets on the markets of the respective round shall stand and shall be settled based on the official in-game score of the replayed round.

3.3.3. Matches in Valorant may be played in various formats (e.g., MR12, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered in the betting line take into account the format used in a specific match and are based on the official tournament data.

3.4. League of Legends rules:

3.4.1. If a map starts with fewer than 10 competitors, all bets on markets related to that map will be voided.

3.4.2. If one of the players disconnects within the first 10 minutes of in-game time and is unable to reconnect or be replaced within 3 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 10th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.4.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on markets related to the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official result.

3.4.5. League of Legends markets:

X map - Nth baron - A bet on which team will kill the number specified Baron Nashor on the specified map.

X map - Nth inhibitor - A bet on which team will destroy the number specified inhibitor on the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - quadra kill - A bet on whether an ultra kill (4 consecutive kills by the same hero) will occur on a specified map. Only streaks confirmed by the in-game system are considered for settlement of this market.

X map - penta kill - A bet on whether a Rampage (5 consecutive kills by the same hero) will occur on a specified map. Only streaks confirmed by the in-game system are considered for settlement of this market.

X map - total turrets - A bet on whether the total number of turrets destroyed by both teams in the specified map will be over or under the stated number. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - will (type) dragon be slain? - A bet on whether the stated type of Elemental Dragon (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be slain in the specified map. If the stated dragon type is slain during the specified map, bets predicting it will be slain are settled as winning, and bets predicting it will not be slain are settled as losing. If the stated dragon type does not appear or is not slain during the specified map, bets predicting it will not be slain are settled as winning, and bets predicting it will be slain are settled as losing.

X map - Nth dragon type - A bet on which Elemental Dragon type (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be the Nth dragon to spawn in the specified map.

X map - dragon soul type - A bet on which Elemental Dragon type (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be granted as the Dragon Soul in the specified map. If the Dragon Soul is not achieved during the map, all bets on this market will be void.

X map - total barons - A bet on whether the total number of Barons killed by both teams in the specified map will be over or under the stated number.

X map - total dragons - A bet on whether the total number of Dragons killed by both teams in the specified map will be over or under the stated number. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Nth dragon - A bet on which team will slay the number specified dragon on the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - total inhibitors - A bet on whether the total number of inhibitors destroyed by both teams in the specified map will be over or under the stated number. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - both teams to slay a dragon - A bet on whether both teams will slay at least one dragon each in the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - both teams to slay a baron - A bet on whether both teams will slay at least one baron each in the specified map.

X map - both teams to destroy an inhibitor - A bet on whether both teams will destroy at least one inhibitor each in the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

Which team to score a quadra kill - A bet on whether the specified team will get an ultra kill (4 consecutive kills by the same hero) across all maps. Only streaks confirmed by the in-game system are considered for settlement of this market.

Which team to score a penta kill - A bet on whether the specified team will get a rampage (5 consecutive kills by the same hero) across all maps. Only streaks confirmed by the in-game system are considered for settlement of this market.

X map - Team N total barons - A bet on whether Team N will slay over or under the stated number of Baron Nashors in the specified map.

X map - Team N total turrets - A bet on whether Team N will destroy over or under the stated number of turrets in the specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Team N total dragons - A bet on whether Team N will slay over or under the stated number of dragons in the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Team N total inhibitors - A bet on whether Team N will destroy over or under the stated number of inhibitors in the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

Team N total barons - A bet on whether Team N will slay over or under the stated number of Baron Nashors across all maps.

Team N total turrets - A bet on whether Team N will destroy over or under the stated number of turrets across all maps. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Team N total dragons - A bet on whether Team N will slay over or under the stated number of dragons across all maps. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

Team N total inhibitors - A bet on whether Team N will destroy over or under the stated number of inhibitors across all maps. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

Turrets total - A bet on whether the total number of turrets destroyed by both teams across all maps will be over or under the stated number. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Turrets handicap - A bet on whether a team will destroy more turrets across all maps in the match after applying the stated handicap. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Turrets draw no bet - A bet on which team will destroy more turrets across all maps in the match. If both teams destroy the same number of turrets, all bets on this market shall be void. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Turrets 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will destroy more turrets across all maps in the match. Only standard map turrets (outer, inner,

inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Nth turret - A bet on which team will destroy the specified turret on the specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Turrets handicap - A bet on whether a team will destroy more turrets on a specified map after applying the stated handicap. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Turrets draw no bet - A bet on which team will destroy more turrets on a specified map. If both teams destroy the same number of turrets, all bets on this market shall be void. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Turrets 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will destroy more turrets on a specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Dragons handicap - A bet on whether a team will slay more dragons across all maps in the match after applying the stated handicap. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

Dragons draw no bet - A bet on which team will slay more dragons across all maps in the match. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. If both teams slay the same number of dragons, all bets on this market shall be void.

Dragons 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will slay more dragons across all maps in the match. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Dragons handicap - A bet on whether a team will slay more dragons on a specified map after applying the stated handicap. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Dragons draw no bet - A bet on which team will slay more dragons on a specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. If both teams slay the same number of dragons on the specified map, all bets on this market shall be void.

X map - Dragons 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will slay more dragons on a specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

Inhibitors handicap - A bet on whether a team will destroy more inhibitors across all maps in the match after applying the stated handicap. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

Inhibitors draw no bet - A bet on which team will destroy more inhibitors across all maps in the match. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. If both teams destroy the same number of inhibitors, all bets on this market shall be void.

Inhibitors 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more inhibitors across all maps in the match. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - Inhibitors handicap - A bet on whether a team will destroy more inhibitors on a specified map after applying the stated handicap. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - Inhibitors draw no bet - A bet on which team will destroy more inhibitors on a specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. If both teams destroy the same number of inhibitors, all bets on this market shall be void.

X map - Inhibitors 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more inhibitors on a specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - dragon range - A bet on whether the total number of dragons slayed in the specified map will fall within the stated range. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - inhibitor range - A bet on whether the total number of inhibitors destroyed in the specified map will fall within the stated range. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - baron range - A bet on whether the total number of barons slayed in the specified map will fall within the stated range.

X map - kill range - A bet on whether the total number of kills recorded by both teams in the specified map will fall within the stated range, according to the official post-match statistics.

X map - turret range - A bet on whether the total number of turrets destroyed in the specified map will fall within the stated range. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Team N dragon range - A bet on whether the total number of dragons slayed by Team N in the specified map will fall within the stated range. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Team N inhibitor range - A bet on whether the total number of inhibitors destroyed by Team N in the specified map will fall within the stated range. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - Team N baron range - A bet on whether the total number of barons slayed by Team N in the specified map will fall within the stated range.

X map - Team N kill range - A bet on whether the total number of kills recorded by Team N in the specified map will fall within the stated range, according to the official post-match statistics.

X map - Team N turret range - A bet on whether the total number of turrets destroyed by Team N in the specified map will fall within the stated range. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

3.5. King of Glory (Honor of Kings and Arena of Valor):

3.5.1. If a map starts with fewer than 10 competitors, all bets on markets of that map (and associated match markets) will be voided.

3.5.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.5.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.6. Mobile Legends:Bang Bang:

3.6.1. If a map starts with fewer than 10 competitors, all bets placed on markets involving the map (and associated match markets) will be voided.

3.6.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of

in-game time, bets on the relevant markets will be settled according to the official results.

3.6.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.7. Wild Rift:

3.7.1. If a map starts with fewer than 10 competitors, all bets placed on markets involving the map (and associated match markets) will be voided.

3.7.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.7.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets placed on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.8. Free Fire & PUBG & PUBG Mobile & Fortnite & Apex Legends & Call of Duty: Warzone (Battle Royale Esports):

3.8.1. The round winner is determined based on the last player or team remaining alive (as per applicable game logic). A “round” is considered one map played.

3.8.2 If the specified round is not completed, all bets on markets involving that round shall be void.

3.8.3. The tournament winner is determined based on the official final standings after all scheduled rounds of the tournament are completed. Bets on the relevant markets are settled according to the official results provided by the Tournament Organizer.

3.8.4. Round Markets:

Round X winner - A bet on which team or player will win the specified round.

Top 3 Finish in Round X - A bet on whether a specified player or team will finish in the top three positions in the stated round.

3.9. Deadlock:

3.9.1. If a map starts with fewer than 10 competitors, all bets on markets involving the map (and associated match markets) will be voided.

3.9.2. If one of the players disconnects in the first 8 minutes and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets related to that map and match will be voided. If a competitor disconnects or quits after the 8th minute of the map being played, the bets on the relevant markets will be settled according to the official results.

3.9.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on the markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.10. Rainbow Six: Siege:

3.10.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 2 full rounds with 4v5 configuration, and if the 5th player does not return during 2 rounds, then all affected bets on that map, match and match side markets will be voided.

For the avoidance of doubt, the two-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 2 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.10.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

3.11. GeoGuessr rules:

3.11.1. All bets on Geoguessr matches will be settled based on the official results as determined by the Tournament Organizer on the official website: [GeoGuessr - Let's explore the world!](#) . This includes any in-game decisions or modifications made by the Tournament Organizer during the match.

3.12. Call of Duty & Call of Duty Mobile rules:

3.12.1. These rules do not apply to Call of Duty: Warzone. Terms of settlement of markets of Call of Duty: Warzone are covered by the Battle Royale Esports rules.

3.12.2. A match may be played in different formats depending on the title or tournament rules (e.g., 4v4 in Call of Duty League, 5v5 in Call of Duty Mobile, or

historical 5v5 in past CDL titles). Bets on the relevant markets are settled according to the official tournament results, regardless of the team format used.

3.12.5. Call of Duty & Call of Duty Mobile markets:

X map - round handicap - A bet on whether a team wins the specified map after applying the stated round handicap to the final round score, including overtime. This market is only available on round-based modes (e.g., Search & Destroy, Control). If the scheduled map is changed to a mode that does not use rounds (e.g., Hardpoint), all bets on this market are void.

3.13. Marvel Rivals:

3.13.1. If one of the players disconnects within the first 2 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 2nd minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.14. Crossfire & Crossfire Mobile:

3.14.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 2 full

rounds with 4v5 configuration, and if the 5th player does not return during 2 rounds, then all affected bets on that map, match and match side markets will be voided.

For the avoidance of doubt, the two-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 2 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.14.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

3.14.3. Matches in Crossfire may be played in various formats (e.g., MR9, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered take into account the format used in a specific match and are based on the official tournament data.

3.15. Tekken:

3.15.3. Tekken markets:

Winner - A bet on which player will win the match. A match is equivalent to a set in Tekken terms.

X map winner - A bet on which player will win the specified map in the series. A map is equivalent to a game in Tekken terms. A map is won by the player who first achieves 3 KOs (knock-outs) in that map (game).

Map Handicap - A bet on which player will win the match (set) after applying the stated map (game) handicap to the final score. The handicap is applied to the number of maps (games) won by each player.

Total Maps - A bet on the total number of maps (games) played in the match, settled as over or under the stated number.

Correct score (in maps) - A bet on the exact final score of maps (games) won in the match (set). The winner is determined by the first player to reach the required number of map (game) wins (e.g., 2 in Bo3, 3 in Bo5).

3.16. Street Fighter:

3.16.4. Street Fighter markets:

Winner - A bet on which player will win the match. A match is equivalent to a set in Street Fighter terms.

X map winner - A bet on which player will win the specified map in the series. A map is equivalent to a game in Street Fighter terms. A map is won by the player who first achieves 2 KOs (knock-outs) in that map (game).

Map Handicap - A bet on which player will win the match (set) after applying the stated map (game) handicap to the final score. The handicap is applied to the number of maps (games) won by each player.

Total Maps - A bet on the total number of maps (games) played in the match, settled as over or under the stated number.

Correct score (in maps) - A bet on the exact final score of maps (games) won in the match (set). The winner is determined by the first player to reach the required number of map (game) wins (e.g., 2 in Bo3, 3 in Bo5).

3.17. Overwatch 2:

3.17.1. If one of the players disconnects within the first 2 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 2nd minute

of in-game time, bets on the relevant markets will be settled according to the official results.

3.18. Rocket League:

3.18.1. If a game (map) or match is abandoned or awarded by Tournament Organizer decision within the first 2 minutes of in-game time (i.e. from 00:00 up to 1:59), all bets on all markets involving that map and match shall be void. If the abandonment or awarding occurs at the 2nd minute or later, all bets on markets affected by that map or match shall be settled according to the official result.

3.18.2. Rocket League markets:

Winner - A bet on the winner of the match. A match is equivalent to a series in Rocket League terms.

X map winner - A bet on the winner of the specified map. A map is equivalent to a game in Rocket League terms.

Map Handicap - A bet on whether a team wins the match (series) after applying the stated map (game) handicap to the final map (game) score.

Total Maps - A bet on whether the total number of maps (games) played in the match (series) will be over or under the stated number.

Correct score (in maps) - A bet on the exact final map (game) score of the match (series) (e.g., 2–0, 2–1).

3.19. Age of Empires & Starcraft 2 & Starcraft: Brood War & Warcraft III:

3.19.1. If a match or map is abandoned or awarded by Tournament Organizer's decision within the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59), all bets on all markets involving that map and match shall be void. If the abandonment or awarding occurs at the 10th minute or later, all bets on markets affected by that map or match shall be settled according to the official result.

3.20. Standoff 2:

3.20.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then all affected bets on that map, match and match side markets will be voided.

For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.20.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

3.21. FC 26 specific rules:

3.21.1. All Markets will be settled as set out in accordance with the General Sportsbook Rules and Soccer Market Rules.

3.21.2. Matches in this category may be played using different football simulation titles, irrespective of game developer, e.g. including EA Sports FC or eFootball (formerly PES). Additionally, different game versions may be used (for example, FC 24, FC 25, etc.). Such differences are purely informational and do not constitute grounds for voiding bets.

3.21.3. The stated match duration (e.g. 2x4 or 2x5 minutes) refers to in-game time settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.21.4. Wrong Odds/Players/Teams: If bets are placed on markets with incorrect odds/players/teams, all affected bets shall be voided.

3.21.5. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, all settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.21.7. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets, including pre-match and live markets.

3.21.8. Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, game crashes, or internet/network outages affecting a player, team, or tournament studio.

If such a malfunction occurs and no Key or Significant Event has taken place, and odds remain unchanged, the game may be restarted and bets on all relevant markets will stand.

If the malfunction occurs after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on all unsettled markets shall be void, while bets on all settled markets will stand.

If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while bets on the remaining unsettled markets shall be void.

3.21.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

3.22. NBA 2K26 specific rules:

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

3.22.2. Matches in this category may be played using different game versions, including *NBA 2K24*, *NBA 2K25*, or *NBA 2K26*. Such differences are purely informational and do not constitute grounds for voiding bets.

3.22.3. The stated match duration (e.g. 4x5 minutes) refers to in-game time settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.22.4. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all affected bets shall be voided.

3.22.5. Wrong Teams/Players: If the game is stopped early and there has been no Significant Event (such as a basket), the match may be restarted. If a Significant Event has already occurred, bets on all affected markets will be void.

3.22.6. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, bets on all settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.22.7. Stream Issues: the official stream refers to the primary broadcast of the match available to users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets on including pre-match and live markets.

3.22.8. Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, Game Crashes, or internet/network outages affecting a player, team, or tournament studio.

If such a malfunction occurs during a match and no Key or Significant Event has taken place yet, and odds remain unchanged, the game may be restarted and all bets on the relevant markets will stand.

If the malfunction occurs during a match after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on all unsettled markets shall be void, while bets on the settled markets will stand.

If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while bets on the remaining unsettled markets shall be void.

3.22.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

3.23. Cricket 24 specific rules:

3.23.1. Bets on all Markets will be settled as set out in the General and Cricket Market Rules.

3.23.2. Matches in this category are generally played in a 5-over format (each side bats for a maximum of 5 overs). The stated format refers to in-game settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.23.3. Matches may be played using different game versions, including *Cricket 23* or *Cricket 24*. Such differences are purely informational and do not constitute grounds for voiding bets.

3.23.4. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, bets on all affected markets shall be voided.

3.23.5. Wrong Teams/Players: If the game is stopped early and there has been no Significant Event (such as a basket), the match may be restarted. If a Significant Event has already occurred, all bets will be void.

3.23.6. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, bets on all already settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.23.7. Stream Issues: the official stream refers to the primary broadcast of the match available to users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets, including pre-match and live markets.

3.23.8. Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, game crashes, or internet/network outages affecting a player, team, or tournament studio.

If such a malfunction occurs in a match and no Key or Significant Event has taken place yet, odds remain unchanged and the game may be restarted and bets on all markets related will stand.

If the malfunction occurs in a match after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on markets unsettled after the disruption or malfunction shall be void, while bets on markets already settled will stand.

If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while the bets on remaining unsettled markets shall be void.

3.23.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

IV. Esports solution betting rules

1.1. General Rules.

1.1.1. Sportsbook platform reserves the right to cancel any bet made on obviously “bad” odds (e.g. odds that include typo, back-office error, fixed matches), switched

odds or a bet made after an event has started or match was affected by obvious technical problems.

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

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

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

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

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

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

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

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

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

1.1.11. Market Asian Handicap: Home team (-1.75) vs Away team (+1.75). This means that the stake is divided into 2 equal bets and placed on the outcomes -1.5 and -2.0. For the bet to be fully paid out at the listed odds, Team A must win the match with a bigger margin than both of their listed handicaps (ie. 3 goals or more margin). In the eventuality that Team A wins with only a 2 goal margin, the bet will be

considered as partially won with a full payout on the -1.5 part of the bet and a refund on the -2.0 side since the outcome on that part of the bet would be considered a "tie". Should the match produce any other outcome, including a Team A victory with only 1 goal margin, the whole stake would be lost. Away teams are given a +1.75 goal advantage in the match. This means that the stake is divided into 2 equal bets and placed on the outcomes +1.5 and +2.0.

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

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

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

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

1.1.16. Bets on "Race to X Points / Race to X Goals..." and similar offers refer to the team/participant reaching the earliest the particular tally of points/goals/events. If the

offer lists a timeframe (or any other period restriction) it will not include any other points/goals/events tallied from other parts of the event/match which are not related to the mentioned time frame. Should the listed score not be reached within the stipulated time frame (if any), all bets will be declared void, unless otherwise stated.

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

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

1.2. Basketball Market Rules

1.2.1. Markets do not consider overtime unless otherwise stated.

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

1.3. Cricket Market Rules

1.3.1. Delivery Markets Runs off . The result will be determined by the number of runs added to the team total, off the specified delivery. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over. If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count. All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery.

1.3.2. Over Markets Runs in Over. The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void. Extras and penalty runs in the particular over count towards settlement.

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

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

1.3.5. Innings Markets. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings. In drawn First Class matches, will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Bets will also be void in drawn first class matches, if less than 60 overs have been bowled in an incomplete innings, unless settlement of the bet has already been determined. If a team declares, that innings will be considered complete for the purposes of settlement.

1.4. eSoccer

1.4.1. Match Format

The match consists of 2 halves with one of the following durations:

- 2x6 minutes
- 2x4 minutes
- 2x15 minutes

The match duration includes injury time, but excludes extra time and penalty shootouts.

1.4.2. Settlement

All markets are settled according to the General Rules.

1.5. eSoccer: Volta

1.5.1. Match Format

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

1.5.2. Settlement

All markets are settled according to the General Rules.

1.6. eSoccer: Penalty

1.6.1. Match Format

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

- Each team takes up to 5 shots alternately.
- The team with the most goals after 5 shots wins.
- If the score is tied after 5 shots each, the shootout continues with a sudden death format (1 shot each) until a winner is determined.

1.6.2. Settlement

All markets are settled according to the General Rules.

1.7. eSoccer: X-Battle FC

1.7.1. Match Format

- The match consists of 2 halves of 30 seconds each.
- No overtime is played.

1.7.2. Settlement

All markets are settled according to the General Rules.

1.8. eBasketball

1.8.1. Match Format

- The match consists of 4 quarters of 6 minutes each.
- Overtime is included in the match duration.

1.8.2. Settlement

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

1.9. eBasketball: Blitz

1.9.1. Match Format

The match consists of 1 quarter of 1 minute.

1.9.2. Settlement

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

1.10. eStreetball

1.10.1. Match Format

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

1.10.2. Settlement

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

1.11. eFighting: Injustice 2 / MK11

1.11.1. Match Outcome

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

1.11.2. Market Definitions

- Health Bar: Each fighter has 2 health bars. The second becomes active only after the first is fully depleted.
- First Damage: The first successful attack landed during the match.
- Clash: A special in-fight moment where both fighters can engage in a challenge to recover health. The outcome may be won by either fighter or end in a draw.
- Supermove: A rare and powerful move unique to each character, executed under specific conditions.
- Will There Be Mercy: Indicates whether the "Mercy" mechanic is used — a moment where one fighter chooses to spare their opponent instead of finishing them.
- Finish Him Method: The way the opponent is defeated — examples include Fatality, Brutality, or a regular hit.
- Winner HP Left: The amount of health remaining for the winning character at the end of the match.

1.11.3. Settlement

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

1.12. eCricket

1.12.1. Match Format

The match consists of 2 innings — one per team.

1.12.2. Inning Format

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

1.12.3. Settlement

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

1.13. eCricket: Super Over

1.13.1. Match Format

The match consists of 1 over per team.

1.13.2. Settlement

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

1.14. eCricket: X-Battle Bats

1.14.1. Match Format

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

1.14.2. Settlement

All markets are settled according to the General Rules

1.15. eShooter: CS2 (MR15)

1.15.1. Match Format

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

1.15.2. Settlement

All markets are settled according to the General Rules.

1.16. eShooter: CS2 (BO3)

1.16.1 Match Format

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

1.16.2. Settlement

All markets are settled according to the General Rules.

1.17. eHorse Racing

1.17.1. Settlement

All markets are settled according to the General Rules.

1.18. eTennis

1.18.1. Match Outcome

The winner is the first player to win 2 sets.

1.18.2. Set Format

Each set is played to 3 games.

A player can win the set by:

- Reaching 4–2, or
- Winning 4–3 via a tie-break.

1.18.3. Tie-Break Format

The Bet is settled as Won, if the tie-break is won by the first player reaches 5 points with a minimum 2-point lead

(e.g., 7–5, 8–6, 9–7, etc.).

1.18.4. Settlement

All markets are settled according to the General Rules.

1.19. eVolleyball

1.19.1. Match Format

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

1.19.2. Settlement

All markets are settled according to the General Rules.

1.20. eBoxing

1.20.1 Match Format

The match consists of 1 round lasting 2 minutes.

1.20.2. Settlement

All markets are settled according to the General Rules.

1.21. eKabaddi

1.21.1. Match Format

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

1.21.2. Settlement

All markets are settled according to the General Rules.

1.22. eVaquejada

1.22.1. Match Format

The match consists of 4 rounds, each with 4 attempts:

- Attempts 1–2 are scored with a maximum of 8 points each
- Attempts 3–4 are scored with a maximum of 10 points each

1.22.2. Settlement

All markets are settled according to the General Rules.

V. Greyhound, Horse and Harness Racing rules

1. General

1.1 All bets shall be settled based on the official declaration of the result of the race as made by the relevant racing authority on the day of the race.

1.2 In the event of a Dead Heat, the bet will be paid out at face value divided by the number of Dead Heating winners of the event.

1.3 Whilst the sportsbook strives to provide the most up to date and accurate data, the sportsbook shall not be liable for any errors regarding the Horses, Greyhound or Harness racing data.

2. Market Specific Rules

2.1. To the market “Win Betting” Dead heat rules apply.

2.2. To the market “Place Betting” the following rules apply:

2.2.1. Where there are 8 or more runners in a race, a place shall be paid on first, second and third places. If a bet is placed when the field has 8 or more runners and the field later reduced to 7 or less runners, first, second and third places will be paid, however deductions shall apply. See Deductions Table in clause 3.3.5.

2.2.2. Dead heat rules apply

2.3. To the market “Top 2 Betting’ the following rules apply:

2.3.1. Pays on runners to come 1st or 2nd in the race.

2.3.2. Bets are only valid on races with 5 or more runners. Any bets placed on a race with less than 5 runners will be voided.

2.3.3. Dead heat rules apply.

3. Settlement & Cancellation rules

3.1. Scratchings

3.1.1. If a runner is scratched, the stake will be refunded.

3.2. Abandoned, Postponed and Transferred Races

3.2.1. If a race is abandoned or transferred to another venue/track (including transferring to a different track at the same venue) or postponed to another date, single bets shall be void. Affected Combo Bets will be recalculated excluding that Event.

3.2.2. Where a race is postponed and rescheduled to take place at the same venue within 48 hours of the original scheduled start time of the race, all bets shall stand as if the race was not postponed.

3.2.3. If scratchings are reinstated due to a postponed race at the same venue then all bets shall be void.

3.3. Deductions

3.3.1. Any bet may be subject to deduction after the placement of the bet. These deductions are applied to the face value (expected winnings) of the bet.

3.3.2. In the case of scratchings after the declaration of the final field, and after the bet has been placed, deductions will apply to the face value of the winning bets as per Deductions table - See Deductions Table in clause 3.3.5.

3.3.3. Deduction calculations are specified as a percentage deducted from the amount of the stake's winnings.

3.3.4. In the event that multiple runners are scratched from a race, a combined deduction rate will be calculated by summing the total of each of the scratched runners deduction rate as per Deductions table. See Deductions Table in clause 3.3.5

3.3.5. Deductions Table

Odds from (>, more than)	Odds to (<=, less or equal)	Market "Win" (%)*	Market "Top 2/" (%)*	Market "Place" (%)*
1.00	1.01	76	40	26
1.01	1.02	75	40	26
1.02	1.03	75	40	26
1.03	1.04	73	40	26

1.04	1.05	73	40	26
1.05	1.06	73	40	26
1.06	1.07	73	40	26
1.07	1.08	72	40	26
1.08	1.09	72	40	26
1.09	1.10	72	40	26
1.10	1.12	71	40	26
1.12	1.14	71	40	26
1.14	1.16	71	40	26
1.16	1.18	69	40	26

1.18	1.20	69	39	26
1.20	1.22	67	39	26
1.22	1.24	65	38	26
1.24	1.25	65	38	26
1.25	1.26	65	38	26
1.26	1.28	65	38	26
1.28	1.30	65	38	26
1.30	1.35	62	38	26
1.35	1.40	60	37	25
1.40	1.45	56	37	25

1.45	1.50	55	37	25
1.50	1.55	53	36	24
1.55	1.60	51	36	24
1.60	1.65	49	35	24
1.65	1.70	47	34	24
1.70	1.75	46	34	23
1.75	1.80	45	34	23
1.80	1.85	44	33	23
1.85	1.90	43	33	23
1.90	1.95	41	32	22

1.95	2.00	40	32	22
2.00	2.05	40	32	22
2.05	2.10	39	31	22
2.10	2.15	37	31	21
2.15	2.20	36	30	21
2.20	2.25	36	30	21
2.25	2.30	35	29	21
2.30	2.35	34	29	21
2.35	2.40	33	29	20
2.40	2.45	31	28	20

2.45	2.50	31	28	20
2.50	2.60	30	27	19
2.60	2.70	29	27	19
2.70	2.80	28	26	18
2.80	2.90	27	25	18
2.90	3.00	26	25	18
3.00	3.10	25	24	17
3.10	3.20	24	23	17
3.20	3.30	23	22	16
3.30	3.40	22	22	16

3.40	3.50	22	22	16
3.50	3.60	21	21	15
3.60	3.70	20	21	15
3.70	3.80	20	20	15
3.80	3.90	19	20	14
3.90	4.00	19	20	14
4.00	4.20	18	19	14
4.20	4.40	18	19	14
4.40	4.50	18	19	14
4.50	4.60	16	18	14

4.60	4.80	15	17	13
4.80	5.00	15	17	13
5.00	5.50	13	15	12
5.50	6.00	12	15	12
6.00	6.50	11	14	11
6.50	7.00	10	13	10
7.00	7.50	9	12	9
7.50	8.00	8	11	8
8.00	8.50	8	11	8
8.50	9.00	7	10	7

9.00	9.50	7	10	7
9.50	10.00	6	8	6
10.00	11.00	5	7	5
11.00	12.00	5	7	5
12.00	13.00	4	6	4
13.00	14.00	4	6	4
14.00	15.00	3	4	3
15.00	16.00	3	4	3
16.00	17.00	3	4	3
17.00	18.00	2	3	2

18.00	19.00	2	3	2
19.00	20.00	2	3	2
20.00	~	0	0	0

*The column provides amount of deduction of the face value of the winnings of the respective bet.

3.4. Errors

3.4.1. If the sportsbook publishes, posts or quotes any incorrect betting information for any horse racing, greyhound or harness racing Event, including, but not limited to posting wrong odds, then regardless of the cause of the source of such error sportsbook reserves the right to void any respective bet.

3.5. Acceptance of Bets after Race Start Time

3.5.1. If a single bet is inadvertently accepted after the official start time of the Event, the bet shall be voided and will be refunded to the End User.

3.5.2. If a bet was accepted after the official start time of the Event as part of a Combo bet then that Event shall be deemed void, and the remaining leg(s) of the Combo bet will stand.

3.6. Other

3.6.1. In the event of a horse or a greyhound being withdrawn late by order of the stewards, all bets will be paid taking into account the stewards decision regarding

the status of the horse or greyhound (as applicable), including deductions on remaining runners. See deductions table in clause 3.5.5.

3.6.2. Bets will be settled as per the official decision of stewards on race day. Where a horse/dog is later disqualified or placings amended at a later date, for any reason, the official result as declared by stewards on the day of the race will stand for the purposes of bet settlement.