

Pursuant to the Article 109 of the Law on Games of Chance ("Official Gazette of RS" no. 18/2020) and the provisions of the Rulebook on the Detailed Conditions or Content of the Rules of Games of Chance ("Official Gazette of RS", no. 152/20), the company HILLSIDE NEW MEDIA D.O.O. BEOGRAD, with registered seat in Belgrade at address 46 Hadži-Melentijeva Street, company ID number: 21988375, TIN: 114206830, represented by Alexander Mark Sefton, director, on the day [] August 2024, adopts the following

**RULES FOR ORGANISING SPECIAL GAMES OF CHANCE THROUGH MEANS OF
ELECTRONIC COMMUNICATION**
(hereinafter: the "Rules")

IMPORTANT INFORMATION

**PLEASE READ THIS INFORMATION BEFORE YOU MOVE ON TO THE REMAINDER
OF THESE RULES**

Everything contained in these Rules is important and should be read by you, but we would like to draw your attention in particular to the following Sections in these Rules and the important provisions that they contain. These Sections in particular have the potential to affect your interests. It is important that you read the Sections themselves and not rely on the short summaries below:

By registering for an Account (defined in Section 4.1 below) and/or accessing or using any part of the Services (defined in Section 1.1 below) you are entering into a legally binding contract between you and us which incorporates all the terms, conditions and rules specified herein. Please read Section 1 carefully.

You must be 18 or over and meet certain other eligibility criteria and requirements to register for an Account and use the Services.

We will need to complete our Verification Checks (defined in Section 6.1) before you can do certain things in connection with your Account. We may also run Verification Checks on an ongoing basis after your Account has been opened. If we're unable to complete our Verification Checks to our reasonable satisfaction, we will have the right to suspend and, ultimately, to close your Account, and we may pass on any necessary information to the relevant authorities. Please read Section 6 carefully.

You may only register for one Account. If we discover that you have opened and/or operated more than one Account (which we call a "**Duplicate Account**"), we will have certain rights, including the right to close your Duplicate Account(s) (and in some circumstances your original Account too) and to void Transactions (defined in Section 4.1 below), Bonuses (defined in Section 13 below) and/or winnings. Please read Section 8 carefully.

Withdrawing your funds: You will usually be able to withdraw your available balance at any time, but there are certain circumstances in which we will be entitled to delay or withhold withdrawals. Please read Section 11 carefully.

Maximum winnings limits apply to our Services: This means that, regardless of the amount you stake and no matter how much you appear to have 'won', you will only be entitled to receive up to the maximum winnings limit. Please read Section 11.5 carefully.

We do not have to accept your bets: We are entitled to decline to accept all, or part, of any Transaction (defined in Section 4.1). If we decline all or part of a Transaction, we

may offer a different/amended Transaction (e.g., on different odds) in place of the declined part of the Transaction, which part you are free to accept or decline as you wish. We do not have to tell you our reasons for taking these actions. Please read Section 12.1 carefully.

We may suspend markets/settlement and/or declare Transactions void in certain circumstances: such as, for example, where the integrity of an event has been called into question, or we suspect that the Transaction has been affected by match fixing, price or pool manipulation, other forms of cheating or other suspicious activity. Please read Section 14 carefully.

We will not tolerate fraudulent activity, cheating or any other “Prohibited Activities” (defined in Section 16 below). If you do any of these things, we will have certain rights, including the right to suspend and, ultimately, close your Account, to void relevant Transactions and/or to withhold funds (including winnings). Please read Section 16 and Section 17 carefully.

Errors, Malfunctions, and Interruptions: If any part of the Services suffers an Error, Malfunction, or Interruption (as each of those terms are defined in Section 22 below) we have certain rights including (but not limited to) the right to suspend the affected event/market while we investigate and/or void affected Transactions. This includes circumstances where the problem is not obvious to you or us and is only discovered by us when we check or verify the result of a Transaction and/or gameplay retrospectively. Please read Section 22 carefully.

In certain circumstances, our liability to you is limited or excluded: When you access and use the Services, it is important that you understand what we are liable for, when limits to our liability will apply (and what those limits are), and what we are not liable for. **It is also important that you understand that we will not be liable to you under these Rules, and nor do we owe you a duty of care, in respect of our compliance or otherwise with any regulatory obligations that we may be under from time to time, including those relating to 'responsible gambling', 'social responsibility' or similar.** Please read Section 23 carefully.

Your obligation to compensate us. You may be required to compensate us if we suffer losses because you have engaged in a Prohibited Activity (as such term is defined in Section 16 below). Please read Section 24 carefully.

We may sometimes take actions in relation to your Account for legal and/or regulatory reasons including where required to do so by the terms of our licence and/or a regulatory authority. These actions include running certain Verification Checks, restricting/closing your Account, and preventing you from taking up Bonuses and/or completing Bonuses. Please read Sections 6, 13.5, and 17.5 carefully.

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1. Introduction - The Rules and Other Important Terms That Apply to You

1.1 When you register for an Account with us ("**Account**" is defined in Section 4.1 below) and/or use or access any of the betting, gaming and/or gambling products or services (including the bet365.rs website and mobile application), and/or any other websites or applications that we own or operate (together the "**Services**"), you will be entering into a legally binding agreement with us.

1.2 Specific rules of special games of chance that apply between you and us are set out in appendices that are integral part of the Rules, as follows:

- (a) Appendix 1 - the Rules for Sportsbook products;
- (b) Appendix 2 - the Rules for Live Games products;
- (c) Appendix 3 - the Rules for Slots Games products;
- (d) Appendix 4 - the maximum winnings limits that apply to our Services.

Additional details of, and information relating, to special games of chance are set out in relevant section of the bet365.rs website and mobile application.

1.3 In the event of any inconsistency between the Rules and the terms listed above, the Rules will (unless stated otherwise) to that extent prevail.

1.4 Please read the Rules carefully before registering for an Account or otherwise accessing any part of the Services. If you do not accept the Rules, you may not use, visit or access any part of the Services.

2. Who We Are

2.1 References in these Terms to "**bet365**", "**we**", "**our**" or "**us**" in relation to Hillside New Media D.O.O Beograd (registration number 21988375) with its registered office at Hadži Melentijeva 46, 11000 Belgrade, Serbia. Games of chance are organised through means of electronic communication including via the bet365.rs website and mobile application in accordance with section 1.1 above. We organize games of chance through means of electronic communication for your entertainment, which allows you to make a profit depending on the case or uncertain event.

Please note that our Serbian gambling licences are only valid in Republic of Serbia.

2.2 As we made clear in the "Important Information" section at the beginning of the Rules: notwithstanding our regulated status, we will not be liable to you under the Rules, and nor do we owe you a duty of care, in respect of our compliance or otherwise with any regulatory obligations that we may be under from time to time, including those relating to 'responsible gambling', 'social responsibility' or similar.

3. Changes To the Rules and/or the Services

Changes to the Rules

3.1 We may change the Rules from time to time for a number of reasons including to comply with applicable laws and regulations (including without limitation for the purpose of complying with anti-money laundering laws and regulations), to reflect changes to the Services, for security purposes, and/or to reflect changes in our business practices or operations.

3.2 The changed Rules referred to in paragraph 1 of this article shall apply upon approval from the Minister of Finance of the Republic of Serbia.

3.3 Material changes will be notified to you reasonably in advance of such changes taking effect, either by means of an in-Service notification or via email to your registered email address. You must confirm acceptance of the material changes before these changes come into effect and you can only continue to play once the material changes to these terms have been accepted.

3.4 If you do not agree to any change in the Rules, you should immediately stop using the Services and close your Account.

Changes to the Services

3.5 We may make changes to, or modify, correct, suspend, add to, remove from, or discontinue, any aspect of the Services (or any part of them) from time to time without liability to you.

4. Account Eligibility and Registration

4.1 To use the Services and to make any bets, wagers, stakes, and/or similar transactions (together "**Transactions**"), you must first register and be accepted for an Account with us ("**Account**").

4.2 To be eligible to open an Account and use the Services, you must meet all of the following criteria and by registering for an Account you promise to us that you:

- (a) are over 18 years of age and of legal capacity to enter into these terms and use the Services;
- (b) are acting solely for your own personal use in connection with your Account and your use of the Services (i.e., you are not acting on behalf of any other person or entity);
- (c) are not self-excluded from gambling and are not otherwise prohibited for any reason from gambling or from using the Services;
- (d) do not already have an Account with us (see Section 8 below for more information about Duplicate Accounts);
- (e) accept that there is a risk of losing money when using the Services and you are responsible for any such loss;
- (f) are not a bet365 employee or related to a bet365 employee;
- (g) are not senior management of a bet365 third party supplier; and
- (h) have not previously had an Account with us (or any member of our corporate group) which we (or that member) have restricted or closed for any reason.

4.3 Access and/or use of the Services may be illegal for people who are residents of, or are located in, certain countries. You are solely responsible for determining whether your access and/or use of the Services is prohibited by applicable laws in your home country or (if different) in your location and you may not access and/or use the Services if this is the case.

5. Account Opening

5.1 To register for an Account, you must complete the required registration form by providing certain personal information.

5.2 All information supplied by you when registering for an Account must be complete, accurate, and not misleading in all respects.

5.3 You must keep your registration and Account details up to date. This, and your Account information, may be amended in the "My Account" section when logged into your Account or by contacting us. It is particularly important that you update us about any information that affects your use of the Services (for example, your payment method and contact details) as quickly as possible. If you require any assistance, please contact us.

5.4 By registering for an Account, you promise and confirm to us that you meet the eligibility criteria in Section 4 above and that all information you provide when registering for an Account (and subsequently) is complete, accurate, and not misleading.

5.5 We are not obliged to accept the registration for an Account.

6. Account Verification

6.1 We are required to undertake certain checks to comply with our legal and regulatory obligations – for example to verify your age, identity, address, location, financial circumstances, and the source of the funds you deposit and use – and we may also undertake other credit, fraud prevention and verification checks (together “**Verification Checks**”). We may ask you to provide various pieces of information and supporting documentation to enable us to carry out these Verification Checks, for example (but without limitation) a copy of your passport, driving licence, birth certificate, financial statements, documents to support the expenditure on your Account, proof of address and/or any other documents / evidence that we may reasonably require.

6.2 Underage gambling is prohibited. If we discover (after you've opened an Account) that you are under 18 years of age:

- (a) your Account will be closed;
- (b) any deposits you have made will be returned to you;
- (c) all Transactions made via your Account will be void; and
- (d) we may make a report to the relevant regulatory or law enforcement authorities.

6.3 By registering for an Account, you acknowledge and agree that we are entitled to conduct any Verification Checks that we may reasonably require and/or are required by applicable laws/regulations. We will carry out Verification Checks during Account registration, and we may also need to carry out additional/enhanced Verification Checks at certain points afterwards for example where particular financial thresholds are reached and/or if certain risk factors arise or change, in each/either case as reasonably required for us to comply with our legal and regulatory obligations. You agree to promptly provide any information/documentation we may reasonably request in relation to such Verification Checks.

6.4 Until we have received all requested information/documents and completed our Verification Checks to our reasonable satisfaction, we will restrict or place limits on your Account in any manner that we reasonably deem to be appropriate including by preventing you from accessing the Services, entering into any Transactions, or from making withdrawals. If our Verification Checks cannot be completed to our reasonable satisfaction, your Account will be suspended and, ultimately, may be permanently closed. In this event, we may also be required by applicable regulation and/or a relevant authority to withhold funds in your Account.

6.5 To the extent we are allowed or required under the law, we may supply the information that you have given us to authorised credit reference agencies, fraud prevention agencies, and/or other authorised third parties for use in identification and credit checks and for fraud detection and prevention purposes. We may also share your information with our regulators.

6.6 Your personal information will be processed in accordance with our Privacy

Policy.

7. Account Security

7.1 We allow our customers to choose their own username and password combination for their Account as well as a 4 digit passcode for accessing bet365 apps on their mobile devices (together the "**Login Credentials**").

7.2 You must keep your Login Credentials secret and confidential at all times and never share them with someone else.

7.3 You are responsible for all Transactions made via your Account and any other activities taking place on/via your Account where your Login Credentials have been entered correctly and/or if your Account has been accessed via Touch ID, Fingerprint log in, Face ID, Passcode, 'Keep me logged in', or any similar facility on your device/s (and in each of these cases, whether or not authorised by you).

7.4 We recommend that you change your Login Credentials regularly. If, at any time, you suspect that someone else is aware of your Login Credentials, you should change them immediately via your Account settings. If you forget part or all of your Login Credentials, please contact us.

7.5 If you activate Touch ID, Fingerprint log in, Face ID, Passcode, 'Keep me logged in' and/or any similar facility on your device/s and you suspect that someone else could be accessing your Account via any of these facilities, you should immediately disable the relevant facilities from your device/s and contact us.

7.6 If (a) we have authorised you to nominate a specific person to access your Account on your behalf (for example to assist you with a visual or other impairment) and (b) we have expressly approved that person following satisfaction of our verification checks and any other conditions we may have imposed, you will then be permitted to allow that person to access your Account provided that you will be solely responsible for all Transactions and other activities made or placed by such person using your Account details regardless of whether such Transactions/activities have been authorised by you or not.

7.7 Please note that cardholder details and any other sensitive data should never be sent to us by unencrypted email. If you need assistance with sending encrypted emails or sending us sensitive data please contact us.

7.8 The current balance and Transaction history of your Account may be viewed at any time once you have logged into your Account.

8. Duplicate Accounts

8.1 You may open only one Account. If we discover or have reason to believe that you have opened more than one Account, each such additional Account will be classified as a "**Duplicate Account**". We are entitled, in respect of each Duplicate Account:

(a) to close such Duplicate Account leaving you with only the original Account (unless we have reason – for example if you have deliberately or fraudulently opened more than one active Account – to close all your Accounts);

(b) to treat all Bonuses and/or free bets using the Duplicate Account (and if applicable the original Account), and all winnings accrued from such Bonuses and/or free bets, as void; and

(c) to void all unsettled and/or future Transactions on the Duplicate Account (and all winnings accrued from such Transactions).

9. Dormant Accounts

9.1 We will treat your Account as "Dormant" if your account has been inactive for a consecutive period of at least 365 days. An account is deemed to be inactive during any period in which none of the following actions takes place in relation to:

- (a) A successful deposit;
- (b) A Sports bet is placed, or;
- (c) Participation in any Slots Games or Live Games product.

9.2 If the balance in your Account is zero at the time it is classified as Dormant, it will be closed and no fee will apply. However, if you have a positive balance in your Account, we will attempt to notify you using the details you provided during your registration process (or as later updated by you).

9.3 For security reasons, we may need to confirm that the details of your last payment method are still correct prior to us being able to return the balance back to it. Should it not be possible to return the balance back to your last payment method, you will be required to provide details of a bank account in your name that we can verify and return the balance to.

9.4 If your Account remains Dormant then, after a minimum period of 30 days following our first attempt to notify you as described above, we will start to deduct a monthly "**Administration Fee**" of 300 RSD (or currency equivalent), or 5% of your account balance, at the time it is deemed to be dormant (whichever is greater).

9.5 The Administration Fee calculated in accordance with 9.4 above will continue to be deducted from your Account balance on a monthly basis until the earlier of: (a) your Account balance reaching zero (when we will close your Account); (b) you withdrawing your balance in full; or (c) you 'reactivating' your Account.

9.6 You can 'reactivate' a Dormant Account by:

- (a) making a successful deposit;
- (b) placing a Sports bet, or;
- (c) participating in any Slots Games or Live Games product.

10. Deposits, Currency Exchange and How Your Funds Are Held and Protected

Deposits

10.1 You may only make Transactions of/up to the amount of cleared funds held in

your Account. This means that, if you want to make Transactions via your Account, you must deposit funds into that Account. Transactions which may inadvertently have been accepted when the Account did not have sufficient funds to cover the Transaction will be void.

10.2 See further information in the Deposits section of the bet365.rs website or mobile application of how to deposit . We are entitled to withdraw and/or restrict certain payment/deposit methods at any time without notice or liability to you.

10.3 You may only deposit funds into your Account from a payment source where you are the named account holder.

10.4 We do not charge for deposits made by Debit/Credit Card. However, please be aware that some card issuers consider betting transactions as 'cash' payments and therefore may charge you a cash advance fee. Please check with your card issuer for further details.

How your funds are held and protected

10.5 By depositing funds into your Account, you direct us and we agree to hold such funds, along with any winnings, for the sole and specific purpose of using them (i) to place your sporting and gaming stakes; and (ii) settling any fees or charges that you might incur in connection with the use of our services (the "**Purpose**"). All funds that we hold for you are held in separate designated customer bank accounts to be used solely for the Purpose and our bank has acknowledged this. We must return the funds to you if they are not used for the Purpose. Our bank has acknowledged that your funds are held in those accounts solely for the Purpose. The bank has confirmed that it will not mix customers' funds in those accounts with any other, including our own, and that it has no claim on the funds itself. In view of the above, in the event of our insolvency, your funds are protected. The funds would still belong to you and would not fall into the hands of the liquidator.

10.6 We are not a bank, and you may not use your Account to hold funds which are not intended to be used for the Services. Funds in your Account do not bear interest and no credit will be offered by us (meaning that all Transactions must be supported by sufficient funds in your Account).

Currency exchange

10.7 Unless otherwise stated, all financial examples given on the Services are given in Serbian Dinar.

11. Withdrawals

11.1 You may withdraw any cleared real money balance in your Account at any time, provided that:

(a) all payments made into your Account have been confirmed as cleared and have not been charged-back, reversed or otherwise cancelled;

(b) we have completed our Verification Checks to our reasonable satisfaction (see Section 6 above). Where we have requested information from you to carry out these Verification Checks (see Section 6.3 above), any delay in providing this information may cause delay when withdrawing funds;

(c) we are not required to withhold payments of your deposit and/or winnings by applicable law or regulation and/or have not been instructed to do so by a regulator; and

(d) there is currently no ongoing, or completed (save where completed and decided in your favour), investigation:

i) into an Error, Interruption or Malfunction (as those terms are defined in Section 22 below) involving any aspect of the Services which you have used; or

ii) where we have reasonable grounds to believe you have engaged in a Prohibited Activity (defined in Section 16.2 below) which would entitle us to withhold funds in accordance with Section 17.5 below,

and in the case of (a) and (b) above, you acknowledge and understand that, as we made clear in the "Important Information" section at the beginning of the Rules, we are ultimately entitled to void any affected Transactions, withhold funds (including any winnings) and (in the case of illegal or Prohibited Activities) suspend and, ultimately, close your Account.

11.2 Withdrawal payments can only be made in the name of and to the registered Account holder.

11.3 For most payment types, withdrawals can be processed by clicking 'Withdraw' within your Account settings, subject to there being sufficient cleared funds in your Account and save where the Rules require or entitle us to withhold funds (as explained in Section 11.1 above). Authorised withdrawals will usually be processed back to the same payment method that was used to deposit funds into the Account save that, where the balance is funded from more than one payment method, the withdrawal will be split between such payment methods pro rata.

11.4 We don't impose a maximum withdrawal amount per day, but specific withdrawal methods carry their own maximum per-transaction limits. See further information in the Withdrawals section of the bet365.rs website or mobile application of how to make withdrawals.

11.5 As we made clear in the "Important Information" section at the beginning of the Rules, maximum winnings limits apply to the Services and these limits apply regardless of the amount you have bet or staked on those Services. This means that, regardless of the amount you bet/stake and no matter how much you appear to have 'won' as a result of a Transaction, you will only be entitled to receive up to the applicable maximum winnings limit. Our current Maximum Winnings can be found in Appendix 4 of these Rules.

12. Placing Transactions and Transaction Confirmation

Placing Transactions

12.1 We are entitled to decline to accept all, or part, of any Transaction requested by you via the Services in our discretion. If we decline all or part of a Transaction, we may – but are not obliged to – offer you a different/amended Transaction in place of the declined part of the Transaction (e.g., different odds) and you are free to accept or decline this different/amended part of the Transaction as you wish. We are not obliged to tell you why we have declined to accept a Transaction, or why we have offered a

different/amended Transaction.

12.2 We only accept Transactions made online (including via mobile app). Transactions are not accepted in any other form (post, email, fax, etc.) and where received will be invalid and void - win or lose.

12.3 It is your responsibility to ensure the details of your Transactions are correct. Once Transactions have been placed they may not be cancelled by you. Transactions can only be changed by you using our "Edit Bet" feature, where this is available.

12.4 Where Find my Game is used to search and navigate to an In-Play betting coupon for a televised game, please ensure you check the betslip before placing a bet. It is the responsibility of the customer to ensure the correct coupon is loaded for the required event. Once bets/wagers have been placed they may not be cancelled by the customer. Bets can only be changed by the customer using our Edit Bet feature, where this is available.

12.5 Your funds will be allocated to particular Transactions in the order they are placed and will not then be available for any other use. Transactions placed using funds which have already been allocated to one or more other Transactions will be void.

Transaction Confirmation

12.6 Transactions will not be valid if there are insufficient funds in your Account to cover the Transaction.

12.7 Any Transaction that you request online or via our app/s will be valid **only** once accepted by our servers and subject to our having received payment in full (see Section 12.8). Each valid Transaction will receive a unique Transaction code. We will not be liable for the settlement of any Transactions which are not issued with a unique Transaction code, because these Transactions are not valid. If you are unsure about the validity of a Transaction, please check your Account history, or contact us. Details of how to contact us are set out in the Contact Us section of the bet365.rs website and mobile application.

12.8 Transactions are not valid until we have received cleared payment in full. Transactions will automatically be void if we have not received the payment prior to the relevant event commencing.

12.9 Should a dispute arise, you and we agree that our Transaction log database will be the ultimate authority in such matters.

13. Promotions, Bonuses and Offers

13.1 We may offer certain bonuses, offers and/or promotions from time to time via the Services, including (without limitation) free bets, bet credits, spins, golden chips, cash prizes, store cards, rebates, cashback (each a "**Bonus**" and together "**Bonuses**").

13.2 All Bonuses are subject to the Rules, which, in addition to the general Bonus rules set out in this Section, include the specific terms/rules for any Bonuses that we offer from time to time, which terms/rules will be available on the relevant Bonus page/s of the bet365.rs website and mobile application.

13.3 All Bonuses are limited to one per person.

13.4 We may withdraw, amend or cancel any Bonus at any time and without notice. If we do so (and save in the circumstances outlined in Section 13.5 below), any Bonuses that you have opted in for or otherwise accrued will still be valid in accordance with and subject to the relevant Bonus terms that applied at the time of their offer.

13.5 We may also prevent the take-up of new Bonuses and/or the completion of Bonuses for legal and regulatory reasons including but not limited to those relating to responsible gambling.

14. Transaction Settlement and Payouts, Including Our Right to Suspend Markets/Events

14.1 As explained in Section 1.2 above, Transactions are subject to our maximum winnings limits, which form part of the Rules.

14.2 The 'To Return' calculation available on the Services is for information purposes only, and all Transactions will be calculated using the stake/risk at the odds accepted. In multiple bet/parlay Transactions with a void selection(s) the 'To Return' figure is reduced accordingly. This includes selections that have been made void where 'Void if player does not start' is selected at Transaction placement.

14.3 If a customer includes a non-runner or void selection in a multiple bet/parlay Transaction, the Transaction will be settled on the remaining selections. This includes selections that have been made void where 'Void if player does not start' is selected at Transaction placement.

14.4 Winnings from settled Transactions are added to the balance of your Account, subject to our rights to void winnings/withhold sums as explained and specified in the Rules.

14.5 We are entitled to (i) suspend our offering on any event or series of events in any of our markets and/or any of our markets as a whole; (ii) withhold settlement, and/or (iii) declare Transactions void, in each/either case if we have evidence that any of the following has occurred in connection with such event or series of events:

- (a) the integrity of the event/s has/have been called into question;
- (b) the price(s) or pool have been manipulated;
- (c) we have reason to believe automated systems or players have placed the bet;
- (d) we have received erroneous information from data, information, event and/or other feeds in connection with the event/s;
- (e) irregular or unusual betting patterns have taken place; or
- (f) match fixing has taken place.

Evidence of the above may (without limitation) be based on the size, volume or pattern of Transactions placed with us across any or all of our betting channels. If no fraudulent or unlawful conduct is found to have occurred following completion of our investigation (and/or, if applicable, the investigation of the relevant governing body of the sport in question (if any)), settlement of the relevant Transactions will be completed. A decision given by the relevant governing body will be conclusive.

14.6 Where there is evidence of a series of Transactions each containing the same selection(s) having been placed by or for the same individual or syndicate of individuals, we are entitled to make Transactions void or withhold payment of returns pending the outcome of any subsequent investigation.

14.7 For events where there is no official 'off' declared, the advertised start time of the event will be deemed the 'off'. If for any reason a Transaction is inadvertently accepted after an event or match has commenced (other than live In-Play betting clearly indicated on the Services), Transactions will stand providing the final outcome is not known, and that no participant/team has gained any material advantage (e.g. a score, sending off for the other team, etc) at the time the Transaction was placed. If, however, the outcome of an event/market is known, we are entitled to void the Transaction, win or lose. Disputes over the time a Transaction is placed will be settled using the Transaction log. All times stated on the Services and/or referred to by our staff relate to Central European Time unless stated otherwise.

14.8 In-play betting: where we have reason to believe that a Transaction is placed after the outcome of an event is known, or after the selected participant or team has gained a material advantage (e.g. a score, sending off for the other team, etc.) we are entitled to void the Transaction, win or lose.

14.9 If for any reason we are unable to validate the outcome of a particular market (e.g. due to loss of live pictures), all Transactions will be void, unless settlement of Transactions is already determined.

14.10 Transactions are settled to fractional prices, irrespective of the odds format used for Transaction placement.

14.11 You are responsible for reporting your winnings and losses to the tax and/or other authorities in your jurisdiction.

14.12 Settlement of Transactions on American sports: In all cases Transactions on American sports will be settled using statistics and results as provided by each sport's governing body (obvious errors excepted). The relevant governing bodies are as follows, NFL, NCAAF, CFL, NBA, NCAAB, NHL, MLB, NASCAR, MLS and the PGA tour.

14.13 The Cash Out, Partial Cash Out and Edit Bet Feature may be available for select bets from time to time. However, these features are discretionary and we therefore cannot guarantee they will be available at all times. Bets should not be placed on the presumption that the Cash Out, Partial Cash Out or Edit Bet Feature will be available to you.

15. Sports and Special Event Betting

15.1 We accept Transactions for sporting and other special events that are advertised on the Services. All such Transactions are subject to the rules applicable to each sport, e.g. Soccer, Tennis, Boxing, etc. In a match between two teams where the participants are named, if any player is replaced prior to the match starting, all match Transactions placed prior to the change and relating to the replaced/non-starting player will be void, win or lose. Our general betting rules will apply to any situations not covered by the special rules.

15.2 Where the official result of a market is a tie and no price was quoted for that

eventuality, all Transactions on participants involved in the tie will be void and stakes will be returned.

15.3 The result of a match or event will be determined on the day of its conclusion for betting purposes, subject to confirmation by the relevant sport's governing body. Any subsequent enquiry that may result in an overturned decision will not be recognised by bet365, and original settlement of Transactions will stand.

15.4 If the venue for a sporting event is changed, all Transactions placed based on the original venue will be made void and stakes refunded, unless otherwise stated.

15.5 Odds On Coupon - For specified sports we have a coupon, listing odds on betting opportunities within specified time frames of the next 3/6/12/24/48/72 hours. Transactions stand irrespective of fixture time changes.

16. Prohibited Activities

16.1 You may only use the Services and your Account for lawful gambling purposes in accordance with the Rules. You must not engage in any activity which we define below as a "Prohibited Activity", and you acknowledge and understand that the consequences of you doing so will (depending on the specific circumstances) include the voiding of any relevant Transactions, the withholding of any attributable winnings, and the suspension and/or closure of your Account. You may also be liable to compensate us for losses suffered by us as a result of you engaging in a Prohibited Activity (see Section 24 below).

16.2 The following activities (including any attempt to engage in the following activities) are each defined as a "**Prohibited Activity**":

- (a) if you deliberately attempt to circumvent our Responsible Gambling policies and procedures;
- (b) if we discover or have reason to believe that you have used the Services in a fraudulent manner and/or for illegal and/or unlawful purposes;
- (c) if you repeatedly exceed our daily Account login limit;
- (d) if we discover or have reason to believe that you have engaged in a betting strategy that exploits differences in odds between different sportsbooks, or that involves placing bets on all possible outcomes of an event, in either case in order to guarantee a profit regardless of the outcome of the event (sometimes referred to as 'arbitrage' or 'arbing');
- (e) if we discover or have reason to believe that you are depositing or withdrawing money, or otherwise using the Services, without genuine play/wagering;
- (f) if we discover or have reason to believe that you have used the Services in an unfair manner, including if you have cheated, colluded, or taken unfair advantage of us, the Services, or any other user of the Services;
- (g) if we discover or have reason to believe that your Account is being used for the benefit or on behalf of a third party and/or if you are using the Services other than for

your own personal and recreational use (including if you are using any third party's Account);

(h) if we discover or have reason to believe that you are depositing funds into your Account without the intention to place Transactions;

(i) if the name on your Account differs from the name on the payment method used to make deposits to your Account;

(j) if you are using or attempting to use a VPN or similar technology to disguise your location;

(k) if we have received a "charge back", "denial", "reversal" and/or "return" notification via a deposit mechanism used on your Account;

(l) if you misuse any Bonuses, including if we discover or have reason to believe that you are taking unfair advantage of, or are exploiting or manipulating, any Bonuses or you otherwise breach the Bonus terms;

(m) if you provide incorrect, incomplete, or misleading information while registering for an Account or afterwards;

(n) if we discover or have reason to believe that you have allowed or enabled someone else to use or access your Account (except solely as authorised by us under Section 7.6 above);

(o) if we discover or have reason to believe that you have deliberately or fraudulently opened or are using one or more Duplicate Account/s;

(p) if we discover or have reason to believe that you are prohibited from entering into a Transaction by any term of your contract of employment, the Rules, or any rule of a sport governing body or other professional body of which you are a member and which applies to you;

(q) where a Transaction is made on the outcome of a race, competition or other event or process or on the likelihood of anything occurring or not occurring, and we discover or have reason to believe that you know the outcome of that race/competition/event/process;

(r) if we discover or have reason to believe that you are misusing non-public information to place a Transaction;

(s) if we discover or have reason to believe that you are depositing money into your Account which originates from criminal and/or other illegal activities;

(t) if you behave in a defamatory, abusive, obscene, discriminatory, or otherwise inappropriate manner towards other users of the Services, our customer support team, and/or other staff members/representatives;

(u) if we discover or have reason to believe that you have used automated systems or software to copy and/or extract the whole or any part of the Services, any information or data on the Services or any part of it (including, but not limited to, results, statistics, sporting data and fixture lists, odds and betting figures), or any other information or data on or contained within or as part of the Services and/or its source code (sometimes

referred to as 'screen scraping' or 'scraping');

(v) if we discover or have reason to believe that you have sought to make commercial use of the whole or any part of the Services, the information or data on the Services (including, but not limited to, results, statistics, sporting data and fixture lists, odds and betting figures), or any other information or data on the Services and/or its source code;

(w) if we discover or have reason to believe that you have in any way interfered, interrupted, or manipulated the operation of the Services or the normal running of any of the Services;

(x) if we discover or have reason to believe that you have used any third party external player assistance programs or software which are designed to provide an unfair advantage to customers including (without limitation) the use of artificial intelligence, automated players (bots) and/or player assistance software;

(y) if we discover or have reason to believe that you have exploited or participated in the exploitation of a fault, loophole or error (including any Error, Malfunction or Interruption as defined in Section 22 below) in the Services and/or in our or any third party's software;

(z) if we discover or have reason to believe that you have, or have attempted to, sell, transfer and/or acquire any Account/s from other customers; and

(aa) if you seriously breach the Rules in some other way.

17. Suspension, Limitation, and Closure of Your Account by Us

17.1 We may close, restrict, limit or suspend your Account at any time and without notice save as set out below in this Section 17.

17.2 We may notify you of an Account closure by us, except where we discover or suspect (acting reasonably) that you have engaged in a Prohibited Activity, in which case we are entitled to take such action without notice following the process set out below.

17.3 If we discover or have reasonable grounds to suspect that you have engaged in any Prohibited Activity, we will limit or suspend your Account without notification, and your Account will remain restricted/suspended while the matter is investigated. You agree to cooperate fully with any such investigation. Your funds cannot be accessed or withdrawn during periods of suspension, and any balance will remain in the Account. We will use reasonable efforts to undertake our investigation within a reasonable period, but you acknowledge that any delay on your part to respond to our information or other requests will affect our ability to do so.

17.4 If our investigation results in our decision (acting reasonably) that the issue has been resolved to our satisfaction, we will lift the Account suspension. If our investigation results in our decision (acting reasonably) that you have engaged in any Prohibited Activity, we will permanently close your Account. In these circumstances, your details may be passed on to any applicable regulatory authority or any other relevant external third parties.

17.5 We may also from time to time be required to restrict, suspend or close Accounts for legal or regulatory reasons, including where we are required to do so by a competent

authority and/or the terms of our licence. Such actions, if applicable, may affect your use of your Account.

17.6 If we close your Account, any positive real money balance in your Account at the time of such closure by us will be paid back to you, **except that:**

(a) if you have engaged in illegal activity, we are under no obligation to refund to you any money that may be in your Account; and

(b) if we discover or determine (acting reasonably) that you have participated in any Prohibited Activity then we will withhold all or part of the Account balance and/or void or recover from your Account deposits, pay-outs, Bonuses, and/or any winnings (if/as applicable) in each case to the extent attributable to the relevant Prohibited Activity/ies.

18. Closing Your Own Account

If you want to close your Account, please do so via our Account Closure page which is available at bet365.rs website or mobile application. Any negative balance on your Account will become immediately due and payable to us, and your Account will not be closed until the relevant amount owed to us is paid in full.

19. Your Equipment

19.1 Your computer equipment or mobile device and internet connection may affect the performance and/or operation of the Services. Further information relating to the Services accessibility requirements and technical issues relevant to the use of the Services can be found in the relevant help section on the bet365.rs website or mobile application.

20. Software and Technology

20.1 In order for you to use certain aspects of the Services, you may need to download some software (the "**Software**").

20.2 Also, certain third party product providers may require you to agree to additional terms and conditions governing the use of their products. If you do not accept those third party terms and conditions, do not use the relevant third party software. We do not accept any liability in respect of any third party software.

20.3 You may only use the Software for the purpose of using the Services as they're designed to be used and, save to the extent permitted by applicable law, for no other purposes whatsoever.

20.4 We grant to you a personal, non-exclusive, non-transferable right to use the Software, for the sole purpose of using the Services as they're designed to be used, in accordance with the following provisions.

(a) You may not: (i) install or load the Software onto a server or other networked device or take other steps to make the Software available via any form of "bulletin board", online service or remote dial-in or network to any other person; (ii) sub-license, assign, rent, lease, loan, transfer or copy (except as expressly provided elsewhere in these Terms) your licence to use the Software or make or distribute copies of the Software; (iii) enter, access or attempt to enter or access or otherwise bypass our security system or interfere in any way (including, but not limited to, robots or similar

devices) with the relevant products or the Services or attempt to make any changes to the Software and/or any features or components thereof; or (iv) copy or translate any user documentation provided online or in electronic format. In addition, and except to the minimum extent permitted by applicable law in relation to computer programs, you are not permitted to: (a) translate, reverse engineer, decompile, disassemble, modify, create derivative works based on, or otherwise modify the Software; or (b) reverse engineer, decompile, disassemble, modify, adapt, translate, make any attempt to discover the source code of the Software or to create derivative works based on the whole or on any part of the Software.

(b) You do not own the Software. The Software is owned and is the exclusive property of bet365 or a third party software provider company (the "**Software Provider**"). Any Software and accompanying documentation which have been licensed to us are proprietary products of the Software Provider and protected throughout the world by copyright law. Your use of the Software does not give you ownership of any intellectual property rights in the Software.

(c) Subject always to Section 23.1, the Software is provided "as is" and we do not warrant that: (i) the Software will meet your requirements; (ii) the Software will not infringe any third party's intellectual property rights; (iii) the operation of the Software will be error free or uninterrupted; (iv) any defects in the Software will be corrected; or (v) the Software or the servers are virus-free.

(d) In the event of communications or system errors occurring in connection with the settlement of Accounts or other features or components of the Software, neither we nor the Software Provider will have any liability to you or to any third party in respect of such errors. In the event of such errors, we are entitled to remove all relevant products from the Services and take any other action to correct such errors.

(e) You acknowledge that how you use the Software is outside of our control and at your own risk.

(f) The Software may include confidential information which is secret and valuable to the Software Provider and/or us. You are not entitled to use or disclose that confidential information other than strictly in accordance with the Rules.

20.5 You must not misuse the Services by introducing viruses, Trojans, worms, logic bombs or other material which is malicious or technologically harmful. In particular, you must not access without authority, interfere with, damage or disrupt the Services or any part of it; any equipment or network on which the Services is stored; any Software used in connection with the provision of the Services; or any equipment, software or website owned or used by a third party. You must not attack our Services via a denial-of-service attack. Save where we have not taken reasonable steps, we will not be liable for any loss or damage caused by a distributed denial-of-service attack, viruses or other technologically harmful material that may infect your computer equipment, computer programs, data or other proprietary material due to your use of the Services, the Software, or to your downloading of any material posted on it, or on any website linked to it.

21. Third Party Content

21.1 We receive feeds, commentaries and content from a number of suppliers. Certain third party product providers may require you to agree to additional terms and conditions governing the use of their feeds, commentaries and content (including those

specified in Section 21.2 below). If you do not accept the relevant third party terms and conditions, do not use the relevant feeds, commentaries or content.

21.2 The end user terms and conditions relating to your use of the Racing TV Limited feeds, commentaries and content are set out in Appendix 1.

21.3 Where the Services contains links to third party websites and resources, these links are provided for your information only. We have no control over the content of these sites or resources, and accept no liability for them or for any loss or damage that may arise from your use of them. The inclusion of a link to a third party website does not constitute an endorsement of that third party's website, product or services (if applicable).

22. Malfunctions, Errors and Interruptions

22.1 We try to provide you with a high-quality betting and gaming platform, but we cannot guarantee that the Services will at all times perform correctly. Various kinds of mistakes and errors can occur – technical, human and otherwise – and you understand and agree that we can only provide the Services to you, and you must accept them, in the condition that we make them available from time to time.

22.2 In this Section we set out a description of the things that can go wrong and the rights that we have in such events. In Section 23 below we set out how we will not be liable to you when these (and other) things go wrong.

22.3 Below are some key definitions to help you understand this Section 22:

A “**Malfunction**” refers to where an automated process fails to operate as designed or intended, for example where a piece of computer software produces a deviation from its intended performance specifications or parameters, or where two pieces of software fail to interface or communicate with each other in the manner intended or designed, in either case so as to produce a result which is not the result that was intended or designed. These malfunctions may or may not be apparent to us or to you and they may only come to light as and when settlement instructions, game outcomes, winnings or cashouts are investigated and analysed retrospectively.

An “**Error**” refers to a mistake or error that is not exclusively technical, for example the mistaken posting of incorrect odds, the offer of incorrect prices or terms for participation in a promotion or gambling opportunity. Errors can arise from human mistakes, administrative, operational or systems failures and combinations of all of these. Errors include (but aren't necessarily limited to) so-called ‘palpable’ or ‘obvious’ errors, for example where:

- prices/odds/terms offered via the Services are substantially out of the market (i.e., significantly different from those available in the general market (including from other operators) at the time the Transaction is placed);
- Transactions are accepted on a market which should have been suspended or closed, for example where the event is still in progress (except where ‘in-running’ bets are expressly allowed and accepted) or the event in question has already occurred or finished (sometimes referred to as ‘late bets’);
- prices/odds/terms offered at the time a Transaction is made are a clearly incorrect given the probability of the event or outcome occurring; or

- where a market has been settled but it is subsequently discovered that the outcome/result is incorrect based on the definition of the count for that market e.g., count for shots on target.

An “**Interruption**” refers to an interruption in a gambling Transaction for any reason, for example an interruption caused by the failure of the internet or connectivity, or severe latency in communications, or technical failure due to some disaster or unforeseen event.

22.4 Where any of the above occur, we will deal with them as described below and it is important that you understand and agree to the following before you use the Services, as we made clear in the “Important Information” section at the top of the Rules:

Malfunctions

22.5 If as a result of a Malfunction, your Account is credited with winnings that you would not have received were it not for that Malfunction, we will have the right to void the relevant and any related Transaction(s) and withhold the relevant winnings. This applies even if the relevant gambling product or Bonus could have produced the same or similar amount of winnings without the intervention of the Malfunction and it applies whether the Malfunction was apparent to you or to us or not. If you have withdrawn any such winnings, you agree that you will pay them back to us as and when we ask you to.

22.6 Where any Malfunction is or becomes apparent or obvious to you or you suspect that a Malfunction may be occurring, you agree that you will cease your use of the relevant Service(s) immediately, and will contact us immediately. Contact details can be found on the website or mobile application.

Errors

22.7 In the event of an Error, we will have the right to suspend the affect event/market while we investigate the problem, and we will resettle Transactions as set out below:

(a) **Incorrect price** – whether prior to the start of an event, ‘in-play’ or after the event, where this type of Error is identified any Transactions will stand and will be settled at the bet365 revised price save that, where a revised price is deemed less than 1/1000, then Transactions will be void.

Where there is sufficient time before the start of an event, we will endeavour to contact you and may in our discretion allow the option of cancelling the Transaction.

(b) **Incorrect Count/Line/Spread/Handicap/Total** – where this type of Error is identified, any Transactions will stand and will be settled at the count, line, spread, handicap or total taken at the bet365 revised price except for the following situations:

- Where a revised price is deemed less than 1/1000 then Transactions will be void.
- Any Transactions placed on a count, line, spread, handicap or total where the outcome is already known when the Transactions was placed will be void.

(c) **Incorrect Cash Out and Edit Bet Amount** – Transactions cashed out or edited by you using our Edit Bet feature, where the Cash Out or Edit Bet amount is incorrect

(due to an Error in the underlying price), will stand and be resettled at the correct amount. Where a selection is Cashed Out following an incorrect result the selection will be resettled on the correct result.

(d) **Incorrect Void** – If 'Void if player does not start' was selected at Transaction placement (specific to Goalscorer markets) and a Transaction is incorrectly made void where the selected player has actually started the event, the original Transactions will stand and will be resettled on the correct outcome.

(e) **Incorrect Fixture** - Where an incorrect player or team is quoted within a fixture, all Transactions will be void. Such determination to be in bet365's sole but reasonable discretion.

(f) **Incorrect Market** - If an incorrect market is quoted for any match or event, Transactions placed on that market will be void; other markets may also be void. Such determination to be in bet365's sole but reasonable discretion.

(g) **Late Bets** – Where a 'late bet' Transaction is inadvertently accepted, Transactions will be settled as follows:

i. If the event and market is covered In-Play then Transactions will stand at the revised price at the time the Transaction was placed (where a revised price is deemed less than 1/1000 then Transactions will be void), unless the outcome is already known in which case such Transactions will be void.

ii. If the event or market is not covered In-Play then the Transaction will stand as long as the selected participant or team has not gained a material advantage (e.g. a score, sending off for the other team etc.). Where a material advantage has been gained, we are entitled to void the Transaction, win or lose. Any Transaction placed where the outcome is already known, including In-Play, will be void.

22.8 If as a result of an Error, your Account is credited with winnings that you would not have received were it not for that Error, we will have the right to void the relevant Transaction and any related Transaction(s) and withhold the relevant winnings. This applies even if the relevant gambling product or Bonus could have produced the same or similar amount of winnings without the intervention of the Error and it applies whether the Error was apparent to you or to us or not. If you have withdrawn any such winnings credited as a result of an Error, you agree that you will pay them back to us as and when we ask you to.

22.9 Where any Error is or becomes apparent or obvious to you or you suspect that an Error may be occurring, you agree that you will cease your use of the relevant Service(s) immediately, and will contact us immediately. Contact details can be found on the Contact Us section of the bet365.rs website or mobile application.

Interruptions

22.10 Our priority is to ensure that we deal with Interruptions in a way that is fair and does not systematically disadvantage our customers.

22.11 In relation to **betting**: we reserve the right to suspend betting markets, void Transactions and return stakes to customers.

22.12 In relation to **gaming**:

- (a) where an Interruption occurs after we receive notification of your gamble and where you can have no further influence on the outcome of the event or gamble, the results of the gamble will stand;
- (b) where an Interruption to a single-participant single stage event occurs before an outcome has been generated we will return your stake to your Account;
- (c) for games where there are multiple stages or decision points we will take all reasonable steps to restore the game to its last known state prior to the Interruption to enable you to complete the game;
- (d) for games with multiple participants (equal chance or otherwise) we will deal with these as seems fairest to us (acting reasonably) on a case-by-case basis; and
- (e) for games that are progressive jackpots, progressive jackpot values will be restored to their pre-failure state to the extent it is within our control and not the games provider.

23. Our Liability to You

23.1 Nothing in these Terms excludes or limits our liability for:

- (a) death or personal injury caused by our negligence;
- (b) fraud or fraudulent misrepresentation; or
- (c) any liability which cannot be excluded or limited under applicable law including your statutory rights as a consumer.

23.2 Subject always to Section 23.1 above, we will not be responsible to you or any third party for any damages, liabilities or losses which are deemed or alleged to have arisen out of or in connection with the Services or its content, including arising from or in any way connected with:

- (a) losses that were not foreseeable by you and us at the time of you first accepted the Rules;
- (b) (if you use the Services for any non-personal/business purposes, which you are not permitted to do) any business losses and/or losses to non-consumers (for example loss of business, loss of business information, business interruption and loss of profits or revenues);
- (c) any use by you of the Services, including where you are in breach of the Rules (including any Prohibited Activity on your part) and/or where you use/access the Services in breach of applicable local laws (see Section 4.3 above);
- (d) any incomplete, lost or delayed Transactions, other than to the extent caused by our failure to use reasonable care and skill;
- (e) damage to your equipment or any loss or corruption of data that results from your use of the Services, except that if any defective digital content that we have supplied to you damages a device or digital content belonging to you and this is caused

by our failure to use reasonable care and skill, we will either repair the damage or pay you compensation;

- (f) any third party feeds, commentaries or content;
- (g) the accuracy, completeness or currency of any information or data provided by us or third parties (including but not limited to prices, runners, times, results, live scores or general statistics) via the Services;
- (h) any Error, Malfunction or Interruption, or if for any reason the Services (or any part of them) are unavailable at any time or for any period;
- (i) our closure, restriction, limitation, or suspension of your Account in accordance with the Rules;
- (j) any delay in performing, or failure to perform, any of our obligations if such delay or failure results from events, circumstances or causes beyond our reasonable control including (without limitation) any telecommunications network failures, power failures, failures in third party computer hardware or software, fire, pandemic, lightning, explosion, flood, severe weather, industrial disputes or lock-outs, terrorist activity and acts of government or other competent authorities;
- (k) your deliberate circumvention of any responsible gambling measures in place (whether put in place by you or by us) (see Section 25 below); or
- (l) any failures or issues that arise due to your equipment, internet connection or internet or telecommunication service provider (including, for example, if you are unable to place Transactions or view or receive certain information in relation to particular events).

23.3 As we made clear in the "Important Information" section at the top of the Rules, we will not be liable to you under the Rules, and nor do we owe you a duty of care, in respect of our compliance or non-compliance with any regulatory obligations that we may be under from time to time.

23.4 From time to time, all or part of the Services may be unavailable because of our maintenance of the Services and/or alteration or amendment of any of the Services and we will not be liable to you in these circumstances.

23.5 While we try to ensure that the information made available via the Services is correct, we cannot (and do not) guarantee the accuracy or completeness of the information and material on the Services. The Services may contain typographical errors or other inaccuracies, or information that is out of date. We are under no obligation to update such information or material. Subject always to Section 23.1 above, the information and material on the Services is provided "as is", without any conditions, warranties or other terms of any kind.

23.6 Subject always to Section 23.1 above, and save in respect of any winnings or other sums properly owing to you in accordance with (and subject to) the Rules, our total aggregate liability to you under or in connection with the Rules is limited to the greater of:

- (a) where the liability relates to a specific Transaction, the value of the applicable stake made by in respect of such Transaction;

- (b) the amount of applicable monies, where such monies have been misplaced by us; or
- (c) 1,000,000 RSD in respect of any other liability.

24. Your Responsibility to Us, Our Right of Set-Off

24.1 We may set off any positive balance on your Account against any amounts owed by you to us or any company within the bet365 group.

24.2 You agree to compensate us for any costs, charges or losses sustained or incurred by us arising from any Prohibited Activities on your part.

25. Responsible Gambling

25.1 We are committed to supporting responsible gambling. We promote gambling as an enjoyable leisure activity and we believe that gambling can only remain this way if you stay in control and gamble responsibly. However, we know that for some people gambling can stop being a harmless leisure activity and become a problem.

25.2 We have put in place a number of tools that you can use to manage your gambling, such as a budget calculator, deposit limits, reality checks, activity tracker, time-out, self-exclusion, and gambling blocks.

25.3 Further information, advice and support can be found at the Responsible/Safer Gambling section of the bet365.rs website or mobile application.

25.4 Although we will use our reasonable efforts to enforce our responsible gambling policies, we do not accept any responsibility or liability if you nevertheless continue gambling and/or seek to use the Services with the intention of deliberately avoiding the relevant measures in place (whether put in place by you or by us) and/or we are unable to enforce our measures/policies for reasons outside of our reasonable control including if you have provided us with details which are not true and accurate in order to circumvent any responsible gambling policies or tools.

26. Intellectual Property Rights

26.1 The Services and their contents are protected by international copyright laws and other intellectual property rights. The owners of these rights are bet365, its affiliates and/or other third party licensors.

26.2 All product and company names and logos featured on the Services are the trade marks, service marks or trading names of their respective owners, including (where applicable) bet365.

26.3 Except to the extent required for the purpose of placing Transactions, no part of the Services may be reproduced or stored, modified, copied, republished, uploaded, posted, transmitted or distributed, by any means or in any manner, or included in any other website or in any public or private electronic retrieval system or service including text, graphics, video, messages, code and/or software.

27. Privacy and Cookies

27.1 Your personal information is processed in accordance with our Privacy Policy, that can be found on bet365.rs website or mobile application.

27.2 Our Cookies Policy – that can be found on bet365.rs website or mobile application – explains what cookies are, how they are used on the Services, and how to manage their use.

28. Other Important Legal Terms

28.1 If you breach the Rules and we take no action against you, we will still be entitled to use our rights and remedies in any other situation where you breach the Rules.

28.2 The rights and remedies provided by the Rules are cumulative and (unless otherwise provided in the Rules) do not exclude any other rights or remedies available to us.

28.3 If any provision of the Rules is found by any court or body of competent jurisdiction to be invalid or unenforceable, the other provisions shall continue to apply.

28.4 We may transfer our rights and/or obligations under the Rules to another organisation at any time. Without limiting the preceding sentence, we may wish to transfer our rights or obligations under the Rules to another company within our corporate group or any other legal entity, including if we restructure or there is a sale of our business. You agree that we may do so provided that in the case of such a transfer, after we notify you of the date on which such transfer takes place, your rights under the Rules will be against the new legal entity. If you are unhappy with the change, you may close your Account at any time.

28.5 The Rules, and your account, are personal to you. You may not transfer your rights or obligations under the Rules, or your account, to anyone else.

28.6 If we need to notify or contact you under the Rules, we will do so using the contact details registered to your Account or via notification on our websites, apps and/or or other parts of the Services. If you want to contact us, you can do so via bet365.rs website.

29. Complaints and Disputes, Governing Law and Jurisdiction

29.1 Should there be any claim or dispute arising from a Transaction or otherwise in connection with the Services, you must exhaust our internal complaints procedure prior to referring your complaint to any of the bodies listed below. See further information on bet365.rs website or mobile application setting out our Complaints Procedure.

29.2 If we are unable to settle the dispute following completion of the published Complaints Procedure, either party is entitled to refer the dispute to the eCommerce and Online Gaming Regulation and Assurance (**eCOGRA**), whose decision will be final (save in respect of any manifest error) subject to full representation given to all parties involved.

29.3 For further information on eCOGRA and the ODR, you can visit the bet365.rs website or mobile application.

29.4 The Rules, and any dispute or claim arising out of or in connection their subject

matter, are governed by and will be construed in accordance with the laws of Serbia provided that such choice of law will not deprive you of any mandatory consumer protections of your home country (if different).

29.5 The courts of Serbia will have exclusive jurisdiction to settle any dispute which may arise out of or in connection with the Rules, provided that this choice of law will not prevent you from bringing proceedings in the courts of your home country, if different.

29.6 Where the Rules are not in Serbian, and in the event of conflict between the two versions, please note the Serbian version will prevail.

30. Entry into Force

30.1 The Rules, as well as any future amendments and additions of the Rules, will enter into force upon approval of the Minister of Finance of the Republic of Serbia, and are applied after their publication on the bet365.rs website or mobile application.

For bet365

Alexander Mark Sefton, director

Appendix 1

Part 1 - the Rules for Sportsbook products

American Football

Includes NFL, NCAA College Football, UFL and CFL.

Abandoned or postponed (including forfeited games not played due to Covid-19) matches are void unless rearranged and played in the same NFL weekly schedule (Thursday - Wednesday local stadium time) except for those bets that have already been determined at the time of abandonment or postponement.

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled match time, all bets will stand on the fixture.

Otherwise if the match is resumed but not finished within 48 hours of the original scheduled match time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void. For matches scheduled to be played at a neutral venue, bets will stand irrespective of how we list the fixture.

In 2-Way markets Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

Weekly Props - Total Points Scored, Conference Points Scored, Will There Be A Shutout; will be inclusive of the number of games as specified on site for each specific week. In the case of one or more of those specified games being abandoned/postponed (including forfeited games not played due to Covid-19), markets will be void unless they are rearranged and played in the same NFL weekly schedule (Thursday - Wednesday local stadium time), or the outcome is already determined.

Weekly Markets - Highest/Lowest Scoring Team and Player Yardage markets, only the

quoted participant's count. Any Team or Player who are involved in an Abandoned or Postponed (including forfeited games not played due to Covid-19) match will be treated as a non-runner and other participants subject to Rule 4 (Deductions) unless game is rearranged and played in the same NFL weekly schedule (Thursday - Wednesday local stadium time).

Pre-Game Bets (Game Lines Including 2nd Half/4th Quarter Bets) INCLUDE Overtime Unless Stated Otherwise

There must be 5 minutes or less of scheduled game time left for bets to have action, unless the specific market outcome is already determined, unless stated otherwise. All NFL match markets and pre-game props will be settled according to game stats on www.NFL.com published on day of the game. Subsequent amendments do not affect settlement.

For pre-game props the game must be completed for bets to have action, unless settlement of bets is already determined.

Lowest/Highest Team Score - Only listed teams count. Dead-heat rules apply.

Team Totals, Odd or Even - Zero score by a team will count as Even for settlement purposes.

Team to Call 1st Timeout - Forecast which team will call the 1st timeout. Timeouts lost by any other means, e.g. Coaches Challenges, Injuries etc. do not count.

Will Either Team Score 3 Unanswered Times - Forecast whether either team will score 3 consecutive times during the game. A Score excludes any PAT's (point after touchdown or 2 point conversions).

First Offensive Play of the Game - This market is determined by the first offensive play from scrimmage (excluding Penalties). In the event of the kick-off being returned for a touchdown then bets will stand for the following kick-off. Incomplete or intercepted passes and QB Sack or Fumble will stand as a Pass Play. A fumble on exchange to the RB will stand as a Run Play.

Total Offensive Yards - Settlement is based on the Net Yards for both teams (includes sack yardage lost).

Team to Gain Most Passing Yards – Settlement is based on the most gross yards thrown.

Match Total Passing Yards - Settlement is based on gross yards thrown.

Team to Gain Most Rushing Yards – Settlement is based on the most Total Rushing yards gained (includes negative yardage).

Team to Punt 1st - In the event of no Punt, bets will be void.

Penalties - All Penalty markets are based on the Penalty being accepted. Declined Penalties do not count.

Player/ Team/ Match Props/Performances - Bets are action if player competes in one Down. Player match-ups are action if both players compete in one Down. Push rules apply. Specifically for in-play Player Performance bets; if, after placing a bet, the selected player is not on the field for one further Down (or is not 'dressed' if a Kicker), bets will be void. Markets will be settled according to game stats from the respective official competition site published on the day of the game. For 'Player to Record a Defensive Sack' market, if a player records a Defensive Sack statistic of 0.5 or greater, then the market outcome will be settlement as 'Yes'. Subsequent amendments do not affect settlement. For Tackles, Assists and other Defensive markets, only defensive plays count (any plays on specials teams do not count) for settlement purposes.

For the following markets your player must be dressed/active for bets to stand (as per the official NFL Game Book):-

First/Last/Multi and Anytime Touchdown Scorer (Quarter/Half/Match/Team) - Forecast the name of the scorer of the first/last/multiple/anytime touchdown(s) in the game, or whether no touchdown will be scored. Any Other Touchdown Scorer (quoted in First and Last Touchdown Scorer markets) refers to any player not specifically listed. Quarterbacks officially credited with successful Passing Touchdowns, do not count for settlement purposes.

Touchdown Shirt Numbers - If no touchdown scored then all bets are no action.

Scorecast - If there is no touchdown scored in the match then all bets will be settled as lost. If a match is abandoned with more than 5 minutes of scheduled game time remaining after a touchdown has been scored all bets will be settled as singles on the selected player at the appropriate First touchdown scorer odds.

Anytime Scorecast - If there is no touchdown scored in the match then all bets will be settled as lost. If a match is abandoned with more than 5 minutes of scheduled game time remaining after a touchdown has been scored all bets will be settled as singles on the selected player at the appropriate anytime touchdown scorer odds.

Wincast - If there is no touchdown scored in the match then all bets will be settled as lost. If a match is abandoned with more than 5 minutes of scheduled game time remaining after a touchdown has been scored all bets will be settled as singles on the selected player at the appropriate First touchdown scorer odds.

Team Wincast - If there is no touchdown scored in the match then all bets will be settled as lost. If a match is abandoned with more than 5 minutes of scheduled game time remaining after a touchdown has been scored all bets will be settled as singles on the

selected team at the appropriate Team to make first score odds.

Halftime Scorecast - If there is no touchdown scored in the first half then all bets will be settled as lost. If a match is abandoned with more than 5 minutes of scheduled game time remaining in the first half after a touchdown has been scored all bets will be settled as singles on the selected player at the appropriate First touchdown scorer odds.

1st Half Wincast - If there is no touchdown scored in the first half then all bets will be settled as lost. If a match is abandoned with more than 5 minutes of scheduled game time remaining in the first half after a touchdown has been scored all bets will be settled as singles on the selected player at the appropriate First touchdown scorer odds.

Quarterback props are based on Gross Passing Yards gained.

Touchdown / Field Goal Markets (including 'Time of First', 'Longest Scored', 'Shortest Scored', and 'Team to Score Longest')

In the event of no score (via the specified method) bets will be void.

Team First Score Method

The participant 'Any Other' relates to any scoring method other than Touchdown or Field Goal. In the event of no score bets will be void.

Total Turnovers

Turnover on Downs (failed 4th Down attempts) will count for settlement purposes.

Pre-Game Prop Bets Which EXCLUDE Overtime

For the following markets the game must be completed for bets to have action.

Double Result - Predict the result at half-time and end of regulation time. The game must be completed for bets to have action.

1st Quarter/Match Result – Predict the result at the end of the 1st Quarter and the end of regulation time. The game must be completed for bets to have action.

Teasers

Abandoned or postponed (including forfeited games not played due to Covid-19) matches are void unless rearranged and played in the same NFL weekly schedule (Thursday - Wednesday local stadium time). In the case of any of the selections resulting in a tie the selection will be treated as a Push and the teaser will reduce to a parlay on all the remaining selections, e.g. a 6 team teaser with 1 tie will revert to a 5 team teaser on the 5 remaining selections, a 4 team teaser with 1 tie will revert to a 3 team teaser on the remaining 3 selections, in all cases at the odds taken at the time the wager was placed. Where a Push results in a teaser being reduced to one selection, the teaser will be treated as a single and paid out at the appropriate fixed odds.

In-Play Game Bets/In-Play Half Bets/In-Play Quarter Bets INCLUDE Overtime Unless Stated Otherwise

The game or relevant quarter/half must be completed for bets to have action, unless settlement of bets is already determined.

For settlement purposes:

Half bets (2nd half will include any points scored in Overtime if played unless otherwise stated)

Quarter bets (4th quarter will include any points scored in Overtime if played unless otherwise stated)

Double Result - Excludes overtime if played.

2 Unanswered Scores in Quarter/Team to Make Next Score/Next Scoring Play - PATs do not count as scores.

For Team to make Next Score and Next Scoring Play markets, in the event of no score (specific to the order of Score quoted), settlement will be deemed 'No Score'.

Result of Current Drive - Excludes overtime if played. If Team A has the ball and fumble, and the ball is recovered by Team B, who then fumble it back to Team A; the outcome will be settled as Turnover, due to possession changing hands twice. Turnover on Downs (failed 4th Down attempt) will be settled as turnover. If the Punter actually kicks the ball, irrespective of the subsequent outcome, settlement will be deemed a Punt. Bets are void in the event of an incomplete drive.

Make 1st Down on Current Drive - The Yes option is determined by achieving a new set of downs, either by Run, Pass (this includes if a TD is scored as a result) or Automatic 1st Down Penalty. Safety, and Field Goal will be settled as No (irrespective of Field Goal being made or not). Replayed Downs due to non Automatic Penalties, e.g. offside, encroachment, delay of game, Illegal substitution, excessive timeout(s), incidental grasp of facemask, neutral zone infraction, running into the kicker or more than 11 players on the field at the snap, do not count, unless committed with 5 yards or less to go.

10+ Yard Rushing Play on Drive? / 20+ Yard Passing Completion on Drive? / 20+ Yard Play on Drive? – Only completions count for passing plays. Penalties do not count.

Offensive / Defensive Penalty on Current Drive – Only accepted penalties count.

4th Down Conversion in Drive – This refers to successful 4th down Conversions only (attempts do not count). Penalties do not count.

Player to Catch a Pass in Drive?

Only forward passes count, and are based on a player making a successfully completed catch based on the ruling and statistics of the play according to NFL.com. If a play is nullified due to a penalty, a reception on that play does not count.

Outcome of Team Drive (4-way)/ Outcome of Team Drive (2-way)

Excludes overtime if played. If Team A has the ball and fumble, and the ball is recovered by Team B, who then fumble it back to Team A; the outcome will be settled as Turnover, due to possession changing hands twice. Turnover on Downs (failed 4th Down attempt) will be settled as turnover. If the Punter actually kicks the ball, unless this is a blocked punt resulting in a safety, settlement would be deemed a Punt. Safety will be settled as a Turnover.

Specifically for the 2-way version of the market ('Score' / 'Not to Score'), the 'Score' outcome is classified as an Offensive TD or FG only.

Bets are void in the event of an incomplete drive.

Drive Crosses Yard Line 20/35/50

The designated Drive must go past the specified opposition (where applicable) yard line to be deemed a winner.

New Set of Downs on Drive

A new set of Downs will be recorded by either a Run, Pass (this includes if a TD is scored as a result) or Automatic 1st Down Penalty. Safety, and Field Goal will not be counted (irrespective of Field Goal being made or not). Replayed Downs due to non-Automatic Penalties, e.g. offside, encroachment, delay of game, Illegal substitution, excessive timeout(s), incidental grasp of facemask, neutral zone infraction, running into the kicker or more than 11 players on the field at the snap, do not count, unless committed with 5 yards or less to go.

Bets are void in the event of an incomplete drive, unless the outcome is already determined.

Play Results in Touchdown / Play results in First Down / Next Play Type / Next Play Script

If there is a penalty on the play after the snap and the play stands (is not nullified), the respective markets will be settled according to official statistics of the play prior to the penalty being assessed. The markets will be void when there is a penalty on the play after the snap and the play is nullified (no official statistics recorded). Bets stand in the event of a pre snap penalty.

Extra Point Result / Field Goal Result

Bets stand in the event of a pre snap penalty. Bets will be void in the event of a post snap penalty. The kicker needs to make actual contact with the ball with his foot for bets to stand, otherwise bets will be void. e.g. a botched snap resulting in play being aborted will mean bets are void.

Two Point Conversion Result

Bets stand/carry over at the new yardline in the event of a pre or post snap penalty.

Punt Result

Bets will be void in scenarios that result in a re-punt.

Player Next Pass

If an interception is thrown this will be deemed incomplete.

Season Props

All season props are based on the regular season matches only (forfeited games not played due to Covid-19 count). For all Player markets, players stats stand irrespective of any trades during the regular season; and players must see field time in at least one Regular Season match for bets to have action; as long as the named player takes part in a Down, after the time of bet placement. Long list outright markets may be subject to a Rule 4 (Deduction).

Futures/Season Bets

Super Bowl winner, Conference Outright and Divisional Outright bets stand regardless of the length of the season.

Unless stated otherwise, for NFL regular season Team markets (including Regular Season Wins) to have action, teams must complete all 17 regular season games (forfeited games not played due to Covid-19 count), and for CFL all 18 regular season games, unless the remaining games during the course of the season do not affect the result.

Specifically for Regular Season Win % market, bets have action irrespective of the number of regular season games completed by a team (including forfeited games not played due to Covid-19).

AFC/NFC Conference winners are determined by the teams progressing to the Superbowl.

NFL Divisional winners are determined by games won during the regular season (forfeited games not played due to Covid-19 count). (NFL tie-break rules apply).

Conference Wildcard winners are the 3 teams who qualify for the post-season via the NFL's Wildcard selection.

Conference Number One Seed winner is the team designated by the NFL as the team who will have Home Field advantage throughout the playoffs.

NCAAF regular season wins and match-ups are based on all teams listed, playing their full schedule; unless the remaining games during the course of the season do not affect the result.

NCAAF to Make Playoffs - Winners are the 4 teams who qualify for the Championship Semi-Final games.

CFL Divisional winners are determined by games won during the regular season.

If a specific stage or round (e.g. Divisional Phase) or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Season Player/Coach Awards

The winner is deemed the player/coach who receives the Associated Press award for the respective category.

Bets are placed on an all-in basis. Dead heat rules apply.

NFL Draft

Draft details listed on www.nfl.com will be used for settlement purposes, including official draft orders and player positions published. For the purpose of over/under markets, undrafted players will be assigned a number, one above that of the last draft pick.

Specific to the market, Position of Team First Draft Pick; Kicker is deemed an Offensive player, and Punter a Defensive player for settlement purposes.

NFL Pro Bowl Games

Settlement of all markets will be determined by official rankings and statistics provided by the competition governing body.

Settlement of Wagers

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

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

Athletics

Diamond League/Grand Prix/Indoor Meetings

Prices will be offered on selected events. Where prices are offered for a given event then four selected athletes will be quoted. Only the quoted athletes count for settlement purposes. In the event of one or more of the quoted athletes being declared a non-runner then the entire market will be void. All quoted athletes must start for bets to have action. I.A.A.F official results are used for settlement purposes - the winner being deemed as the highest placed of the four athletes quoted upon completion of an event.

Olympics/European and World Championships - Outright/Group/Heat/Round/Tournament Betting

Non-runner no-bet. Participants awarded gold, silver and bronze medals at the medal ceremony will be deemed 1st, 2nd and 3rd respectively for betting purposes. We reserve

the right to apply a Rule 4 deduction in the event of a withdrawn participant prior to the start of an event.

Match-Ups

Both competitors must compete for bets to stand.

Settlement of Wagers

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

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

Australasian Racing

General

The following rules apply to all Horse Racing, Greyhound Racing and Harness Racing from Australia, New Zealand, Hong Kong, Singapore, Japan, Korea and Malaysia.

TAB Dividends

In respect of prices based on TAB dividends, should a dividend vary between TABs that normally operate under a pooling arrangement, bet365 will pay out on the dividend of the TAB of the State in which the race was run. If the race is run in another State where pooling does not apply (e.g. NSW) the dividend will be based on whichever TAB has the largest win pool.

The 3 Australian TABs refer to the NSW TAB, SuperTAB and UTAB.

Home State TAB refers to the State TAB in which the meeting is run. For example, Flemington is SuperTAB, Randwick is NSW TAB, Doomben is UTAB.

For races run in Asia the home tote will be deemed to be SuperTAB. Should SuperTAB not cover the meeting, the next largest Australian TAB that covered the race will be deemed to be the home tote. Should an Australian TAB not operate on an Asian race the home country's totalisator will be deemed to be the home tote.

Top Fluc

Settlement is based on the State Official Prices (SOP) from the relevant states e.g Victoria Official Price (VOP), Queensland Official Price (QOP) and New South Wales Official Price (NSWOP). In the absence of an SOP (for Horse Racing taking place in other states), Top Fluc bets will be settled at the last price available with bet365. This price is applied regardless of any other publications differing.

Dead-Heat

Where selections dead-heat, the stake money is proportioned according to the number of selections that dead-heat and paid at full-odds.

For example, if you have placed a winning 1,500 RSD single bet at 5/1 and two other selections have finished tied for 1st place in a race, your 1,500 RSD stake will be divided by three and settled at the full odds. Your bet would now be settled as a winning 500 RSD single at 5/1 and your bet would return 3,000 RSD.

For bets involving TAB dividends in their calculation, dividends advised by the TAB's will apply.

Field Size Rule

In accordance with the Field Size Rule bets will be settled as per the following Place terms:

- a. 8 or more runners - a Place dividend shall be paid on first, second and third Places
- b. Races of 5, 6, or 7 runners - a Place dividend shall be paid on first and second Places only
- c. 4. runners or less - bets placed on the Fixed Place market will be Void.

In the event of a scratching which results in a change to the Field Size Rule from 3 placings to 2, bets placed on Fixed Odds will be paid at the Field Size Rule at the time the bet was struck, minus a deduction if applicable. In the event of the field size being reduced to 4 runners or less, bets placed on Fixed Odds, regardless of when the bet was struck, will be void. Bets placed on Tote Odds will be paid at the place terms declared after official scratchings, regardless of the time of bet placement. Tote Place bets are void if no dividends are declared for any runner.

- d. For the following markets, bets will stand and deductions will apply as long as there is at least one more runner than the market indicates. Should the number of places in the market equal the number of runners the market will be void: 2 Places, 3 Places, 4 Places, 5 Places, Place (1-2), Show (1-2-3).

Futures or Ante-Post

Futures or Ante-Post bets are accepted on the basis all-in run or not, entered or not (All-In). Except where specifically Stated otherwise, stakes are lost on a Futures or Ante-Post bet if a selection does not take part and no deductions are made from winning Futures or Ante-Post bets.

Final Field Betting

Final Field betting comprises the final acceptors as advised by the controlling race club.

Deductions

Deductions may apply for any runners scratched from the Final Field. Any such deductions will apply to the total payout value on all bets placed prior to the scratching and the reframing of a new market by bet365.

Specifically for Racing Victoria (Horse Racing Only) – deductions applied are declared by Racing Victoria and are applied using the 'do not apply deductions to emergencies' method.

Deduction tables for withdrawals in Final Field betting:

Product	W&EW									
	Covers	Place12	Show123							
	Win	2	3	4	5	6	7	8	9	10
Price	Deductions (%)									
1.01 - 1.16	72	42	28	21	17	14	12	10	9	8
1.18	72	42	28	21	17	14	12	10	9	8
1.2	72	42	28	21	17	14	12	10	9	8
1.22	70	41	28	21	17	14	12	10	9	8
1.24	70	41	28	21	17	14	12	10	9	8
1.26	67	40	28	21	17	14	12	10	9	8
1.28	67	40	28	21	17	14	12	10	9	8
1.3	67	40	28	21	17	14	12	10	9	8
1.35	64	40	28	21	17	14	12	10	9	8
1.4	62	39	27	20	16	13	11	10	9	8
1.45	60	39	27	20	16	13	11	10	9	8
1.5	58	39	27	20	16	13	11	10	9	8
1.55	56	38	26	20	16	13	11	10	9	8
1.6	54	38	26	20	16	13	11	10	9	8
1.65	52	37	26	20	16	13	11	10	9	8
1.7	50	37	26	20	16	13	11	10	9	8
1.75	48	36	25	19	15	12	10	9	8	7
1.8	46	36	25	19	15	12	10	9	8	7
1.85	45	35	25	19	15	12	10	9	8	7
1.9	44	35	24	18	14	11	9	8	7	6
1.95	43	34	24	18	14	11	9	8	7	6
2	42	34	24	18	14	11	9	8	7	6
2.05	41	34	24	18	14	11	9	8	7	6
2.1	40	33	23	17	14	11	9	8	7	6
2.15	39	33	23	17	14	11	9	8	7	6
2.2	38	32	23	17	14	11	9	8	7	6
2.25	37	32	23	17	14	11	9	8	7	6
2.3	36	32	23	17	14	11	9	8	7	6
2.35	35	31	22	17	14	11	9	8	7	6
2.4	34	31	22	17	14	11	9	8	7	6
2.45	33	31	22	17	14	11	9	8	7	6
2.5	32	30	22	17	14	11	9	8	7	6
2.6	31	29	21	16	13	10	8	7	7	6
2.7	31	29	21	16	13	10	8	7	7	6
2.8	30	28	20	15	12	9	8	7	6	6
2.9	29	28	20	15	12	9	8	7	6	6
3	27	26	19	14	11	8	7	6	5	5
3.1	26	25	19	14	11	8	7	6	5	5
3.2	26	25	19	14	11	8	7	6	5	5
3.3	25	24	18	14	11	8	7	6	5	5
3.4	24	24	18	14	11	8	7	6	5	5
3.5	24	23	18	14	11	8	7	6	5	5
3.6	23	23	17	13	10	7	6	5	5	0
3.7	23	23	17	13	10	7	6	5	5	0
3.8	22	22	16	12	10	7	6	5	5	0
3.9	21	22	16	12	10	7	6	5	5	0
4	19	21	16	12	10	7	6	5	5	0
4.2	18	21	15	11	9	6	5	5	0	0
4.4	17	20	15	11	9	6	5	5	0	0
4.6	17	19	14	11	9	6	5	5	0	0
4.8	15	19	14	11	9	6	5	5	0	0
5	15	18	13	10	8	5	5	0	0	0
5.5	14	17	13	10	8	5	5	0	0	0
6	13	16	12	9	7	0	0	0	0	0
6.5	10	14	11	8	6	0	0	0	0	0
7	10	14	10	8	6	0	0	0	0	0
7.5	9	13	10	8	6	0	0	0	0	0
8	8	12	10	8	6	0	0	0	0	0
8.5	8	11	9	7	6	0	0	0	0	0
9	7	11	8	6	0	0	0	0	0	0
9.5	7	10	8	6	0	0	0	0	0	0
10	7	10	7	0	0	0	0	0	0	0
11	6	9	7	0	0	0	0	0	0	0
12	5	8	6	0	0	0	0	0	0	0
13	0	0	0	0	0	0	0	0	0	0

Deductions will not be applied to emergencies or reserves unless other runners in the field have been scratched and the emergency or reserve is in the field at that stage.

For example in a field with 14 acceptors and a field size of 12 (numbers 1 to 12) and 2 emergencies (numbers 13 and 14):

- a. If numbers 1 to 12 run, no deduction will apply for the scratchings of runners 13 and 14
- b. If number 3 is scratched, it will be deemed that at that stage number 13 is entered into the field with number 14 being the next emergency. Should number 13 be subsequently scratched, a deduction may apply.
- c. If numbers 5 and 8 are scratched it will be deemed that both 13 and 14 are in the field and any subsequent scratching of either of these runners may have a deduction applied.

In the event of a late scratching and the market not being reframed a deduction will apply to bets placed at SP (Starting Price) or markets using SP for the dividend calculation.

Postponed Races

For bets placed on the Final Field, if the race is postponed to another day all bets will be void and stakes refunded. If a race is delayed but still run on the appointed day then bets stand. In the event of a race being re-run on the same day, bets on all runners will stand unless otherwise ordered by presiding stewards.

For bets placed on Futures or Ante-Post, if the race is postponed to another day all bets stand.

In the event of a race being abandoned, all bets will be void and the stake refunded.

Change of Surface

For bets placed on the Final Field, if the surface is altered (e.g. Turf to Dirt/All Weather or vice versa), then bets will stand. This includes any change of course/track at the same venue.

Change of Venue

For bets placed on the Final Field, if a race is transferred to another venue, then bets will be void. If the new course/track is at the same venue, then bets will stand.

Each-Way Betting

bet365 accepts Win and/or Place bets on Australasian Racing final field betting. Any bet requested or submitted as Each-Way (E/W) will have the stake placed at equal amounts for the Win and the Place. Place odds are fixed at the time of bet placement.

For Futures/Ante-Post betting, Each-Way terms apply as detailed on each individual race.

Exotic Betting

For Exotic Betting, if all three TABs offer an Exotic bet and all three TABs declare a dividend, bet365 will pay the Middle Tote plus any concessions based on bet365 Racing products.

If all three TABs offer an Exotic bet but not all three TABs declare a dividend, bet365 will pay a dividend based on the following;

If only two TABs declare a dividend, bet365 will pay the highest declared dividend of the remaining TABs plus any concessions based on bet365 Racing products.

If only one TAB declares a dividend, bet365 will pay that dividend plus any concessions based on bet365 Racing products.

If only two of the three TABs offer an Exotic bet and they both declare a dividend, bet365 will pay the lowest declared dividend plus any concessions based on bet365 Racing products. If only one of the two TABs offering an Exotic bet declares a dividend, bet365 will pay that dividend plus any concessions based on bet365 Racing products.

If only one of the three TABs offers an Exotic bet and declares a dividend, bet365 will pay that dividend plus any concessions based on bet365 Racing products.

In the event that no TAB declares a dividend where an Exotic bet was offered, bet365 will pay a dividend based on the final pool size of the respective Exotic bet of the home State TAB. The dividend applied is for a \$1 stake.

bet365 will pay the result based on the correct winning order regardless of a TAB paying an alternative order. Should a TAB declare a dividend on an alternative result to satisfy their pooling rules, bet365 will only pay a dividend on the correct order with the dividends being calculated as per above.

Concession (Cover)

When Fixed Odds Betting is available bet365 may offer Concession Betting. Selections will be offered at a reduced price to win the race but with the option of stakes to be refunded for finishing either 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th or 10th.

Stakes will be refunded as follows:

a. Concession Bet 2 Places - Winner paid at full odds at a reduced price. Selections finishing 2nd will have stakes returned.

b. Concession Bet 3 Places - As above but stakes returned for finishing 2nd or 3rd.

- c. Concession Bet 4 Places - As above but stakes returned for finishing 2nd, 3rd or 4th.
- d. Concession Bet 5 Places - As above but stakes returned for finishing 2nd, 3rd, 4th or 5th.
- e. Concession Bet 6 Places - As above but stakes returned for finishing 2nd, 3rd, 4th, 5th or 6th.
- f. Concession Bet 7 Places - As above but stakes returned for finishing 2nd, 3rd, 4th, 5th, 6th or 7th.
- g. Concession Bet 8 Places - As above but stakes returned for finishing 2nd, 3rd, 4th, 5th, 6th, 7th or 8th.
- h. Concession Bet 9 Places - As above but stakes returned for finishing 2nd, 3rd, 4th, 5th, 6th, 7th, 8th or 9th.
- i. Concession Bet 10 Places - As above but stakes returned for finishing 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th or 10th.

Bets on non-runners will be void, and when applicable, deductions will apply to all remaining runners based on the price of the withdrawn horse under the deduction scale. In the event of non-runners, the number of places paid will remain the same, unless the number of runners in the race is equal to or less than the number of places paid, in which case all bets will be void.

Dead-heat rules apply.

Fixed Price Exacta

When Fixed Odds Betting is available with 3 or more runners, bet365 may offer Fixed Odds Exacta Betting. Exacta betting involves predicting 1st and 2nd places in a race.

In the event of a scratching which is 10.00 or less in the bet365 Fixed Odds Win Market, Fixed Odds Exactas placed prior to the scratching will be paid at the bet365 closing fixed odds exacta price. For scratchings over 10.00 the quoted price will stand.

In the event of only 2 runners starting a race all Fixed Odds Exacta bets will be void.

Should a selection be scratched in a Fixed Odds Exacta for races in Australasian or Asia, combinations involving that selection will be void.

In the event of only 1 runner completing the race a dividend will be declared equal to the bet365 closing price in the fixed odds win market.

Dead-heat rules apply.

Fixed Price Trifecta

When Fixed Odds Betting is available with 3 or more runners, bet365 may offer Fixed Odds Trifecta Betting. Trifecta betting involves predicting 1st, 2nd and 3rd places in a race.

In the event of a scratching which is 10.00 or less in the bet365 Fixed Odds Win Market, Fixed Odds Trifectas placed prior to the scratching will be paid at the bet365 closing fixed odds trifecta price. For scratchings over 10.00 the quoted price will stand.

In the event of only 2 runners starting a race all Fixed Odds Trifecta bets will be void.

Should a selection be scratched in a Fixed Odds Trifecta for races in Australasia or Asia, combinations involving that selection will be void.

In the event of only 2 runners completing the race, the result will be settled with a dividend being declared equal to the bet365 closing fixed odds exacta price, assuming the initial Trifecta bet contains the 2 finishers in the correct placings, with any of the other starters to finish third.

In the event of only 1 runner completing the race a dividend will be declared equal to the bet365 closing price in the fixed odds win market.

Dead-heat rules apply.

Fixed Price Quinella

When Fixed Odds Betting is available with 3 or more runners, bet365 may offer Fixed Odds Quinella Betting. Quinella betting involves predicting 1st and 2nd places in a race in either order.

In the event of a scratching which is 10.00 or less in the bet365 Fixed Odds Win Market, Fixed Odds Quinellas placed prior to the scratching will be paid at the bet365 closing fixed odds quinella price. For scratchings over 10.00 the quoted price will stand.

In the event of only 2 runners starting a race all Fixed Odds Quinella bets will be void.

Should a selection be scratched in a Fixed Odds Quinella for races in Australasia or Asia, combinations involving that selection will be void.

In the event of only 1 runner completing the race a dividend will be declared equal to the bet365 closing price in the fixed odds win market

Dead-heat rules apply.

Fixed Price First Four

When Fixed Odds Betting is available with 4 or more runners, bet365 may offer Fixed Odds First Four betting. First Four betting involves predicting 1st, 2nd, 3rd and 4th places in a race.

In the event of a scratching which is 10.00 or less in the bet365 Fixed Odds Win Market, Fixed Odds First Four placed prior to the scratching will be paid at the bet365 closing fixed odds First Four price. For scratchings over 10.00 the quoted price will stand.

In the event of only 3 runners starting a race all Fixed Odds First Four bets will be void.

Should a selection be scratched in a Fixed Odds First Four for races in Australasia or Asia, combinations involving that selection will be void.

In the event of only 3 runners completing the race, the result will be settled with a dividend being declared equal to the bet365 closing fixed odds trifecta price, assuming the initial First Four bet contains the 3 finishers in the correct placings, with any of the other starters to finish fourth.

In the event of only 2 runners completing the race, the result will be settled with a dividend being declared equal to the bet365 closing fixed odds exacta price, assuming the initial First Four bet contains the 2 finishers in the correct placings, with any of the other starters to finish third and fourth.

In the event of only 1 runner completing the race a dividend will be declared equal to the bet365 closing price in the fixed odds win market.

Dead-heat rules apply.

Favourite vs The Field

If a horse or dog is declared a non-runner and its price at the time of scratching is 12.00 or less then all bets placed on all selections in the Favourite vs The Field market, prior to any new market being formed, will be void. If a horse is declared a non-runner and its price at the time of scratching is 13.00 or greater then all bets on the Favourite vs The Field market stand with no deductions adjustment.

Bets settled on the official result. Dead-heat rules apply. Available on selected races.

The designated favourite in the Favourite vs The Field is the favourite nominated by bet365 and may not necessarily be the prevailing favourite.

Jockey Challenge/Driver Challenge/Box Challenge

For selected events bet365 may offer:

- a. Jockey Challenge on Thoroughbred Racing
- b. Driver Challenge on Harness Racing
- c. Box Challenge on Greyhound Racing

Predict which selection (e.g. Jockey, Driver, Box) will achieve the highest winning number of points at a specific meeting or series of meetings based on the following

scoring criteria:

Winner = 3 points

2nd = 2 points

3rd = 1 point

In the event of a Dead-heat the number of points available will be divided by the number of selections that Dead-heated.

Bets are accepted on an all-in run or not, entered or not basis.

In the event of the whole meeting not being run in its entirety, bets will be void.

Jockey/Trainer Race Wins at a Specified Meeting

The named jockey/trainer must have one ride/runner at the specified meeting, for bets to stand. If the named jockey/trainer, rides/trains a runner in fewer races than originally intended due to scratchings, bets placed on this market will stand; unless the number of horses ridden/trained is less than the quoted selection i.e. if you have placed a bet on a Jockey to Ride 3+ Winners; but due to scratchings they ride in 2 races at a specified meeting your bet will be void.

If the jockey/trainer is detailed as riding or training any horse which they were not denoted to do so at the time of final scratchings of the specified meeting; then such winners do not count for settlement i.e. A jockey picking up a winning spare ride during the meeting will not count.

Bets placed will be settled at the price taken at the time of bet placement; unless, due to non-runners, the quoted selection taken, is equal to the named jockey/trainers' actual rides/runners; then bets will be settled at the relevant bet365 SP multiple. e.g. A bet on a Jockey to Ride 3+ Winners from an initially scheduled 4 rides, with 1 ride becoming a scratching; the bet will be settled as a bet365 SP treble should the remaining 3 rides win.

If the named jockey/trainer finishes in a dead-heat for first place, they will be awarded one win for the purpose of this market.

Our Protest Promise offer applies to this market.

If two or more races at a specified meeting are abandoned bets will be void, unless settlement is already determined.

Any of the Outsiders to Win

Select whether the winner of the race will be one of the selections listed in this market. Available on selected horseracing and greyhound races.

Dead Heat rules apply. – If one of the selected outsiders is scratched all bets are void. If

any other horse or dog is declared a non-runner and its price at the time of scratching is 12.00 or less then all bets placed on Any of the Outsiders to Win market, prior to any new market being formed, will be subject to the win deduction on the race.

Match Bets (including In-Play) and Threesomes

All selections must be deemed an official runner or bets are void.

The selection that attains the highest finishing position is the winner. Bets will be settled on the Correct Weight or the All Clear result supplied by the official governing body.

Dead-heat rules apply.

If both or all selections fail to finish all bets will be void and stakes returned.

Our Protest Promise promotion does not apply.

Where a Horse Race is governed by Racing Victoria Limited (RVL), bets will be void if all nominated runners finish unplaced as deemed by the RVL's definition of a place being "all runners which receive prize money, plus one position". For example, if a selected race pays the official prize money from 1st to 10th position, one of the nominated runners must finish in the first 11 places for bets to stand.

Where a Horse Race is governed by Racing NSW, one of the two (or three) horses must finish in the first official five placings, otherwise bets will be void.

Race Winner - Odd/Even

Select whether the winner of the race will have an Odd or Even saddle cloth or greyhound jacket number. Dead-heat rules apply.

Winning Margins/Winning Times

bet365 may offer markets to either select the Winning Margin or the Winning Time of a race.

Bets will be settled on the result supplied from the official governing body.

For Winning Margin betting, should only 1 runner complete the event all bets will be made void.

Betting Without

Where we offer prices on an event without a nominated selection(s), for settlement purposes the finishing position of the 'without' selection(s) will be ignored. In the event of a non-runner(s) a deduction will be applied based on the price (in the specified 'without' market) of the non-runner at the time of scratching.

In the case of a non-runner(s) leaving only one quoted runner in a 'without' market bets will be void. Where there are no finishers in a race, excluding the 'without' selections

then all bets will be void .

Dead-heat rules apply.

Protest Promise

In the event of a runner being relegated on protest (not disqualified) bet365 will pay out on the original past the post result and the final official result.

The bet365 Protest Promise applies to:

Australia and New Zealand races - Win and Place single and multiple bets, In-Play bets, Fixed Price Exactas, Fixed Price Trifectas, Fixed Price Quinellas and Fixed Price First Four. It does not apply to Tote based Doubles, Trebles or Quadrellas.

Hong Kong, Singapore, Japan, Korea and Malaysia - Win and Place single and multiple bets including In-Play bets.

This offer only applies for official protests and not disqualifications (including weighing in incorrectly).

For Tote derivative Win and Place markets the dividend will be calculated using the final dividend displayed on each TAB's website.

Flexi/Percentage

For Flexi/Percentage Betting a Maximum Spend can be entered when placing a bet.

The amount of the bet will be determined by the Maximum Spend divided by the number of combinations.

Non-Runners or Scratching for Australian Novelty Pools

Substitute runners for the Daily Double, Extra Double, Treble, Quadrella and Pick 6 - Should the selection be declared a non-runner or scratched, all bets placed on the scratched runner would be placed on the substitute as declared by the TAB. The substitute will be declared as follows:

As declared by the home state TAB regardless of what TAB combination are used to calculate the dividend.

Should a runner be scratched, all combinations involving that runner will be void on the following markets; Quinella, Exacta, Trifecta, First 4 and Any 2.

Settlement of Wagers

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

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

Australian Rules

General

All match markets will be settled including overtime if played unless otherwise stated. Regulation time must be completed for bets to stand unless otherwise stated. If the duration of a match is changed by the governing body prior to the commencement of play, the revised game length will be regarded as the official regulation time for this match, and all bets will stand as long as this new regulation time is completed.

Match Betting

If any match ends in a draw/tie, including overtime if played, then stakes will be refunded unless a price is offered for the draw/tie. Bets will be settled on official AFL result only.

Postponed Matches

Postponed matches are void unless re-arranged and played within 5 days of the original scheduled match time.

Interrupted Matches

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled match time, all bets will stand on the fixture.

Otherwise if the match is resumed but not finished within 48 hours of the original scheduled match time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

Matches not Played as Listed

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing will be void.

Quarter Betting

For all quarter betting, in the event of a specific quarter not being completed bets will be void, unless the specific market outcome is already determined. If a game goes to overtime then this will be included for settlement purposes (considered a continuation of the 4th quarter).

Half Betting

For all half betting, in the event of a specific half not being completed bets will be void, unless the specific market outcome is already determined. If a game goes to overtime then this will be included for settlement purposes (considered a continuation of the 2nd half).

Double Result

Predict the result at half-time and the end of the match, including any overtime played.

HT/FT Winning Margin

Predict the team and winning margin combination of the specified match at half-time and full-time including overtime if played.

Winner / Total Double

If the match ends in a draw/tie, including overtime if played, dead-heat rules will apply.

1st Half winner / 1st Half Total double

If the 1st Half ends in a draw/tie, dead-heat rules will apply.

1st Quarter winner / 1st Quarter Total double

If the 1st Quarter ends in a draw/tie, dead-heat rules will apply.

Team To Score First

The market covers any score e.g. Goal/Behind for settlement purposes.

Team to Score First Goal

The market covers Goal only for settlement purposes.

First Goalscorer/Last Goalscorer/To Score a Goal/Player to score 2, 3 Or More

Bets on players taking no part in the match will be void. If your player is one of the interchange/substitute players, then your bet stands, as long as they enter the field of play. All players that take part in a match will be considered runners for First Goalscorer (unless stated otherwise), Last Goalscorer, To Score a Goal and Player to score 2, 3 or more betting. Any Other Player option incorporates any player not listed for settlement purposes. For First Goalscorer market, bets on the substitute will be void, if they have not entered the field of play prior to the first goal.

Best On Ground

Settlement will be based on the player judged to be the Medal Winner in the specified match. Bets on players taking no part in the match will be void. Dead-heat rules apply.

Scorecast (Winning Margin and Player to Score First Goal)

Settlement for all markets is based on the first goal scored as opposed to the first score. If your player is one of the 4 interchange players, then your bet stands. If your player does not take any part in the match, then bets will be made void. If a match is abandoned after a goal has been scored, then all bets will be settled as singles on the First Goalscorer at the appropriate odds.

Wincast (Team to Win and Player to Score First Goal)

Settlement for all markets is based on the first goal scored as opposed to the first score. If your player is one of the 4 interchange players, then your bet stands. If your player does not take any part in the match, then bets will be made void. If a match is

abandoned after a goal has been scored, then all bets will be settled as singles on the first goalscorer at the appropriate odds.

Timecast (Time of First Goal and Player to Score First)

Settlement for all markets is based on the first goal scored as opposed to the first score. If your player is one of the 4 interchange players, then your bet stands. If your player does not take any part in the match, then bets will be made void.

Time of Goal Markets (1st Goal/Team Early Goal/1st Goal Brackets)

Settlement for all markets is based on times recorded by the official AFL website www.afl.com.au (running clock counting up from zero, with no stoppages, time on is included).

Highest Scoring Half

If both halves finish equal then bets will be settled as a tie. If a game goes to overtime then this will be included for settlement purposes (considered a continuation of the 2nd half).

Race to 20 Points

Bets will be settled on first team to reach 20 points.

Tribet

If the match ends in a Tie, bets will be settled as Any Other Result option.

Quarter by Quarter

Bets will be settled on the sequence of quarter leaders, during the match. If the match is tied at the end of any quarter, then the market will be settled as Any Other Result. If a game goes to Overtime then this will be included for settlement purposes (considered a continuation of the 4th quarter).

Match Total Scoring Shots (including Home and Away Team markets)

For settlement purposes, Total Scoring Shots refers to the number of successful Goals and Behinds combined. In the event of a match not being completed, bets will be void unless the specific market outcome is already determined.

Quarter Total Scoring Shots (including Home and Away Team markets)

For settlement purposes, Total Scoring Shots refers to the number of successful Goals and Behinds combined. In the event of a specific quarter not being completed, bets will be void unless the specific market outcome is already determined.

Most Disposals (including Match-Ups)/Player Total Disposals/Disposal Specials/Most Contested Marks/Total Contested Marks/Most Marks Inside 50m/Total Marks Inside 50m

Bets on players taking no part in the match will be void. If your player is one of the interchange/substitute players, then your bet stands, as long as they enter the field of play.

For statistics based markets, including, but not limited to disposals, goal kickers and marks, settlement will be based on statistics from the official AFL website .

Disposals refers to the addition of kicks and handballs, and are sometimes referred to as

possessions. For player based markets, bets will be refunded on individual players if they do not enter the field of play. Disposal markets are settled on the listed players only. For player head to heads both players must enter the field of play.

Specific to any Most Disposals Group bet selection (including any which are part of an Australian Rules Bet Builder bet), dead-heat rules will apply.

AFL Dream Team Special Markets

Most AFL Dream Team Points for the Round - The winner is deemed the player with the most AFL Dream Team points (from the quoted list) for the Round. Results as per www.afl.com.au.

In the event of non starters, a Rule 4 (Deductions) may apply.

Most AFL Dream Team Points Match-Up - Pay on player with most AFL Dream Team points. Both players must be in the starting 18 or be one of the 4 Interchange Players. Results as per www.afl.com.au.

AFL Dream Team Player Total Points - Settlement determined by the quoted players AFL Dream Team points for the match. Player must be in the starting 18 or be one of the 4 Interchange Players. Results as per www.afl.com.au.

AFL Specials

Next Permanent Coach - Bets are settled on the next permanent coach as announced by the club. Caretaker bosses and interim coaches do not count for this market.

Brownlow Medal Markets

Brownlow Medal - Winner is deemed the player awarded the medal. Dead-heat rules apply.

Brownlow Medal Top 3/5/10/20 Finish - Settlement is based on the finishing position at the time the medal is awarded. Ineligible player votes count. Dead-heat rules apply.

Brownlow Medal Quinella - Settlement is based on the finishing position at the time the medal is awarded. Ineligible player votes count. Dead-heat rules apply.

Brownlow Medal Most Team Votes - Winner is deemed the team to get the most number of votes. Ineligible player votes count. Dead-heat rules apply.

Brownlow Medal Most Individual Player Club Votes - Winner is deemed the player to get the most number of votes. Ineligible player votes count. Dead-heat rules apply.

Brownlow Medal Trios / Group Betting - Winner is deemed the player to get the most number of votes from the specified Group. Ineligible player votes count. Dead-heat rules apply.

Brownlow Medal Player Head To Head - Winner is deemed the player to get the most number of votes. Ineligible player votes count. In the case of a Dead-heat stakes will be

refunded.

Brownlow Medal To Poll a Vote / Brownlow Medal Individual Player Votes - Ineligible player votes count.

Brownlow Medal Player to Poll Most 3 Votes - Winner is deemed the player awarded the 3 Brownlow medal votes in the most matches, not the 2 or 1 votes. Ineligible player votes count. Dead-heat rules apply.

Brownlow Medal Player to Poll a Vote in Most Games - Winner is deemed the player awarded any Brownlow medal vote in the most matches. Ineligible player votes count. Dead-heat rules apply.

Brownlow Medal Player to Poll Most Votes in Rounds - Winner is deemed the player to get the most number of votes in specified Rounds. Ineligible player votes count. Dead-heat rules apply.

Brownlow Medal Will There be a Tie? – Predict whether or not the winners finish on the same number of votes. Ineligible player votes do not count.

To Receive the 3 Brownlow Votes - Winner is deemed the player awarded the 3 Brownlow medal votes in each match, not the 2 or 1 votes. Ineligible player votes count. Dead-heat rules apply.

Brownlow Medal Handicap – Only listed players count. Winner is deemed the player to get the most number of votes, after the handicaps are applied. Ineligible player votes count. Dead-heat rules apply.

Best and Fairest Markets

Best and Fairest - Winner is deemed the player receiving the award. Dead-heat rules apply.

Regular Season Markets

For statistics based markets including, but not limited to, disposals, tackles, goal kickers and marks; settlement will be based on statistics from the official AFL website

Finals Series Markets

The Finals Series is defined as all Elimination Finals, Qualifying Finals, Semi Finals, Preliminary Finals and the Grand Final. For statistics based markets including, but not limited to, disposals, tackles, goal kickers and marks; settlement will be based on statistics from the official AFL website

Finals Series 'Week' Specific markets, will be settled based on the official Finals Series format as published on the AFL website. In the event of the entire designated 'Week' of matches not being completed in full, then stakes will be refunded.

Finals Series Most Goals

The winner is deemed the player who scores the most goals in the Finals Series. Bets will be refunded on individual players if they are not amongst the starting 18 or 4 interchange players in any Finals Series match. Dead-heat rules apply.

Finals Series Most Disposals

The winner is deemed the player who has the most disposals in the Finals Series. Bets will be refunded on individual players if they are not amongst the starting 18 or 4 interchange players in any Finals Series match. Dead-heat rules apply.

Norm Smith Medallist

The winner is deemed the player awarded the medal. Bets placed prior to both finalists being known are placed on an all-in basis. Bets on players taking no part in the match, after both finalists are known, will be void. Dead heat rules apply.

Gary Ayres Medallist

The winner is deemed the player awarded the medal. Bets are placed on an all-in basis. Dead-heat rules apply.

In-Play Markets

In-Play markets will be settled including overtime, unless stated otherwise. Regulation time must be completed for these bets to stand, unless the specific market outcome is already determined.

For all quarter betting, in the event of a specific quarter not being completed bets will be void, unless the specific market outcome is already determined. If a game goes to overtime then this will be included for settlement purposes (considered a continuation of the 4th quarter).

For all half betting, in the event of a specific half not being completed bets will be void, unless the specific market outcome is already determined. If a game goes to overtime then this will be included for settlement purposes (considered a continuation of the 2nd half).

For all 10 minute betting, in the event of the designated 10 minute period not being completed bets will be void, (unless the specific market outcome is already determined).

Quarter First Goalscorer and Quarter Anytime Goalscorer - All players that take part in a match will be considered runners for all Goalscorer Markets. Any Other Player option incorporates any player not listed, for settlement purposes. In the event of no goal scored in the respective quarter, bets will be void.

Season Betting

With the exception of Premiership winner, AFL seasonal markets offered will be regular season only, and based on the official AFL ladder. If in any market teams are tied, the winner will be deemed the team with the best percentage. (worst percentage for Wooden Spoon).

Most Losses (Regular Season) - Settled on the team recording the most losses during the regular season. In the event of two or more teams recording the same number of losses, the winner will be determined as the team with the worst for and against differential percentage. Regular Season must be completed for bets to stand.

Regular Season Handicap - Settlement is determined after handicap points have been added to all teams' final Regular Season competition points total. Dead-heat rules apply (percentage statistics are disregarded). For the purpose of this market any points deductions do not count.

Last Undefeated Team - Should multiple teams be the last to be defeated in the same round, Dead Heat rules will apply.

For all Season Outright and Tournament specific markets, including markets such as To Win Group / To Reach The Final / Name The Finalists, bets will be void if the scheduled number of games are not completed, unless the outcome is already determined. Subsequent disqualifications and/or appeals will not affect bets.

If a specific series of fixtures, stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Settlement of Wagers

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

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

Badminton

General

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction).

Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Match Betting - In the event of any of the named players in a match changing before the match starts then all bets void.

In the event of a match starting but not being completed, or where a match is played

under a specific time limit ruling and not completed as a result, then all bets will be void, unless the specific market outcome is already determined, or unless there is no conceivable way the game and/or match could be played to its natural conclusion without unconditionally determining the result of a specific market.

For example, a game is abandoned at 20-17: bets on Over/Under 37.5 Game - Total Points are settled as winners/losers respectively, since any natural conclusion to the game would have yielded at least 38 points.

Total Point Betting (Match and Player – including Alternatives) - markets are based on the statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void. For all such markets, where a Setting Option is implemented in the form of point based tie-break/decider, this will be counted as one point for settlement purposes.

Handicap Betting (Games and Points – including Alternatives) - Markets are based on the statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.

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

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

Game Betting - The game must be completed for bets to stand, unless the specific market outcome is already determined.

Correct Game Score - Bets are void if the statutory number of games are not completed, or are changed.

Settlement of Wagers

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

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

Bandy

Game Betting

Postponed matches are void unless re-arranged and played within 5 days of the original scheduled game time.

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled match time, all bets will stand on the fixture.

Otherwise if the match is resumed but not finished within 48 hours of the original scheduled match time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void. All games must start on the scheduled date for bets to have action.

In 2-Way markets Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

Pre-Game Bets

All pre-game bets exclude overtime, if played, unless otherwise stated.

In-Play Game Bets EXCLUDE Overtime Unless Stated Otherwise

To Win after Overtime/Shootout Winner - Includes overtime/shootout.

If a game is changed from 2 x 45 minute halves, to 3 x 30 minute periods then bets will stand, unless stated otherwise.

Double Result - If a game is changed from 2 x 45 minute halves to 3 x 30 minute periods, then bets will be void.

To Lift the Trophy/To Qualify - Includes overtime/shootout.

Next Penalty - Includes shootout.

In-Play Half Bets EXCLUDE Overtime

The designated half must be completed for half bets to stand, unless settlement of bets is already determined.

For half bets, if a game is changed from 2 x 45 minute halves, to 3 x 30 minute periods then bets will be void.

In-Play 10 Minute Bets EXCLUDE Overtime

The designated 10 minute match duration must be completed for bets to have action, unless the specific market outcome is already determined

For settlement purposes the following websites and box score details will be used to determine settlement times:- Bandy World Championships

Outright/Tournament Betting

For all Outright and Tournament specific markets, including markets such as To Win Group / To Reach The Final / Name The Finalists, bets will be void if the scheduled number of games are not completed, unless the outcome is already determined. Subsequent disqualifications and/or appeals will not affect bets.

If a specific series of fixtures (e.g. two-legged ties), stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Settlement of Wagers

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

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

Baseball

General

All games must start on the scheduled date (local time) for bets to have action. If a game has been postponed or cancelled before its due start time then all bets are deemed no action.

Non-MLB Baseball (including Minor League Baseball) - All bets are action, at prices taken, regardless of who pitches for each team. Displayed pitchers are for information purposes only. 8½ innings rule applies although in the event of a Mercy Rule being called, all bets will stand on the score at the time. For 7 innings games played as part of a doubleheader the 6½ inning rule will apply.

In 2-Way markets Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

For any game where the full 9 innings are played, and the team batting second is ahead

after 8 ½ innings; then any score recorded in the bottom of the 9th inning will not count towards settlement of markets.

MLB Wagers

All bets are action, at prices taken, regardless of who pitches for each team. Displayed pitchers are for information purposes only.

For any suspended MLB playoff game that resumes within 72 hours of the suspension, all bets will stand and be settled after the completion of the game. If the game is not completed within 72 hours following the time of suspension, then all bets will be void unless settlement of bets is already determined.

Matches Not Played as Listed

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed (e.g. match is played at the original away team's ground) then bets placed based on the original listing will be void, with the exception of NCAA Baseball specifically, where bets stand irrespective of either a change in venue, or the home and away team being reversed for a listed match. For matches scheduled to be played at a neutral venue, bets will stand irrespective of how we list the fixture.

4½ Innings Rule

Money Line & Money Line 3-Way - There must be at least 5 full innings of play unless the team batting second is leading after 4½ innings, for bets to stand. If the game is called, or suspended, after this point of the game is reached, then the winner is determined by the score after the last full inning (unless the team batting second scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called). Please note that suspended games do not carry over (with the exception of MLB play-off games - see specific rule). However, in the event of a Mercy Rule being called, all bets will stand on the score at the time.

6½ Innings Rule

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

8½ Innings Rule

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

Pre-Game Lines

All pre-game bets include extra innings unless otherwise stated.

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

Money Line & Money Line 3-Way - Subject to 4½ innings rule.

Run Line, 3-Way Handicaps and Alternative Run Lines - Subject to 8½ innings rule.

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

Most Hits - 8½ innings rule applies EXCEPT if a game is called/suspended with the outcome undetermined, bets will be void.

Total Hits, Team Hits - Subject to 8½ innings rule EXCEPT where the outcome is already determined, or if a game is called/suspended with the outcome undetermined, bets will be void.

4½ Innings Totals - Bets will be settled based on the score in the middle of the 5th inning (e.g. not at the bottom of the 5th), unless the Total quoted has already gone over. Where this occurs all bets will be settled as follows - over bets on quoted Total will be settled as winners, with under bets on quoted Total being settled as losers.

4½ Innings Lines - Bets will be settled based on the score in the middle of the 5th inning (e.g. not at the bottom of the 5th), unless the team batting first is ahead (with any run line applied) at the start of the top of the 5th innings or scores to go ahead (with any run line applied) in that inning, in which case the team batting first will be settled as the winner.

3/5/7 Innings Totals - Bets will be settled based on the score after 3/5/7 full innings, unless the total quoted has already gone over quoted total. Where this occurs all bets will be settled as follows - over bets on quoted total will be settled as winners, with under bets on quoted total being settled as losers.

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

Pre-Game Props

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

All bets are action, at prices taken, regardless of who pitches for each team. Displayed pitchers are for information purposes only. Extra innings count unless specified otherwise.

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

Money Line and Total Double (including Alternatives) / Run Line and Total Double – Subject to the 8½ innings rule except where settlement is already determined e.g. MLB game is called, or suspended at 5-4 at the end of the 6th innings, at that point bets on a Game Total of 8.5 would be determined (as the Total quoted has already gone over) and the Money Line part of the combined bet is subject to the 4½ innings rule (as standard) and is therefore determined.

Double Result - Result after 4½ innings, plus result for the whole game. In the event of a match ending in a Tie, then bets will be void.

Game Total Odd/Even - If the combined score is zero then bets will be settled as Even.

Highest Scoring Period - 8½ innings rule applies, EXCEPT where the outcome is already determined or where the natural conclusion of the game would have meant the outcome would be determined, or if a game is called/suspended with the outcome undetermined, bets will be void.

Team Total Odd/Even - If team score is zero then bets will be settled as Even.

Total Runs 5-Way - 8½ innings rule applies unless the total has already reached the highest band, in which case that band will be settled as the winner.

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

Lead After x Innings - Bets will be settled on the result after the first x innings have been completed, unless the team batting second is already ahead at the middle of the relevant inning, or scores to go ahead in that inning, in which case the team batting second will be settled as the winner.

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

Team Scoring First Wins Game - 8½ innings rule applies.

Last to Score - 8½ innings rule applies EXCEPT if a game is called/suspended with the outcome undetermined, bets will be void.

Team with Highest Scoring Innings - Will be settled on the single highest scoring half-inning of the game. If both teams have the same highest score then Tie will be settled as the winner (even if one team has attained this score more often than the other). 8½ innings rule applies, EXCEPT if a game is called/suspended with the outcome undetermined, bets will be void.

Extra Innings Yes/No - Will be settled as Yes if the score is tied after 9 innings (or the statutory number of innings if this is not 9), even if later innings are not played for any reason.

When Will Most Runs Be Scored? - 8½ innings rule applies.

First HR Will Be? - Will be settled on the first HR hit in the game. Subject to 8 ½ innings rule EXCEPT where the outcome is already determined, or if a game is called/suspended with the outcome undetermined, bets will be void.

Any Batter to Reach Base in Half Inning (1st) - Specified half inning (top or bottom) must be completed EXCEPT where the outcome is already determined.

Both Teams to Score X Runs - 8½ innings rule applies EXCEPT where the outcome is already determined, or if a game is called/suspended with the outcome undetermined, bets will be void.

Back to Back Hits in Half Inning (1st) – Specified half inning (top or bottom) must be completed, EXCEPT where the outcome is already determined. Settlement is based on Hits being recorded in back to back plate appearances.

Race to X Hits - 8½ innings rule applies, EXCEPT where the outcome is already determined, or if a game is called/suspended with the outcome undetermined, bets will be void.

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

Team to record First Hit of Match – Will be settled on the first hit in the game. Subject to 8 ½ innings rule EXCEPT where the outcome is already determined, or if a game is called/suspended with the outcome undetermined, bets will be void.

Team to record First Run of Match – Will be settled on the first run in the game. Subject

to 8 ½ innings rule EXCEPT where the outcome is already determined, or if a game is called/suspended with the outcome undetermined, bets will be void.

Team to record First RBI of Match – Will be settled on the first RBI in the game. Subject to 8 ½ innings rule EXCEPT where the outcome is already determined, or if a game is called/suspended with the outcome undetermined, bets will be void. Bets will be Void if there is no RBI recorded.

Team to record First Home Run of Match - Will be settled on the first HR hit in the game. Subject to 8 ½ innings rule EXCEPT where the outcome is already determined, or if a game is called/suspended with the outcome undetermined, bets will be void. Bets will be Void if there is no HR recorded.

Team (Recorded by Batters in Match) Singles / Doubles / Triples / Home Runs / Total Bases / Hits / Stolen Bases / Strikeouts / Batter Walks - 8½ innings rule applies EXCEPT where the outcome is already determined, or if a game is called/suspended with the outcome undetermined, bets will be void.

Match (Recorded by Batters in Match) Singles / Doubles / Triples / Home Runs / Total Bases / Hits / Stolen Bases / Strikeouts / Batter Walks - 8½ innings rule applies EXCEPT where the outcome is already determined, or if a game is called/suspended with the outcome undetermined, bets will be void.

Player Props

The selected Player must be in the official starting line-up; and throw a pitch (for Pitcher markets), or make one plate appearance (for Batter markets) otherwise bets are void. 8½ innings rule applies (where a 7 innings game is played as part of a doubleheader, the 6 ½ innings rule applies), unless settlement of bets is already determined; with the exception of Pitcher to Record the Win which is subject to the 4 ½ innings rule. Markets will be settled according to game stats from the respective official competition site published on the day of the game. Subsequent amendments do not affect settlement. Specifically for in-play Player Performance markets, if after placing a bet, the selected player takes no further part in the game; (defined as making another pitch for Pitcher markets; or another plate appearance for Batter markets), bets will be void.

Pitch Velocity – Settlement is based on official statistical pitch speed data recorded by the MLB.

Specific to the Player markets listed below, each respective market is settled on the player who records the first specified event (even if not quoted (Quoted Players Subject to Change)). In the event of no specified event taking place e.g. no Home Run recorded in the game, then bets will be settled as lost.

Player to Record First Hit

Player to Hit First Home Run

Player to Score First Run
Player to Record First RBI
Pitcher to Record First Strikeout

Player Performance: (Total Bases*/ Single/Double/Triple/HR/Runs/Stolen Bases/Strikeouts/Win Probability/Hits Allowed/Earned Runs/Outs).

Specifically for in-play bets (Result/Outcome of At Bat); if, after placing a bet, the selected player does not have another plate appearance, bets will be void.

Number of Batters in the Current / Next Half Inning - Where the specified Half Inning ends on a failed stolen base attempt or pickoff then any batter that steps to the plate in that Half Inning will count towards settlement. If a Player is subbed during a Plate Appearance this would count as 1 batter towards the total number of batters for settlement purposes.

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

Strikeout the Side in the Current/Next Half Inning
The strikeouts do not need to be consecutive.

A dropped third strike where the batter reaches safely, counts towards the total number of strikeouts for settlement purposes.

Daily Props

These markets refer to a group of games played on a particular date. There are no Listed Pitchers (bets stand regardless of Pitchers changes). For all Daily Props, all games must be played and go at least 8½ innings for action, unless settlement is already determined. This includes:-

Grand Salami

Homes vs Aways

Most Pitcher Strikeouts – All bets on pitchers who start the game are action. Bets on pitchers who do not start the game are void.

Any Player to hit 2+ Home Runs

Any Player to have 2+ Stolen Bases

Player to Hit Longest Home Run

No Hitter?

Any Player to hit for the Cycle?

Highest/Lowest Score of Night

In-Play

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

All bets are action regardless of pitching changes. Extra innings count, unless stated otherwise. If, after a bet is placed, there is no further play in a game, bets will be void.

Money Line - Subject to 4½ innings rule.

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

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

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

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

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

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

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

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

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

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

Team to have Most Hits in the Inning (Current/Next) - Top and bottom of the specified inning must be completed for bets to have action, unless the team batting second in the specified inning has most hits when game is called/suspended.

Total Hits in the Inning (Current/Next)/Total Runs in Inning (Current/Next) - Top and bottom of the specified inning must be completed unless settlement has already been determined.

Leader After 'X' Innings - Top and bottom of the specified inning must be completed for bets to have action, unless team batting second leads and cannot be overtaken at time the game is called/suspended. In the event of a mercy rule being applied, any incompleting innings leader markets, will be deemed to be won by match winner.

Race to Markets/Team Totals/Total Hits - 8½ innings rule applies, EXCEPT where the outcome is already determined, or if a game is called/suspended with the outcome undetermined, bets will be void. Specifically for MLB Spring Training matches settlement will be based on 9 innings only, in instances when the natural conclusion rule could apply.

Team to Score Next - In the event that the game is abandoned all markets on runs already scored will stand. Bets on the next run at time the game is called/suspended will be no action.

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

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

Both Teams to Score X Runs - 8½ innings rule applies EXCEPT where the outcome is already determined, or if a game is called/suspended with the outcome undetermined, bets will be void.

Back to Back Hits in Half Inning (Current/Next) – Specified half inning (top or bottom) must be completed, EXCEPT where the outcome is already determined. Settlement is based on Hits being recorded in back to back plate appearances.

Race to X Hits - 8½ innings rule applies, EXCEPT where the outcome is already determined or if a game is called/suspended with the outcome undetermined, bets will be void.

5 Innings Money Line - Bets will be settled on the result after the first 5 innings of a game have been completed, unless the team batting second is already ahead at the

middle of the 5th inning, or scores to go ahead in that inning, in which case the team batting second will be settled as the winner.

Most Hits - 8½ innings rule applies EXCEPT if a game is called/suspended with the outcome undetermined, bets will be void.

Any Batter to Reach Base in Half Inning (Current/Next) - Specified half inning (top or bottom) must be completed EXCEPT where the outcome is already determined.

Futures - General Rules

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

Regular Season Win % - Specifically for this market, bets have action irrespective of the number of regular season games completed by a team.

Will there be a "Perfect Game" in Regular Season - For the outcome to be settled as 'Yes', there must be an MLB regular season game in which a pitcher (or combination of pitchers) pitches a victory that lasts a minimum of 9 innings and in which no opposing batter reaches any base during the course of the game.

Regular Season Specials – All markets refer to season statistics accrued in MLB and are transferable between American League and National League. Statistics accrued in any other League do not count. Unless stated otherwise all bets stand regardless of season length.

All Regular Season Player Specials are based on official results, statistics and scores recorded by the official competition governing bodies. Dead-Heat rules apply. Unless stated otherwise all bets stand regardless of season length; and all bets are action regardless of number of games played by the named player; as long as the named player is in the official starting line-up of a game, after the time of bet placement. Long list outright markets may be subject to a Rule 4 (Deduction). Players must see field time in at least one Regular Season match for bets to have action.

To Win Pennant - The team that progresses to the World Series will be deemed the winner of the pennant.

Series Betting

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

Mini-Series Betting

All games in a specified Mini-Series must be completed (as defined by our standard MLB 4 ½ Innings Rules) for bets to have action. All bets are action regardless of starting pitchers for each team during the Mini-Series. In the event of a tied Mini-Series, Push rules apply.

Outright, Pennant and Divisional Betting

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

If a specific stage or round (e.g. Divisional Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Ebaseball

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

Settlement of Wagers

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

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

Basketball

Game and Prop Betting

All games must start on the scheduled date (local stadium time) for bets to have action. If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void. For matches scheduled to be played at a neutral venue, bets will stand irrespective of how we list the fixture.

If a game is interrupted but subsequently resumed (from the point in the game at which it was interrupted) and played to a finish within 48 hours of the original scheduled game time, all bets will stand on the fixture.

Otherwise if the game is resumed but not finished within 48 hours of the original scheduled game time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a game is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

There must be 5 minutes or less of scheduled game time left for bets to have action, unless the specific market outcome is already determined.

For all matches that are played as part of a two-legged tie; where the aggregate score is equal at the end of regulation time in the 2nd leg, overtime will be included to determine the outcome of 2nd leg match bets.

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

In 2-Way markets Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

Pre-Game Bets, Including Game Props

All pre-game bets include overtime unless otherwise stated.

Double Result - Predict the result at half-time and the end of the match, including any overtime played.

Player Match-Ups/Performances/Groups

Wagering is available on the performance of a named player in a variety of achievements e.g. points, rebounds, assists, blocks, free throws. Push rules apply. Markets will be settled according to game stats from the respective official competition site published on the day of the game. Subsequent amendments do not affect settlement.

Relevant players must be dressed and see court-time for bets to have action. In Group based markets a Rule 4 may apply. Overtime counts for any player props unless specified otherwise. Specifically for in-play bets; if, after placing a bet, the selected player does not see any further court-time, bets will be void.

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

Double Double/Triple Double - Double/Double, player must record 10 or more in two of the following 5 statistical categories. Triple/Double, player must record 10 or more in 3 of the following 5 statistical categories: Points, Rebounds, Assists, Blocked Shots, Steals.

Player to Score First Basket – Free Throws do count for settlement purposes. All bets on players who start the game are action. Bets on players who do not start the game are void. The market is settled on the player who scores the first Basket (even if not quoted (Quoted Players Subject to Change)).

Regular Season Player Performance/Awards markets - Players must be dressed and see court-time in at least one Regular Season match, after the time of bet placement, for

bets to have action. Markets will be settled according to official statistics provided by tournament governing bodies (Per Game Leader markets are settled on Regular Season Leading Statistics Averages). Subsequent amendments do not affect settlement. Long list outright markets may be subject to a Rule 4 (Deduction).

In-Play Game Bets INCLUDE Overtime

If a game is postponed or cancelled after the start there must be 5 minutes or less of scheduled game time left for bets to have action, unless settlement of bets is already determined.

Next Field Goal Method (2 and 4 Way) / Team to Score Next Field Goal – Free Throws do not count for settlement purposes. Bets will be void in the event of no additional field goals made after bet placement.

Team Next Possession Outcome – In the case of an offensive rebound after a missed Field Goal, the current possession is continued, for settlement purposes. If possession ends with 2 Points and 1 Point scored, '2 Points' is settled as the winner. If possession ends with 3 Points and 1 Point scored, '3 Points' is settled as the winner. If possession ends with a shooting foul that results in Free throws, 'Free Throw' is settled as the winner. Free Throws from Technical fouls during play count. Free Throws from Technical fouls during breaks of play do not count.

Team to Score in Next Possession – If possession ends with a shooting foul that results in Free Throws; 'Score' outcome is settled as the winner if at least 1 Free Throw is successful, and 'No Score' outcome is settled as the winner if all Free Throws are missed. Free Throws from Technical fouls during play count. Free Throws from Technical fouls during breaks of play do not count.

In-Play Half Bets INCLUDE Overtime

The first half must be completed for first half bets to stand, unless settlement of bets is already determined. If a game is postponed or cancelled after the start, for game and second half bets there must be 5 minutes or less remaining for bets to have action, unless settlement of bets is already determined.

1st/2nd Half Both Teams to Score X Points – Both teams must individually score the stated number of points within the specified half only, including Overtime if played.

In-Play Quarter Bets INCLUDE Overtime

The quarter must be completed for bets to have action, unless settlement of bets is already determined.

1st/2nd/3rd/4th Quarter Both Teams to Score X Points – Both teams must individually score the stated number of points within the specified quarter only, including Overtime if played.

Futures/Tournament Props

Regular Season Wins/Match-Ups - For the NBA, teams must complete at least 80 regular season games for bets to have action unless the remaining games during the course of the season do not affect the result.

Regular Season Win % - Specifically for this market, bets have action irrespective of the number of regular season games completed by a team.

To Win Division - NBA tie-break rules apply.

To Win Conference (NBA) - The team that progresses to the NBA Championship will be deemed the winner of the conference.

To Make Play-Offs - All bets stand regardless of team relocation, team name change or season length. For settlement purposes Play-In fixtures are excluded.

Settlement of all markets (including Draft and All Star Props) will be determined by official rankings and statistics provided by tournament governing bodies, eg. NBA, FIBA.

Furthest Progressing Team and Stage of Elimination - The highest official ranking (provided by the tournament governing body) will be used for settlement except when teams are eliminated at the same stage and no ranking is available to distinguish settlement - in which case bets will be void.

Worst Regular Season Record - Settlement will be determined by Regular Season Win/Loss statistics. Dead-heat rules will apply.

Selected Player: Team for First NBA Regular Season Game - Settlement is determined by the Team the specified Player is under contract with, and on the active roster of, for the first game of the denoted Regular Season only (regardless of whether or not they play in the first game). 'No NBA Team' will be deemed the winner if the specified Player is not signed with, nor on the active roster of any NBA Team for the first game of the denoted Regular Season.

Outright, Division, Conference and Regional Betting

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

If a specific stage or round (e.g. Divisional Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Series Betting

Bets are void if the statutory number of games (according to the respective governing organisations) are not completed or are changed. Settlement of all markets will be determined by official rankings and statistics provided by tournament governing bodies.

Teasers

In the case of any of the selections resulting in a tie the selection will be treated as a Push and the teaser will reduce to a parlay on all the remaining selections, e.g. a 6 team teaser with 1 tie will revert to a 5 team teaser on the 5 remaining selections, a 4 team teaser with 1 tie will revert to a 3 team teaser on the remaining 3 selections, in all cases at the odds taken at the time the wager was placed. Where a Push results in a teaser being reduced to one selection, the teaser will be treated as a single and paid out at the appropriate fixed odds.

Ebasketball

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

Settlement of Wagers

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

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

Beach Volleyball

General

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

In the event of any of the named players in a match changing before the match starts then all bets void. In the event of a match starting but not being completed then all bets will be void, except for markets where the result is already determined.

In the event of a match starting but not being completed then all bets will be void, unless the specific market outcome is already determined, or unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of a specific market.

For example, a set is abandoned at 18-17: bets on Over/Under 35.5 Set - Total Points are settled as winners/losers respectively, since any natural conclusion to the set would have yielded at least 36 points.

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

Settlement of Wagers

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

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

Bowls

General

Non-runner no-bet. The event must start within one week of the scheduled start for bets to stand. Outright markets may be subject to a Rule 4 (Deduction).

Match Betting

A match must be played within 48 hours of the original scheduled start time for bets to stand. If a match does not take place for any reason (e.g. a player withdraws injured) all pre-match bets will be void and stakes returned. In the event of a match starting but not being completed then the player progressing to the next round will be deemed the winner.

For the following markets bets are void if the statutory number of sets are not completed or are changed. In the event of a set starting but not being completed, the following markets will be void, unless the specific market outcome is already determined:

Match Handicap

Total Points (2-Way)

Total Sets

Total Points Odd/Even

Player Total Points (2-Way)

With the exception of Premier League Bowls in the event of a tie, then the result at the end of the tie-breaker will be used for settlement purposes. In Premier League Bowls, a tie price is offered.

Set Betting/Correct Set Score

Will be void if the match is not completed.

Set Betting Markets (Current and Next)

In the event of a set starting but not being completed, the following markets will be void, unless the specific market outcome is already determined:

Current Set Winner (2-Way)

Current Set Winner (3-Way)

Current Set Total Points (2-Way)

Current Set Handicap

Current Set Winning Margin

Current Set Correct Score

Current Set Total Points Odd/Even

Correct Set Score

Current Set Race to 4/6/8/10 Points (3-Way market, Neither option available)

Current Set Leader After 3/4/5/6 Ends (3-Way market, Tie option available)

Next Set Winner (2-Way)

Next Set Winner (3-Way)

Next Set Total Points (2-Way)

Next Set Handicap

Next Set Winning Margin

Next Set Correct Score

Next Set Total Points Odd/Even

Next Set Race to 4/6/8/10 Points (3-Way market, Neither option available)

Next Set Leader After 3/4/5/6 Ends (3-Way market, Tie option available)

End Betting Markets (Current and Next)

In the event of an end starting but not being completed, the following markets will be void, unless the specific market outcome is already determined:

Current End Winner (2-Way) - In the event of an end finishing in a tie then all bets will be void and stakes returned

Next End Winner (2-Way) - In the event of an end finishing in a tie then all bets will be void and stakes returned

Next End Correct Score - In the event of an end finishing in a tie then all bets will be void and stakes returned

Next End Total Points (2-Way)

Nationality of the Winner

The winner is determined by the country that he/she represents. See

Settlement of Wagers

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

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

Boxing

Introduction

General

Bets on postponed fights will stand for 30 days, unless stated otherwise. If either fighter is replaced with another fighter all bets will be void and stakes returned.

Fights where betting is offered before the exact official fight date is known, will be listed on site under the 31st December, until an official date announcement is made.

Bets on these fights will stand, as long as the fight takes place in the current year, or within the following calendar year e.g. bets placed on a fight listed on site under 31st December 2020, stand as long as the fight takes place up to and including 31st December 2021; after which point bets will be void and stakes returned. Where a fight is cancelled before an official date is announced bets will be void and stakes returned.

Once such a fight has an official fight date confirmed then bets placed on the fixture listed under the announced date will be subject to the 30 day rule as normal.

For betting purposes the fight is deemed to have started when the bell is sounded for the beginning of the 1st round.

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.

In the event of a fight being declared a No Contest all bets will be void and stakes returned, with the exception of markets where the outcome has already been determined.

Bets will be settled on the result declared at the end of the fight by the official announcer. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result). If the official announcer does not declare a result at the end of a fight, markets will be settled on the result displayed on the applicable organisation's official site.

If the scheduled length of rounds for a fight are changed e.g. reduced from 3 minute rounds to 2 minute rounds (but the number of scheduled rounds remain the same); then bets on all markets will stand.

To Win the Fight

In the event of a draw all bets will be void and stakes returned, this includes a fight which ends in a Majority Draw.

All bets will have action regardless of changes to number of rounds to be fought.

Fight Outcome 5-Way / Exact Method of Victory / Method of Victory Double Chance

Draw or Technical Draw - Draw is scorecard draw. Technical Draw is if the referee stops the fight before the start of the 5th round, for any reason other than Knockout, Technical Knockout or disqualification. In the event of a fight being declared a No Contest all bets will be void and stakes returned.

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

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

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

Split Decision - Decision is on scorecard points between the judges. Split Decision is defined as the same fighter scoring more points than the other on two of the judges'

scorecards, but the third judge scoring the other fighter as the winner.

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

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

All bets will have action regardless of changes to the number of rounds to be fought.

Total Rounds

3 Minute Rounds - For settlement purposes where a half round is stated then up to and including 1 minute and 29 seconds, will determine settlement as 'Under'; 1 minute 30 seconds and after will determine settlement as 'Over' e.g. for a bet on Over 8.5 Rounds to be deemed a winner, the fight must reach 1 minute and 30 seconds or beyond, of Round 9.

2 Minute Rounds - For settlement purposes where a half round is stated then up to and including 59 seconds, will determine settlement as 'Under'; 1 minute and after will determine settlement as 'Over'. e.g. for a bet on Over 8.5 Rounds to be deemed a winner, the fight must reach 1 minute or beyond, of Round 9.

If the number of rounds for a fight is changed after this market has been set then all bets will still have action unless the new number of rounds result in the quote being higher than the total number of rounds to be fought.

Knockdown Markets

For settlement purposes a knockdown is defined as a fighter being KO'd or receiving a mandatory 8 count. Anything deemed a slip by the referee will not count.

Round or Group of Rounds Betting

If for any reason the number of rounds in a fight is changed then bets on round betting already placed will be void and stakes returned.

For betting purposes betting on rounds or groups of rounds is for a fighter to win by KO, TKO or disqualification during that round or group of rounds. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision.

Draw is scorecard draw. Technical Draw is if the referee stops the fight before the start of the 5th round, for any reason other than Knockout, Technical Knockout or disqualification. In the event of a fight being declared a No Contest all bets will be void and stakes returned.

In the event of a fighter retiring on his stool between Rounds e.g. 9 and 10, it will count as Round 9 for settlement purposes i.e. the last fully completed round.

Method and Round Combination

If for any reason the number of rounds in a fight is changed then bets already placed will be void and stakes returned.

Fighter To Be Knocked Down and Win

For settlement purposes a knockdown is defined as a fighter receiving a mandatory 8 count (anything deemed a slip by the referee will not count).

When Will Fight End and What Round Will Fight End

If for any reason the number of rounds in a fight is changed then bets already placed will be void and stakes returned.

For betting purposes 'Fight To Go The Distance' participant covers the bout being decided by Points, or ending in a Draw after the scheduled number of rounds.

In the event of a Technical Draw or Technical Decision being declared, then settlement of both markets will be based on the final completed Round.

Will Fight go the Distance?

If for any reason the number of rounds in a fight is changed then bets already placed will be void and stakes returned.

For settlement purposes the official designated number of rounds must be fully completed for bets to be settled as Yes.

Punch Statistical Markets

Settlement of the markets listed below will be determined by Compubox provided data; and according to their definitions of individual statistics as detailed:-

Thrown Punches – Any punch attempt at the scoring area of an opponent. The scoring area consists of the head and torso.

Jab – A straight punch with a fighter's lead hand.

Power Punch – Any non-jab punch such as uppercuts, crosses and hooks.

Landed Punches – A punch that lands inside the scoring area. A landed punch can be a deflected punch as well as a direct hit, providing it ultimately connects to the scoring area.

Head/Body Punch Landed – Includes Jab and Power Punches categorised based on where in the scoring area the punch lands.

Total Punches Thrown – Fight and Round Totals (including Fighter and Milestones)

Total Punches Landed – Fight and Round Totals (including Fighter and Milestones)

Total Jabs Thrown – Fight and Round Totals (including Fighter and Milestones)

Total Jabs Landed – Fight and Round Totals (including Fighter and Milestones)

Total Power Punches Thrown – Fight and Round Totals (including Fighter and Milestones)

Total Power Punches Landed – Fight and Round Totals (including Fighter and Milestones)

Total Body Punches Thrown – Fight and Round Totals (including Fighter and Milestones)
Total Body Punches Landed – Fight and Round Totals (including Fighter and Milestones)

For Round related markets, in the event the fight ends prior to the round the bet has been placed on, bets will be settled as losers.

In the event of a fight being declared a No Contest all bets will be void and stakes returned, with the exception of markets where the outcome has already been determined.

In-Play

Fight Winner 3-Way - Includes quote for the draw.

Draw No Bet - In the event of a draw all bets will be void and stakes returned, this includes a fight which ends in a Majority Draw.

Fight Winner 2-Way - Offered for fights where no draw is possible e.g. Prizefighter.

Fight Outcome 5-Way - Refer to pre-game fight outcome.

Fight Outcome 4-Way - Offered for fights where no draw is possible e.g. Prizefighter.

Total Rounds 2-Way - Full round quotes are used. The Round in which the fight ends will be used for settlement purposes. In the event of a fighter retiring on his stool between Rounds e.g. 9 and 10, it will count as Round 9 for settlement purposes i.e. the last fully completed round.

Round Groups/Round Betting - For settlement purposes betting on rounds or groups of rounds is determined on fighter to win by KO, TKO or disqualification during that round or group of rounds. In the event of a Technical Decision before the end of the fight, all bets will be settled as a win by Decision. In the event of a fighter retiring on his stool between Rounds e.g. 9 and 10, it will count as Round 9 for settlement purposes i.e. the last fully completed round. For fights where a draw is not possible e.g. Prizefighter, the Draw or Technical Draw is not quoted.

To Go the Distance - For settlement purposes the official designated number of rounds must be fully completed for bets to be settled as Yes.

Settlement of Wagers

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

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

Prizefighter Competitions

To Win Outright/Name The Finalist/Final Forecast/To Reach The Final - Non-runner no-bet. The specified Prizefighter competition must be completed in full for bets to stand.

Winning Half - Name which half of the competition the winner will come from (Top/Bottom). The specified Prizefighter competition must be completed in full for bets to stand.

Stage of Elimination – Bets stand once a fighter is in the ring and the bell has sounded for the beginning of the specified fighter's 1st round of the first competition bout. If a fighter withdraws prior to the first bout or a fighter withdraws from the competition in between bouts e.g. after winning a Quarter Final bout, but not facing the bell for the Semi Final bout; bets will be void.

For all Prizefighter bouts the Fight Outcome will be a 4 -Way market (no draw option). If a fight goes to the judges' scorecard and is tied, then the referee's decision will count for settlement purposes.

Additionally, if a boxer is stopped for a cut in any Prizefighter bout, this will count as TKO irrespective of which Round it occurs.

Cricket

All Matches

Matches not Played as Listed

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing will be void.

Players Sent Off/Retired Out

For settlement purposes, in the event of a player being Sent Off/Retired Out (any player permanently removed from the remainder of the match by an Umpire), will be considered a standard fall of wicket in relation to all Wicket / Batter / Method markets.

In the event of a player being removed from the match for a specified duration and allowed to return, then this will be considered Retired Not Out and no fall of wicket in relation to all Wicket / Batter / Method markets.

Batter Matches

Note that in test and county championship matches only the first innings counts. Bets will stand after the batter has faced one ball or is given out before first ball is faced. In the event of two or more players ending on an equal number of runs then bets void.

Batter Match Runs (including Milestones)

Bets will stand after the batter has faced one ball or is given out before first ball is faced. Score counts if the batter is Not-Out including if innings is declared. The following

minimum number of overs must be scheduled, and there must be an official result (Duckworth-Lewis counts) otherwise all bets are void, unless settlement of bets is already determined.

Twenty20 Matches - The full 20 overs for each team.

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

100-Ball Matches - The full 100 balls for each team.

In matches of 10 overs or less - The entire innings must be completed.

Test and County Championship Matches - The whole match counts. In drawn matches there must be a minimum of 200 overs bowled.

Batter Runs (In-Play)

Over/Under runs bets will stand after the batter has faced one ball or is given out before first ball is faced. Score counts if the batter is Not-Out including if innings is declared.

Test Matches and First Class Matches - Subject to the above all bets will stand irrespective of delays caused by rain or for any other reason.

One Day Matches - Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 overs or more than that scheduled when the bets were struck unless settlement of bets is already determined.

Twenty20 Matches - Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 3 overs or more than that scheduled when the bets were struck unless settlement of bets is already determined.

In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined.

100-Ball Matches - Bets will be void if the intervention of rain or any other delay results in the number of balls being reduced by 11 or more than that scheduled when the bets were struck unless settlement of bets is already determined.

To Score 50/100/150/200/250/300/350/400

Bets will stand after the batter has faced one ball or is given out before first ball is faced. Score counts if the batter is Not-Out including if innings is declared.

Test Matches and First Class Matches - Subject to the above all bets will stand irrespective of delays caused by rain or for any other reason.

One Day Matches - Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 overs or more than that scheduled when the

bets were struck unless settlement of bets is already determined.

Twenty20 Matches - Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 3 overs or more than that scheduled when the bets were struck unless settlement of bets is already determined.

To Score Most Runs - Group

Quoted players must reach the crease for bets to stand. Settlement is based on the official score(s) of the specified batter. Dead-heat rules apply.

Player Performance

Bets placed on any player not in the starting 11 are void.

These markets use a points based scoring system to determine their outcome. The point schedule is as follows:

1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.
Stakes refunded on non-selected players.

In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined. In Test and First Class matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined. In 100-Ball scheduled matches the full 100 balls for each team must be bowled (unless a team is bowled out), otherwise bets void, except where settlement of bets is already determined.

1st Over Total Runs

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

Batter to Score a Fifty in the Match

Bets will stand after the specified batter has faced one ball or is given out before first ball is faced. Score counts if the batter is Not-Out including if innings is declared. The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined. For settlement purposes any batter's score of 50 or above will count.

Twenty20 Matches - The full 20 overs for each team.

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

100-Ball Matches - The full 100 balls for each team.

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

A Hundred to Be Scored in the Match

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches - The full 20 overs for each team.

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

100-Ball Matches - The full 100 balls for each team.

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

Batter to Score a Hundred in the Match

Bets will stand after the specified batter has faced one ball or is given out before first ball is faced. Score counts if the batter is Not-Out including if innings is declared. The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches - The full 20 overs for each team.

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

100-Ball Matches - The full 100 balls for each team.

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

Settlement of Wagers

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

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

1st Wicket Method

The options available are:- Caught, Bowled, LBW, Run Out, Stumped and Any Other (includes Sent Off). Bets will be settled on the 1st wicket to fall in the match. If no

wicket falls during the match then all bets will be void. In the event of 'Retired Out' occurring then bets will be void.

Runs at Fall of 1st Wicket

At least one delivery must be bowled, if no wickets fall bets will be void unless settlement is already determined. Irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes.

Over at Fall of Next Wicket

The over number in which the fall of the specified wicket occurs determines the result of the market. If a team declares or reaches their target then the over number at that time will be the result of the market. For example if a wicket falls after 46.2 overs, we settle on 47th over.

For betting purposes quotes using Under/Over Half Overs e.g. 10.5; the .5 represents the half, as opposed to specifying balls bowled in an over.

Bets will be no-action should no more play take place following the intervention of rain, or any other delay, as the ability to reach previous quotes offered will have been removed. If settlement of bets can be determined they will be settled accordingly. e.g. Should a team leave the field due to an intervention during over 17 then previous quotes less than this total will be settled. However, quotes higher than this will be no-action.

Most Run Outs 3-Way

Prices will be offered on which team creates the most run-outs whilst fielding. If a match is abandoned due to outside interference then all bets will be void unless settlement is already determined. If a match is reduced in overs and a match result is reached then the team who effected most run-outs whilst fielding regardless of the amount of overs bowled will be the winners. In matches determined by a Super-Over any run out during the Super-Over will not count for settlement purposes. In Test and First Class Matches all innings of the match will count.

Total Run Outs – Match / Total Run Outs - Match - Team

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined.

Matches of 20 overs or below - The full allocation of overs for each team.

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

100-Ball Matches - The full 100 balls for each team.

In Test and First Class matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined.

Team markets will be settled from a fielding perspective. In matches decided by a

Super-Over or Super-Five, run outs during this period of play will not count for settlement purposes.

Number of Wickets Caught in Match / Number of Wickets Caught in Match - Team

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined.

Matches of 20 overs or below - The full allocation of overs for each team.

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

100-Ball Matches - The full 100 balls for each team.

In Test and First Class matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined.

Team markets will be settled from a bowling perspective. In matches decided by a Super-Over or Super-Five, catches during this period of play will not count for settlement purposes.

Match - Runs at Fall of First Wicket - (3 Way) / Runs at Fall of First Match Wicket - Team (3 Way)

At least one delivery must be bowled. If no wickets fall bets will be void unless settlement is already determined. Irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes. Team markets will be settled from a batting perspective.

1st Innings Score

Prices will be offered for the number of runs scored during the 1st innings of the match, regardless of which team bats first. Irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes. The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches - The full 20 overs for each team.

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

100-Ball Matches - The full 100 balls for each team.

Test and First Class Matches - Declarations will be considered the end of an innings for settlement purposes. In the event of the 1st innings being forfeited all bets will be void. In the event of an innings not being completed due to outside interference or inclement weather all bets will be void unless settlement is already determined.

Total 1st Innings Boundaries / Total 1st Innings Fours / Total 1st Innings Sixes (including Team versions)

Prices will be offered for the number of boundaries scored during the 1st innings of the match, regardless of which team bats first (or the named Teams 1st Innings of the match). For settlement purposes markets relate to the batting team and only includes runs scored by reaching the boundary for four or six runs (excludes All-run/Overthrows). Extras do not count.

Player of the Match / Match Hero

Bets will be settled on the officially declared Player of the Match / Match Hero. Dead-heat rules apply.

Highest 1st Innings Opening Partnership / Highest Opening Partnership

Bets stand once 1 ball has been bowled in each team's 1st innings. Settlement is based on the 1st innings only, and determined by the score at the time the 1st wicket falls (excludes retirements). In the event of a Tie, where the market offered is a two-way option dead-heat rules apply. Where either player is replaced due to being considered 'Retired Not Out' bets will stand. In this instance, the market will be settled according to the score at the fall of the first wicket, inclusive of runs scored by new batters and any that have been replaced.

Most Match Fours/Most Match Sixes/Total Match Fours (including Team and Batter)/Total Match Sixes (including Team and Batter and Milestones)//Total Match Boundaries/Total Match Boundaries - Team (including Milestones)

If a match is abandoned due to outside interference then all bets will be void unless settlement is already determined. Specific to Batter markets, bets will stand after the batter has faced one ball or is given out before first ball is faced. Score counts if the batter is Not-Out including if innings is declared.

In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined. In Test and County Championship matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the full 20 overs for each team must be played (unless a team is bowled out), otherwise bets void, unless settlement of bets is already determined. In matches of 10 overs or less, bets will be void if the entire innings is not completed (unless a team is bowled out), or unless settlement of bets is already determined. In 100-Ball scheduled matches the full 100 balls for each team must be played (unless a team is bowled out), otherwise bets void, unless settlement of bets is already determined. For settlement purposes this is all deliveries from which a batter is credited with exactly four / six runs respectively (including All-run/Overthrows). In matches decided by a Super-Over, fours and sixes hit during the Super-Over will not count for settlement purposes.

Outside interference does not include weather events.

Bowler Total Match Wickets (including Milestones)

Bets will stand after the quoted bowler has bowled one ball. If a match is abandoned due to outside interference then all bets will be void unless settlement is already determined.

In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined. In Test and County Championship matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the full 20 overs for each team must be played (unless a team is bowled out), otherwise bets void, unless settlement of bets is already determined. In matches of 10 overs or less, bets will be void if the entire innings is not completed (unless a team is bowled out), or unless settlement of bets is already determined. In 100-Ball matches the full 100-Balls for each team must be bowled (unless a team is bowled out), otherwise bets void, unless settlement of bets is already determined.

In matches decided by a Super-Over or Super-Five, wickets taken during this period of play will not count for settlement purposes.

Outside interference does not include weather events.

Team to make Highest 1st 6/10/15 Overs Score

If both teams do not complete the stated number of overs due to external factors or adverse weather then bets will be void, unless settlement is already determined. In the event of a tie, bets will be void. Irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes.

Next Batter Dismissed

If either batter retires hurt, is recorded as Retired Not Out or the batter at the crease is different from those quoted then all bets placed on both batters will be made void and stakes returned. In the event of no further wickets falling then all bets will be void and stakes returned.

Method of Dismissal (6-Way)/Method Of Next Batter Out 6-Way

The options available are: Caught, Bowled, LBW, Run Out, Stumped or Any Other (includes Sent Off). In the event of 'Retired Out' occurring then bets will be void. If no further wickets fall all bets will be void.

Method of Dismissal (2-Way)

The options available are: Caught and Not Caught. In the event of 'Retired Out' occurring then bets will be void. If no further wickets fall all bets will be void.

Will Team Win By An Innings

Bets will stand on the official result. A minimum of 200 overs must be bowled in the match unless settlement is already determined, otherwise bets will be void.

Next Over Runs / Next Over Runs Odd/Even

Only Extras and Penalty runs accredited to a specific delivery will count for settlement purposes. The over must be completed for bets to stand unless result already determined. If an innings ends during an over then that over will be deemed to be

complete unless the innings is ended due to inclement weather in which case all bets will be void. Zero will be deemed to be an even number.

Wickets in Next Over

The over must be completed for bets to stand unless result already determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to inclement weather in which case all bets will be void.

To Score Most Runs

Both players must reach the crease for bets to stand. Settlement is based on the official score(s) of the specified batter.

1st Innings Run Handicap

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

Wickets Lost

One ball must be bowled for bets to stand.

Most 1st Innings Fours

Both teams 1st innings must be complete or bets will be void unless settlement is already determined.

Highest Match Opening Partnership

Bets stand once 1 ball has been bowled in each team's 1st innings and will be determined by the score at the time the 1st wicket falls (excludes retirements) - for this market all innings of the match count. Where either player is replaced due to being considered 'Retired Not Out' bets will stand. In this instance the market will be settled according to the score at the fall of the first wicket, inclusive of runs scored by new batters and any that have been replaced.

Match Winner and Most Sixes

For settlement purposes this is all deliveries from which a batter is credited with exactly six runs (including All-run/Overthrows) In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined. In Matches of 20 overs or less, the full allocation of overs for each team must be played (unless a team is bowled out), otherwise bets void, unless settlement of bets is already determined. In 100-ball matches the full 100 balls for each team must be played (unless a team is bowled out), otherwise bets void, unless settlement of bets is already determined. In the event of a tie in the match sixes the market will be void, in the event of the match being tied dead heat rules will apply in line with Match Winner rules.

Most 1st Innings Run Outs

Prices will be offered on which team creates the most run-outs whilst fielding. Both teams 1st innings must be complete or bets will be void unless settlement is already determined.

Most 1st Innings Sixes

Both teams 1st innings must be complete or bets will be void unless settlement is already determined.

Toss and Match Result

If no toss takes place all bets will be void. In relation to the Match Winner market, where no price is quoted for the tie and the official competition rules do not determine a winner then Dead-Heat rules will apply, in competitions where a bowl out or super over determines a winner then bets will be settled on the official result.

Top 1st Innings Bowler

Bets placed on any player not in the starting 11, nominated as a designated substitute or are named as a substitute but play no active part in the respective match are void. Bets on players who are selected but do not bowl will be settled as losers. In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. Dead-heat rules apply. If no bowler takes a wicket, all bets will be void.

Top 1st Innings Batter

Bets placed on any player not in the starting 11, nominated as a designated substitute or are named as a substitute but play no active part in the respective match are void. Bets on players who are selected but do not bat will be settled as losers. Dead-heat rules apply.

Bowler to take 5 Wickets - 1st Innings

Bets placed on any player not in the starting 11 or nominated as the designated substitutes are void. Bets on players who are selected but do not bowl will be settled as losers.

Bowler to take 5 Wickets - Match

Bets placed on any player not in the starting 11 or nominated as the designated substitutes are void. Bets on players who are selected but do not bowl will be settled as losers.

Player to Score Most Match 4s / Player to Score Most Match 4s - Team

Bets placed on any player not in the starting 11 or nominated as the designated substitutes are void. The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Matches of 20 overs and below (including 100-Ball competitions) - The full allocation of overs for each team

One Day Matches - At least 40 overs for each team

Bets on players who are selected but do not bat will be settled as losers if one or more Four is scored. Dead-heat rules apply. In matches decided by a Super-Over, Fours hit during the Super-Over will not count for settlement purposes. Bets will be void if no Fours are scored.

Player to Score Most 4s - 1st Innings / Player to Score Most 4s - 1st Innings - Team

Both teams 1st innings must be complete or bets will be void unless settlement is already determined. Bets placed on any player not in the starting 11 or nominated as the designated substitutes are void. Bets on players who are selected but do not bat will be

settled as losers if one or more four is scored. Dead-heat rules apply. Bets will be void if no Fours are scored.

Player to Score Most 6s - Team

Bets placed on any player not in the starting 11 or nominated as the designated substitutes are void. The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Matches of 20 overs and below (including 100-Ball competitions) - The full allocation of overs for each team

One Day Matches - At least 40 overs for each team

Bets on players who are selected but do not bat will be settled as losers if one or more Six is scored. Dead-heat rules apply. In matches decided by a Super-Over, Sixes hit during the Super-Over will not count for settlement purposes. Bets will be void if no Sixes are scored.

Player to Score Most 6s - 1st Innings - Team / Player to Score Most 6s - 1st Innings

Both teams 1st innings must be complete or bets will be void unless settlement is already determined. Bets placed on any player not in the starting 11 or nominated as the designated substitutes are void. Bets on players who are selected but do not bat will be settled as losers if one or more Six is scored. Dead-heat rules apply. Bets will be void if no Sixes are scored.

Batter Runs Matches - 1st Innings

Bets will stand after the batter has faced one ball or is given out before first ball is faced. In the event of two or more players ending on an equal number of runs then bets void.

1st Innings Player Performance - Team

Bets placed on any player not in the starting 11 are void.

These markets use a points based scoring system to determine their outcome. The point schedule is as follows:

1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.

For settlement purposes both teams 1st innings must be complete (includes declarations) unless settlement is already determined

Batter 1st Innings Total Runs - Team

Bets will stand after the batter has faced one ball or is given out before first ball is faced. Score counts if the batter is Not-Out including if innings is declared.

Batter 1st Innings Total Sixes – Team / Batter 1st Innings Total Fours - Team

If a match is abandoned due to outside interference then all bets will be void unless settlement is already determined. Bets will stand after the batter has faced one ball or is given out before first ball is faced. Score counts if the batter is Not-Out including if innings is declared. For settlement purposes this is all deliveries from which a batter is credited with exactly four / six runs respectively (including All-run/Overthrows).

A Fifty to be Scored in the Match - Team

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined. For settlement purposes any batter's score of 50 or above will count.

Twenty20 Matches - The full 20 overs for each team.

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

100-Ball Matches - The full 100 balls for each team.

In Test and First Class matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined.

A Hundred to be Scored in the Match - Team

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined.

Matches of 20 overs or below - The full allocation of overs for each team.

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

100-Ball Matches - The full 100 balls for each team.

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

Six Boundaries in an Over - Match

The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Matches of 20 overs and below (including 100 ball competitions) - The full allocation of overs for each team

One Day Matches - At least 40 overs for each team

Match - 1st Wicket Method (2 Way) / Match - 1st Wicket Method - Team (2 Way)

The options available are: Caught and Not Caught. In the event of 'Retired Out' occurring then bets will be void. If no wicket falls all bets will be void. Team markets will be settled from a bowling perspective.

Match - Wicket in 1st Over / Match - Wicket in 1st Over - Team

Over must be complete otherwise bets void unless settlement already determined. For settlement purposes team markets relate to the bowling team.

Match - 1st Wicket Method - Team

The options available are: Caught, Bowled, LBW, Run Out, Stumped or Any Other (includes Sent Off). In the event of 'Retired Out' occurring then bets will be void. If no wicket falls all bets will be void. Team markets will be settled from a bowling perspective.

First Match Ball to be a Dot / First Match Ball to be a Dot - Team

Market will be settled from a batting perspective, for the purpose of this market a dot is deemed to be a delivery from which no run/runs is/are scored. Extras scored from a delivery will result in 'No' being deemed the winner for settlement purposes.

1st Scoring Shot of the Match

For settlement purposes this is determined by the first runs scored which are credited to a batsman and includes over-throws.

1st Innings of Match - Bowled Out?

The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Matches of 20 overs and below (including 100 ball competitions) - The full allocation of overs for each team

One Day Matches - At least 40 overs for each team

A Fifty to be Scored in the 1st Innings - Team

Both team 1st innings must be complete otherwise bets void unless settlement is already determined. For settlement purposes any batter's score of 50 or above will count.

Either Team to Win by an Innings

In drawn matches there must be a minimum of 300 overs bowled otherwise bets void unless settlement is already determined.

1st Over of Match - 4 Scored / 1st Over of Match - 4 Scored - Team

Over must be complete otherwise bets void unless settlement already determined. For settlement purposes team markets relate to the batting team and includes any delivery from which a batter is credited with exactly four runs (including All-run/Overthrows). Extras do not count.

1st Over of Match - 6 Scored / 1st Over of Match - 6 Scored - Team

Over must be complete otherwise bets void unless settlement already determined. For settlement purposes team markets relate to the batting team and includes any delivery from which a batter is credited with exactly six runs (including All-run/Overthrows). Extras do not count.

1st Over of Match - Boundary Scored / 1st Over of Match - Boundary Scored - Team

Over must be complete otherwise bets void unless settlement already determined. For settlement purposes team markets relate to the batting team and only include runs scored by reaching the boundary for four or six runs. (excludes All-run/Overthrows) Extras do not count.

1st Over of Match - Runs - Odd/Even

Runs scored including only Extras and Penalty runs accredited to a specific delivery will count for settlement purposes. The over must be completed for bets to stand, Zero will be deemed to be an even number.

1st Over of Match - Total Runs - Team

Prices will be offered for the total runs scored during the teams 1st over of the match. Only Extras and Penalty runs accredited to a specific delivery will count for settlement purposes. The over must be completed for bets to stand unless settlement is already determined. Market will be settled from a batting perspective.

Match - Runs in 1st X Overs / Match - Runs in 1st X Overs - Team

In One Day/Twenty20 matches all designated overs must be bowled unless settlement is already determined. If the natural length of the innings is less than the designated number of overs (e.g. a team is all out in less than the designated overs or reaches their target) then bets will stand and will be settled on the final innings total.

In Test/First Class matches all designated overs must be bowled unless settlement is already determined. For these markets only, bets will be carried over to the 2nd Innings if all designated overs are not bowled in the 1st Innings. e.g. Match Runs in 1st 75 Overs - if a team is bowled out after 50 overs of the 1st Innings, the market will carry over and include the 1st 25 overs of that teams 2nd Innings.

Most Runs in a Single Over – Match / Most Runs in a Single Over - Match - Team

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined.

Matches of 20 overs or below - The full allocation of overs for each team.

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

100-Ball Matches - The full 100 balls for each team.

In Test and First Class matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined.

Player of the Series

Any quoted player, who takes no part in the specified series, will be void (market may be subject to a Rule 4 (Deduction)). Winner as declared by the ICC. Dead-heat rules apply.

Top Series Batter/Bowler

Any quoted player, who takes no part in the specified series, will be void (market may be subject to a Rule 4 (Deduction)). In the event of two or more players ending on an equal number of wickets, then the bowler with the least number of runs conceded will be the winner. Dead-heat rules apply.

Bowler Matches (Series)

In the event of both bowlers taking an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner.

Batter Matches (Series)

In Test Series, runs scored in both innings will count. In the event of two or more players ending on an equal number of runs then bets void.

Most Sixes (Series)

In the event of two or more players ending on an equal number of sixes then dead-heat rules apply.

Top Team Spinner (Series)

In the event of two or more spinners taking an equal number of wickets then the spinner with the least number of runs conceded will be deemed the winner.

Wickets Lost by 'X' Runs

Settlement is determined by the number of wickets lost by the time a specific score is reached. If a team declares or reaches their target then the wickets lost at that time will be the result of the market. In the event of an innings not being completed due to outside interference or inclement weather all bets will be void unless settlement is already determined.

Series Betting

Bets on Series markets stand as long as at least one scheduled match is completed, unless stated otherwise.

If there is no further play in a Series after bets are placed, then bets will be void.

If a Series is drawn and no draw option is offered, bets will be void.

Series Correct Score - Bets will be void if the number of scheduled games are not played.

Series Handicap - Bets will be void if the number of scheduled games (after bets are placed) are not played, unless settlement of bets is determined.

Outright/Tournament Betting

For all Outright and Tournament specific markets, including markets such as To Win Group / To Reach The Final / Name The Finalists, bets will be void if the scheduled number of games are not completed, unless the outcome is already determined. Subsequent disqualifications and/or appeals will not affect bets.

If a specific stage or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Ecricket

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

One Day/Twenty20 Matches/10 Over (and less)/ 100-Ball Competitions

Match Betting

In matches affected by adverse weather bets will be governed by the official competition rules with the following exception: if a match is decided on either a bowl out or the toss of a coin then all bets will be void.

Where no price is quoted for the tie and the official competition rules determine a winner/progressing side, bets will be settled on the official result.

Where no price is quoted for the tie and the official competition rules do not determine a winner then Dead-Heat rules will apply, in competitions where a bowl out or super over determines a winner then bets will be settled on the official result.

The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed, or, in limited-overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

If a match is abandoned due to outside interference then bets will be void unless a winner is declared based on the official competition rules. In the event of a change of opponent from the one advertised then all bets for that match are void.

Outside interference does not include weather events.

If a match is cancelled then all bets will be void if it is not replayed within 36 hours of its advertised start time.

Race to 10 Runs

Bets stand unless either of the listed players do not open the batting, then all bets are void. Bets stand, regardless of which of the listed players faces the 1st ball. If neither player reaches 10 runs then the option Neither is the winner.

In weather affected matches, if neither of the batters reach 10 runs and either are Not-Out then bets void. If neither of the batters reach 10 runs and both are Out then Neither is the winning option.

Match Handicap

The handicap is added at the end of the match. If the team batting first wins or ties the match then Runs Handicap will be used for settlement purposes.

The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed, or, in limited-overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

If team batting second wins the match then Wickets Handicap will be used for settlement purposes. If a match is abandoned due to outside interference then bets will be void. If the match is affected by weather or any other delay and overs are reduced in either innings then all bets will be void.

Outside interference does not include weather events.

Top Team Batter/Bowler

Bets placed on any player not in the starting 11, nominated as a designated substitute or are named as substitute but play no active part in the respective match are void. Bets on players who are selected but do not bat or field will be settled as losers. Dead-heat rules apply.

The following number of minimum overs must be bowled unless All Out or match has been completed, otherwise bets void.

- All Competitions/Matches scheduled for 50 Overs - 20 overs
- All Competitions/Matches originally scheduled for 21-49 Overs - 10 overs
- All Competitions/Matches originally scheduled for 20 or fewer Overs - 6 overs
- All Competitions/Matches originally scheduled for 100 balls – 40 balls

In event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. Dead-heat rules apply. If no bowler takes a wicket, all bets will be void.

Top Match Batter/Bowler

Bets placed on any player not in the starting 11, nominated as a designated substitute or are named as a substitute but play no active part in the respective match are void. Bets on players who are selected but do not bat or field will be settled as losers. Dead-heat rules apply.

The following number of minimum overs must be bowled unless All Out or match has been completed, otherwise bets void.

- All Competitions/Matches scheduled for 50 Overs - 20 overs per team
- All Competitions/Matches originally scheduled for 21-49 Overs - 10 overs per team
- All Competitions/Matches originally scheduled for 20 or fewer Overs - 6 overs per team
- All Competitions/Matches originally scheduled for 100 balls – 40 balls per team

In event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. Dead-heat rules apply. If no bowler takes a wicket, all bets will be void.

Innings Runs (Including Alternative Quotes)/Innings Sixes

In One Day matches Over/Under Innings Runs and Innings Sixes bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 or more from that scheduled when the bets were struck unless settlement of bets is already determined.

Twenty20 matches bets will be void if the number of overs is reduced by 3 or more from that scheduled when the bets were struck unless settlement of bets is already determined. In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined.

100-Ball matches bets will be void if the number of balls is reduced by 11 or more from that scheduled when the bets were struck unless settlement of bets is already determined.

For Innings Sixes specifically, for settlement purposes the outcome is based on all deliveries from which a batter is credited with exactly six runs (including All-run/Overthrows).

For Innings Runs (Including Alternative Quotes) specifically, irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes.

Team with Lowest Innings Score

Predict the team which will make the lowest score. A team must be all out or complete all 50 overs for the score to count.

Runs at Fall of Next Wicket

The total innings runs scored by a team before the fall of the specified wicket determines the result of the market. If a team declares or reaches their target then the total amassed will be the result of the market. Bets will be void should no more play take place following the intervention of rain, or any other delay, as the ability to reach previous quotes offered will have been removed. If settlement of bets can be determined they will be settled accordingly. e.g. Should a team leave the field due to an intervention on a total of 135 then previous quotes equal to, or less than, this total will be settled. However, quotes higher than this will be void. Irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes.

Runs Off Delivery (Including Alternative Quotes)

Only Extras and Penalty runs accredited to a specific delivery will count for settlement purposes. For example, if an over starts: Wide - No Ball - Four, then the Four is deemed to be the third ball of the over. Extras and penalty runs will be included.

In-Play Runs in First 'X' Overs (including alternative quotes)

If the selected number of overs is not complete due to external factors or adverse weather then bets will be void, unless settlement of the bet is already determined.

If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand. Irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes.

A Fifty to Be scored in the Match

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined. For settlement purposes any batter's score of 50 or above will count.

Twenty20 Matches - The full 20 overs for each team.

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

100-Ball Matches – The full 100 balls for each team.

Total Runs in Match

Irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes. In matches decided by a Super-Over, runs scored during the Super-Over will not count for settlement purposes. The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches - The full 20 overs for each team.

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

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

100-Ball Matches – The full 100 balls for each team.

Player to Score Most Sixes

Bets placed on any player not in the starting 11 or nominated as the designated substitutes are void. The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches - The full 20 overs for each team.

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

Bets on players who are selected but do not bat will be settled as losers if one or more six is scored. Dead-heat rules apply.

In matches decided by a Super-Over, sixes hit during the Super-Over will not count for settlement purposes.

Bets will be void if no Sixes are scored.

Highest Individual Score/Highest Match Individual Score - Team

The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches - The full 20 overs for each team.

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

Test and First Class Matches - The whole match counts. In drawn matches there must be

a minimum of 200 overs bowled.

100-Ball Matches – The full 100 balls for each team.

Batter Groups

The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches - The full 20 overs for each team.

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

Quoted players must reach the crease for bets to stand otherwise bets are void.

Settlement is based on the official score(s) of the specified batter. Dead-heat rules apply.

Five Day Matches

Match Betting/Draw-No-Bet/Double Chance

Bets will stand on the official result provided at least one ball has been bowled. In the event of a tie then dead-heat rules will apply and bets on the draw will be losers.

The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed, or, in limited-overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

If a match is abandoned due to outside interference then bets will be made void.

Outside interference does not include weather events.

Top Team Batter/Bowler

Bets placed on any player not in the starting 11, nominated as a designated substitute or are named as a substitute but play no active part in the respective match are void. Bets on players who are selected but do not bat or bowl will be settled as losers. Dead heat rules apply.

In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. Dead-heat rules apply. If no bowler takes a wicket, all bets will be void.

A Fifty to Be Scored in the 1st Innings

Bets are struck on the 1st innings of the match the settlement of which is determined by the team batting 1st (as opposed to both teams). The innings must be completed (declarations count) otherwise bets are void unless settlement is already determined. For settlement purposes any batter's score of 50 or above will count.

A Hundred to Be Scored in the 1st Innings

Bets are struck on the 1st innings of the match the settlement of which is determined by the team batting 1st (as opposed to both teams). The innings must be completed (declarations count) otherwise bets are void unless settlement is already determined. This market is based on a century (as opposed to 100 runs) being scored.

Team Batter to Score a Fifty in the 1st Innings

Declarations will be considered the end of an innings for settlement purposes. In the event of the 1st innings being forfeited all bets will be void. In the event of an innings not being completed due to outside interference or inclement weather all bets will be void unless settlement is already determined. For settlement purposes any batter's score of 50 or above will count.

Team Batter to Score a Hundred in the 1st Innings

Declarations will be considered the end of an innings for settlement purposes. In the event of the 1st innings being forfeited all bets will be void. In the event of an innings not being completed due to outside interference or inclement weather all bets will be void unless settlement is already determined.

Player Match Wickets

Bets stand if player bowls 1 ball. Otherwise bets are void. Both innings count.

Innings Runs (Including Alternative Quotes)/Innings Sixes

A minimum of 50 overs must be bowled unless All Out or team declares. Otherwise bets void, unless settlement of bets is already determined. In the event of an innings being forfeited, all bets will be void.

For Innings Sixes specifically, for settlement purposes the outcome is based on all deliveries from which a batter is credited with exactly six runs (including All-run/Overthrows).

For Innings Runs (Including Alternative Quotes) specifically irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes.

In-Play Runs in First 'X' Overs (including alternative quotes)

If the selected number of overs is not complete due to external factors then bets will be void, unless settlement of bet is already determined.

If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand.

For Innings Runs (Including Alternative Quotes) specifically irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes.

First Innings Lead

Both teams must complete their first innings for bets to stand (including declarations).

Series Batter Total Runs / Series Player Matches

Runs scored in both innings of all the matches in the series will count.

Series Player Performance

The runs scored, wickets, catches and stumpings taken in both innings of all matches in the series will count.

Total Series Wides

If a bowler bowls a wide, all extra runs taken from the wide delivery count e.g. if it goes for 4 and is scored as 5 wides, the delivery will count as 5 for betting purposes rather than 1 wide delivery bowled.

Which Player Will Score the Fastest Fifty in the Series?

This will be measured in terms of number of balls faced to reach fifty. Dead-heat rules apply.

Which Player Will Score the Fastest Hundred in the Series?

This will be measured in terms of number of balls faced to reach a hundred. Dead-heat rules apply.

Runs in 1st Over (2-Way)

Only Extras and Penalty runs accredited to a specific delivery will count for settlement purposes. The over must be completed for bets to stand unless result already determined.

Make a Century (Yes/No)

To make a century bets are for the whole match. Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat will be settled as losers.

Top Batter / Bowler (Both Teams)

Top batter / bowler (both teams) bets are for the whole match. Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat / bowl will be settled as losers. Dead-heat rules apply.

Test Match Team Totals (2-Way)

For Test matches totals are settled on the 1st Innings only. A minimum of 50 overs must be bowled unless All Out or team declares. Otherwise bets void, unless settlement of bets is already determined.

Fall of 1st Wicket in Match Over/Under Runs

The total innings runs scored by a team before the fall of the 1st wicket determines the result of the market. If a team declares or reaches their target then the total amassed will be the result of the market. Irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes.

Will There Be a Run Off 1st Ball of Match

Only Extras and Penalty runs accredited to a specific delivery will count for settlement purposes. In the event of no play bets will be void.

Opening Partnership Over/Under Innings Runs

Bets stand once 1 ball has been bowled in each team's 1st innings. Bets are void if the innings is forfeited.

To Make a Fifty Yes/No in Either Innings

The whole match counts. Bets will stand after the batter has faced one ball or is given out before first ball is faced. Score counts if the batter is Not-Out including if innings is declared. All bets stand irrespective of delays caused by rain or for any other reason.

To Save Follow On

For settlement purposes this market will be determined by whether or not the team batting second reaches the 'Follow On' target, regardless of whether or not it is enforced. Both teams must complete their 1st Innings (including declarations) for bets to stand, otherwise bets will be void.

When Will Test Finish

If the Test match ends in a Draw, irrespective of the Day/Session, then Match is Drawn is deemed the winning outcome.

100-Ball Matches

Next 5 Balls Total Runs and Next 5 Balls Runs Odd/Even

Only Extras and Penalty runs accredited to a specific delivery will count for settlement purposes. The specified 5 balls must be completed for bets to stand unless result already determined. If an innings ends during a specified 5 balls, then they will be deemed to be complete unless the innings is ended due to inclement weather in which case all bets will be void, unless result already determined. Zero will be deemed to be an even number.

Wickets in Next 5 Balls

The specified 5 balls must be completed for bets to stand unless result already determined. If an innings ends during a specified 5 balls, then they will be deemed to be complete unless the innings is ended due to inclement weather in which case all bets will be void.

1st 5 Balls Total Runs

Prices will be offered for the total runs scored off the 1st 5 balls of the match. All Extras and Penalty runs accredited to a specific delivery will count for settlement purposes. The 1st 5 balls must be completed for bets to stand unless settlement is already determined.

Team to Make Highest 1st 25 Balls score

If both teams do not complete the stated number of balls due to external factors or adverse weather then bets will be void, unless settlement is already determined. In the event of a tie, bets will be void. Irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes.

Runs Off Ball (Including Alternatives)

The ball number denoted on the official scoreboard will be used for settlement (this market is only offered on 100-Ball competitions). For example, if ball number 18 of an innings is a Wide, and there are four runs scored off the additional 18th ball then this will be used for settlement (the result will be 5 runs in this scenario).

Two/Three/Four Day Matches

Match Betting

Unless a price is quoted for a draw, in the event of a drawn match, bets will be void. If a match is abandoned due to outside interference then bets will be made void. In the

event of a tie Dead-Heat rules will apply.

Outside interference does not include weather events.

The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed, or, in limited-overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

Innings Runs

A minimum of 50 overs must be bowled unless All Out or team declares. Otherwise bets void, unless settlement of bets is already determined. In the event of an innings being forfeited, all bets will be void. Irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes.

Top Team Batter/ Team Bowler

Bets placed on any player not in the starting 11, nominated as a designated substitute or are named as a substitute but play no active part in the respective match are void. Bets on players who are selected but do not bat or do not bowl will be settled as losers.

A minimum of 50 overs must be bowled unless All Out. Otherwise bets are void.

In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner.

First Innings Lead

Both teams must complete their first innings for bets to stand (including declarations).

Runs at Fall of Next Wicket

The total innings runs scored by a team before the fall of the specified wicket determines the result of the market. If a team declares or reaches their target then the total amassed will be the result of the market. Bets will be void should no more play take place following the intervention of rain, or any other delay, as the ability to reach previous quotes offered will have been removed. If settlement of bets can be determined they will be settled accordingly. e.g. Should a team leave the field due to an intervention on a total of 135 then previous quotes equal to, or less than, this total will be settled. However, quotes higher than this will be void. Irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes.

Runs Off Delivery (Including Alternative Quotes)

Only Extras and Penalty runs accredited to a specific delivery will count for settlement purposes. For example, if an over starts: Wide - No Ball - Four, then the Four is deemed to be the third ball of the over. Extras and penalty runs will be included.

In-Play Runs in First 'X' Overs (including alternative quotes)

Irrespective of how they are incurred, Extras and Penalty Runs will be included for settlement purposes.

If the selected number of overs is not complete due to external factors then bets will be

void, unless settlement of bet is already determined.

If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand.

Team Runs Handicap

Both teams must complete the relevant innings (including declarations) unless settlement is already determined, otherwise bets are void.

Team Wickets Handicap

Both teams must complete the relevant innings (including declarations) unless settlement is already determined, otherwise bets are void.

To Save Follow On

For settlement purposes this market will be determined by whether or not the team batting second reaches the 'Follow On' target, regardless of whether or not it is enforced. Both teams must complete their 1st Innings (including declarations) for bets to stand, otherwise bets will be void.

Cricket World Cup

Total Tournament Runs / Total Tournament Wickets

For any game which is abandoned or reduced via Duckworth Lewis, only the total number of runs and wickets actually registered count.

Total Tournament Wides

If a bowler bowls a wide, all extra runs taken from the wide delivery count e.g. if it goes for 4 and is scored as 5 wides; for betting purposes, the delivery will count as 5 rather than 1 wide deliveries bowled.

Total Tournament Run Outs / Total Tournament Stumpings

For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.

Team to Score Most Sixes / Player to Hit Most Sixes / Total Tournament Sixes

For settlement purposes this is all deliveries from which a batter is credited with exactly six runs (including All-run/Overthrows). For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. Dead-heat rules apply.

For the Player market specifically, batters must face at least one delivery, otherwise bets are void.

Team with Highest Innings Score / Team with Lowest Innings Score

Dead-heat rules apply.

Team with Highest Opening Partnership/ Team with Highest 1st 10 Overs Score

Dead-heat rules apply.

First Team Century

Should two players score a century in the same game, for settlement purposes the winner shall be deemed the one who has reached their century first in terms of time. If

no player scores a century then bets will be void. Stakes will be returned on any player who does not participate in the tournament.

First Team 5 Wicket Haul

Should two players take five wickets in the same game, for settlement purposes the winner shall be deemed the one who has taken their fifth wicket first in terms of time. If no player takes five wickets then bets will be void. Stakes will be returned on any player who does not participate in the tournament.

Fastest 100 Scored

This will be measured in terms of number of balls faced to reach a hundred. Dead-heat rules apply.

Tournament Hat Trick

Bets settled as 'Yes', if a 'hat-trick' (deemed as when a bowler dismisses three batters with consecutive deliveries in the same match) is officially recorded during the tournament.

Player of the Tournament

Bets will be settled on the officially declared Player of the Tournament. Dead-heat rules apply.

Settlement of Wagers

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

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

Cycling

General

All bets are settled on the results published by the official race governing body and taking into account any enquiries/jury-decisions made within 24 hours, of the respective stage start time. Beyond this time frame, subsequent enquiries, disqualifications and/or appeals will not affect bets. For multi-stage events, in the event of stages being cancelled, then the official standings after the last completed stage will be used for settlement purposes, providing one stage is completed in full. Where Overall markets are revised in between stages, any bets placed after the final completed stage will be void.

Individual Stage/Outright Betting/Rider Finishing Position

Participants must pass the starting line of the respective event/stage for bets to stand. Otherwise bets will be void and stakes returned.

For Team Classification markets, settlement is based on final standings in time based

classifications (should there be more than one Team Competition in a specified event).

Outright markets may be subject to a Rule 4 (Deduction).

Match-Ups

Match-ups will be settled upon the cyclist achieving the highest placing in the specified event/stage. In the event of one or both cyclists not passing the starting line then bets will be deemed void. If both cyclists start but fail to finish a specific event/stage then bets will be deemed void. If both cyclists start a specific event/stage and only one fails to finish then the cyclist who completes the specific event/stage will be deemed the winner.

Intermediate Sprint Group Betting

Only the quoted cyclists count for settlement purposes.

In the event of one or more of the quoted cyclists being declared a non-runner, then the entire market will be void.

In the event of none of the quoted cyclists registering points in the specific Intermediate Sprint, then the entire market will be void.

Event Specials

The specified event must be completed in full (statutory number of stages), otherwise bets will be void unless the result is already determined:-

Cyclist Number of Stage Wins - in the event a cyclist not starting the specified event, bets will be deemed void.

Cyclist To Finish in Top 3 - in the event a cyclist not starting the specified event, bets will be deemed void.

Number of Finishers - the scheduled number of teams must start the specified event for bets to stand.

Number of riders to wear Race Leaders Jersey - the scheduled number of teams must start the specified event for bets to stand.

Ecycling

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

Settlement of Wagers

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

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

Darts

Outright Betting

Non-runner no-bet. Outright markets may be subject to a Rule 4 (Deduction).

Pre-Game Match Betting

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

In-Play Betting

Bets on any match market abandoned before the full completion of the statutory number of legs/sets will be void, except for those bets the outcome of which has already been determined at the time of abandonment. For example, Total Legs quote has been exceeded at the time of abandonment.

Handicap 2-Way and 3-Way Leg Betting/Set Betting

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

Double Chance 2-way

All bets void if match is not completed.

Individual Player Averages

All bets void if the match is not completed. Bets settled from results on the official Tournament Website.

Individual Player Checkouts

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

First Leg/Set Markets

All bets void if the first leg/set is not completed, unless the outcome has already been determined.

First/Final Leg Winning Double - Colour

The Bull counts as red. The leg must be completed for bets to stand.

First Leg Winning Double - Value

The Bull counts as Any Other. The leg must be completed for bets to stand.

Leader After 4/6/8/10/12/14 Legs

The first 4/6/8/10/12/14 legs must be completed for bets to stand.

Score After 4/6 Legs

The first 4/6 legs must be completed for bets to stand.

Race to 3 Legs

Either player must win 3 legs for bets to stand.

Highest Checkout 3-Way

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

Highest Checkout 2-Way

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

Checkout Total Markets

All bets void if the match, or relevant leg/set is not completed, unless the outcome has already been determined. For 2-Way markets if players Tie then bets are void.

Next Leg Checkout

The Bull counts as red. The leg must be completed for bets to stand.

Total Legs/Sets

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

Checkout Markets

The Bull counts as red. The leg must be completed for bets to stand.

Most 180s (including Handicap)

All bets void if match is not completed.

180s Totals Markets

All bets void if the match, or relevant leg/set is not completed, unless the outcome has already been determined.

First 180

All bets void if match is not completed, unless the outcome is already determined. If no 180 is scored bets will be void.

170 Finish in Match

All bets void if match is not completed, unless the outcome has already been determined.

Double Result (Legs/Sets)

Predict the result after the specified number of legs/sets and the overall winner of the match. All bets void if match is not completed.

First Dart Markets

Settlement is on the first dart or set of darts thrown in a specified leg/set. A Bounce Out is deemed as Other for settlement purposes. In a match format where Double In is used, the market will be void if offered in error.

First Break Of Throw

All bets void if match is not completed, unless the outcome is already determined. If there is no break of throw in the match bets will be void.

9 Dart Finish

All bets void if match is not completed, unless the outcome has already been determined.

Match / Set Double

Predict, in the form of two correct outcomes, from the options of Most 180s, Highest Checkout and To Win Match Market. Any Other Outcome is offered and covers a Tie in Most 180s or the Highest Checkout market. All bets will be void if match is not completed.

Match / Set Treble

Predict, in the form of three correct outcomes, from the options of Most 180s, Highest Checkout and To Win Match Market. Any Other Outcome is offered and covers a Tie in Most 180s or the Highest Checkout market. All bets will be void if match is not completed.

Bullseye Finish Markets (Total in Match / Player Totals / Combos)

In the event of a match starting but not being completed, bets will be void unless the outcome is already determined.

Player with first 100+ Checkout

If no 100+ checkout is registered in a match, bets will be void.

Match Double – To Win Match, Most 100+ Checkouts

In the event of a match starting but not being completed, bets will be void.

If no 100+ checkout is registered in a match, or the Most 100+ Checkouts outcome is a Tie, then 'Any Other' will be deemed the winning participant for settlement purposes.

Premier League Specials

To Reach/Not to Reach the Semi Final - The player must take part in one league match for bets to stand.

League Phase Position - Settlement will be determined by the players finishing position in the league phase of the competition (following the Week Fifteen fixtures). Dead-heat rules apply.

To Be Relegated – Following the Round Nine fixtures, the bottom players in the league table (subsequently eliminated from the competition), will be deemed the winner for settlement purposes.

Regular Season Winner – For settlement purposes this refers to the player who tops the league table following the Week Fifteen fixtures.

Darts Weekly Specials (Premier League)

Bets on any of the below listed weekly markets will be void if the scheduled number of matches do not take place, in the specified Premier League Week, unless the outcome has already been determined:

9 Dart Finish in week (Week 1,2,3 etc)/170 Finish in Week/Player with Highest Checkout/Player to Score Most 180's.

Darts Daily Specials

Bets on any of the below listed daily markets will be void if the scheduled number of matches do not take place, on the specified day of a tournament, unless the outcome has already been determined:

9 Dart Finish on day (Day 1,2,3 etc)/170 Finish on day/Which game will produce most 180's on day/Which game will produce highest checkout on day/Total 180's on day/Player to score highest checkout on day/ Player to Score Most 180's on day.

Dart Specials

Total 180s in a Match - All bets void if match is not completed unless total 180s has already exceeded the quote.

Highest Checkout in a Selected Match - All bets void if match is not completed unless highest checkout has exceeded the quote.

Will Selected Player Record a 9 Dart Finish in a Match - All bets void if match is not completed unless a 9 dart finish already achieved.

Will Selected Player Record a 9 Dart Finish in the Tournament - Player must throw 1 dart in the tournament for bets to stand.

Will There Be a 9 Dart Finish in the Tournament - Tournament must be completed. Bets stand regardless of player withdrawals.

Tournament Match-ups

When players are eliminated at the same stage of the tournament bets will be void.

Settlement of Wagers

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

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

Esports

General

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API. Non-runner no bet. Outright and Group markets may be subject to a Rule 4 (Deduction).

An unplayed or postponed match will be treated as a non-runner for settlement purposes unless it is played within 48 hours of the originally scheduled start time.

Bets will be void if the fixture is listed incorrectly. With regard to any electronic sports version of a sport offered, bets on a fixture will stand irrespective of home and away listing (versus or @).

In the event of a team name change occurring as a result of a team leaving an organisation, joining another organisation or officially changing their name, all bets will stand.

If a match is played before the scheduled start date/time, then all bets placed after the actual starting time will be void. All bets placed before the actual starting time will stand.

To Win Match - In the event of a match starting but not being completed, then all bets will be void unless after the start of the match a player is disqualified, in which case the player/team progressing to the next round or being awarded the victory by the governing body of the specified competition, broadcast or game API will be deemed the winner for settlement purposes.

Match / Map Markets - If a match or map is replayed due to a draw, the replayed match or map will be treated as a separate entity. In the event of a match or map starting but not being completed, then all bets will be void, unless settlement is already determined.

Match Markets - Bets are void if the statutory number of maps are changed, or differ from those offered for betting purposes. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

If a player / team is given a walkover on at least one map before the match starts, all bets will be void.

If a team receives a map advantage in accordance with specific tournament format and rules, the team in receipt of the map, will be considered the map winner for settlement purposes.

If a match or map is replayed due to a disconnection or non-player related technical problem, pre-game bets will stand on the replayed match or map in accordance with the official result. All In-Play bets on the affected match or map will be void unless the outcome is already determined, and the replayed match or map will be treated as a separate entity.

If a match is won by a team surrendering, the match will be deemed as completed and all bets will stand.

StarCraft II

Map Betting: In the event of a draw, the Map Winner market will be voided.

CS:GO / CS2

Where Overtime can be played, this will be included in the settlement of markets; unless the Draw participant is quoted for a specific market, in which case settlement will be based on the statutory number of rounds.

Map/Round Betting - Bets are void if the statutory number of maps/rounds are changed, or differ from those offered for betting purposes.

Round Betting - If a round is replayed due to a disconnection or non-player related technical issue, pre-game and In-Play Next Round bets will stand on the replayed round in accordance with the official result. In-Play bets on Current Round markets will be void and the replayed round will be treated as a separate entity.

Player Match-Ups – In the event of a specified player not playing the entire map, all bets will be void unless the outcome is already determined.

Kill markets: Will be settled based on the official scoreboard, broadcast or game API.

Bomb markets: Will be settled based on bomb events in official round time. Bomb Plants or Detonations after the round has ended do not count for settlement purposes.

Tournament Specials (including Team and Player Specials): Will be settled based on the final specified tournament results. For map based specials, all maps denoted in the official map rotation count towards settlement whether they are played or not.

HLTV Specials: Will be settled on the official result provided by HLTV.

If 'Match Medic' (or similar) is used to return the match to an earlier state, all markets will be settled based on events after the point at which the match was reverted back to. If 'Match Medic' (or similar) is used to disregard in-game events e.g. Rounds won, Round kills; they will not count for settlement purposes.

Pistol Rounds: Specifically for any Pistol Round market, a Pistol Round is defined as the first round of either half, for settlement purposes.

Clutches: Specifically for any Clutch market, a Clutch is defined as a team having one player alive in the round versus any number of players alive on the opposing team, and then killing the remaining players and winning the round, for settlement purposes.

LOL

First Blood markets: Only kills by the opposition team / player will count.

Kill markets: Will be settled based on the official scoreboard, broadcast or game API.

Monster markets: Will be settled based on the official scoreboard, broadcast or game API. Next Dragon to Spawn will be settled as it is determined in game regardless of

whether it spawns or not.

Structure markets: For settlement purposes all buildings destroyed count as being destroyed by the opposing team, regardless of whether the last hit was from a Champion or Minion or whether or not they are respawned buildings.

Surrender: In the event of surrender, all markets (unless otherwise stated) will be settled on outcomes as declared by the relevant governing body of the specified competition, broadcast or game API. Bets on 'Next' based markets will be void.

All time based bets are settled on the in-game clock. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined. For objective based markets, in the event of the named objective not being taken at all during the map, bets on 'Time of First' will be settled as 'Not Before'.

If 'Chronobreak' is used to return a map to an earlier state, all markets will be settled based on events after the point at which the map clock was reverted back to. If 'Chronobreak' is used to disregard in-game events e.g. Towers destroyed, Dragons slain; they will not count for settlement purposes.

Player Specials: Bets on any player not taking part in the tournament will be void.

Champion Specials: All available Champions count for settlement purposes whether they are picked or not.

Team Specials: Will be settled on the official match scoreboards at the end of the tournament.

Tournament Specials: Will be settled on the official match scoreboards at the end of the tournament.

Player of the Tournament / Tournament MVP: Settlement will be based on the announcement by the official tournament organisers/publishers.

DOTA2

First Blood markets: Only kills by the opposition team / player will count.

Kill markets: Will be settled based on the official scoreboard, broadcast or game API.

Creep markets: Will be settled based on the official scoreboard, broadcast or game API. Settlement of 'Roshan' markets are determined by the team to slay Roshan, and not who picks up the Aegis of the Immortal, Refresher Shard or Cheese.

Structure markets: For settlement purposes all buildings destroyed count as being destroyed by the opposing team, regardless of whether the last hit was from a Hero or a

Creep. The number of barracks will be determined by individual ranged and melee barracks destroyed.

Surrender: In the event of surrender, all markets (unless otherwise stated) will be settled on outcomes as declared by the relevant governing body of the specified competition, broadcast or game API. Bets on 'Next' based markets will be void.

All time based bets are settled on the in-game clock. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined. Events occurring prior to creeps spawning are included for settlement purposes. For objective based markets, in the event of the named objective not being taken at all during the map, bets on 'Time of First' will be settled as 'Not Before'.

Hero Specials: All available Heroes count for settlement purposes whether they are picked or not.

Player Specials: If a player does not complete at least one map at the specified event, all bets are void.

Tournament Specials: Will be settled on the official match scoreboards at the end of the tournament.

Team Specials: Will be settled on the official match scoreboards at the end of the tournament.

Compendium Specials: All markets will be settled in accordance with the official Compendium results.

Esoccer

All match markets are settled based on the official score at the end of regulation time, unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.

Ebasketball

All settlement includes Overtime if played.

COD

Map/Round Betting - Bets are void if the statutory number of maps/rounds are changed, or differ from those offered for betting purposes.

Round Betting - If a round is replayed due to a disconnection or non-player related technical issue, pre-game and In-Play Next Round bets will stand on the replayed round in accordance with the official result. In-Play bets on Current Round markets will be void and the replayed round will be treated as a separate entity.

Kill markets: Will be settled based on the official scoreboard, broadcast or game API.

Bomb markets: Will be settled based on the official scoreboard, broadcast or game API.

Hardpoint: Settlement of the handicap market is based on the final points score at the end of the specified map. Settlement of, Leader after Hardpoint 'x' is based on the team with the higher points score after the specified Hardpoint number.

Search and Destroy: Settlement of the handicap is based on the final round score of the specified map.

Capture the Flag: Settlement of the handicap market is based on the total flags captured at the end of the specified map.

Gridiron/Uplink/Blitz: Settlement of the handicap market is based on the score at the end of the specified map.

Domination: Settlement of 1st Half markets is based on the 1st half/round of the map. Settlement of the handicap market is based on the final points score at the end of the specified map.

Eicehockey

All bets include overtime/shootouts unless otherwise stated. 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 does not apply to markets that exclude overtime/shootouts if played.

3-Way markets are settled on the score at the end of regulation time.

PUBG

Round Winner: Settlement will be based on the team that finishes first in the specified Round, regardless of Kill Score.

Kill markets: Will be settled based on the official scoreboard, broadcast or game API.

Point markets: Will be settled based on the official scoreboard, broadcast or game API and in accordance with the tournament rules/scoring format.

Top 3 Round Finish: Settlement will be based on the finishing position of a team, regardless of Kill Score.

WOW

First Guild to Kill X Boss: Settlement will be based on the official kill feed.

Rocket League

All settlement includes Overtime, unless the Draw participant is quoted for a specific market, in which case settlement will be based on regulation time only.

Rainbow Six

All settlement includes Overtime, unless the Draw participant is quoted for a specific market, in which case settlement will be based on regulation time only.

King of Glory

Tyrants: Dark Tyrant is included for settlement purposes.

Settlement of Wagers

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

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

Floorball

General

Postponed matches are void unless re-arranged and played within 5 days of the original scheduled game time.

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled match time, all bets will stand on the fixture.

Otherwise if the match is resumed but not finished within 48 hours of the original scheduled match time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

All match markets will be settled on the score at the end of regulation time and will exclude overtime if played, unless stated otherwise.

Highest Scoring Period - Excludes overtime, if 2 or more periods have the same score, Tie will be settled as the result.

Winning Margin - Includes the Tie.

Match Totals Odd or Even - If there is no score all bets will be settled as Even.

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

To Win Match (2-Way), To Lift the Trophy and To Qualify - Include overtime/shootout if played.

Period Betting - The relevant period must be completed for bets to have action, unless the specific market outcome is already determined.

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing will be void.

Outright/Tournament Betting

For all Outright and Tournament specific markets, including markets such as To Win Group / To Reach The Final / Name The Finalists, bets will be void if the scheduled number of games are not completed, unless the outcome is already determined. Subsequent disqualifications and/or appeals will not affect bets.

If a specific series of fixtures (e.g. two-legged ties), stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Settlement of Wagers

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

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

Futsal

General

All match markets will be settled on regulation time (specific to competition governing body), unless stated otherwise, including Match Odd/Even, which in the event of no score will be settled as Even. Regulation time must be completed for bets to stand unless the specific market outcome is already determined.

Postponed matches are void unless re-arranged and played within 5 days of the original scheduled game time.

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled match time, all bets will stand on the fixture.

Otherwise if the match is resumed but not finished within 48 hours of the original scheduled match time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.

The following markets will be settled at the end of Extra Time/Shootouts where applicable:

Match Outcome/When Will Match End/To Qualify/To Lift Trophy/Win Shootout

Half bets will be settled at the end of the specified half (exclude any extra-time played). In the event of a specific half not being completed bets will be void, unless the specific market outcome is already determined.

Outright/Tournament Betting

For all Outright and Tournament specific markets, including markets such as To Win Group / To Reach The Final / Name The Finalists, bets will be void if the scheduled number of games are not completed, unless the outcome is already determined. Subsequent disqualifications and/or appeals will not affect bets.

If a specific series of fixtures, stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Settlement of Wagers

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

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

Gaelic Sports

Outright Betting

For all Outright and Tournament specific markets, including markets such as To Win Group / To Reach The Final / Name The Finalists, bets will be void if the scheduled number of games are not completed, unless the outcome is already determined. Subsequent disqualifications and/or appeals will not affect bets.

If a specific series of fixtures, stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Match Betting

Unless otherwise stated all Gaelic Sports bets are settled on regulation time only (including injury-time); Extra-time does not count unless specified. Where a market specifically includes overtime and the game finishes level after overtime then bets will be void.

Bets will be settled on official GAA (Gaelic Athletics Association) result only.

If either team does not play then bets will be void.

If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

Postponed matches are void unless re-arranged and played within 5 days of the original scheduled game time.

Bets on abandoned matches are void apart from markets where the outcome is already determined.

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled match time, all bets will stand on the fixture.

Otherwise if the match is resumed but not finished within 48 hours of the original scheduled match time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

Match Markets (including Alternatives)

Total game score is used to settle bets (goal = 3, point = 1).

Double Result 5-Way

If either/both the result at half time or full time end in a Tie, then Any Other Result will be settled as the winner.

First Goalscorer/Last Goalscorer/To Score a Goal Anytime

Own goals do not count. In the case of an own goal being scored first bets will be settled on 2nd goalscorer. In the case of the last goal being an own goal bets will be settled on the previous goal.

First Goalscorer/Team Goalscorer - Any player coming on as a substitute after the first goal is scored, or who takes no part in game, is deemed a non-runner.

Last Goalscorer - Any player that takes no part in the game is deemed a non-runner.

Score a Goal Anytime - Any player that takes no part in the game is deemed a non-runner.

Scorecast - First Player to Score / Winning Margin Doubles

If there are no goals scored in the match then all bets will be settled as lost. If a player takes the field after a goal has been scored or does not take part in the game then such bets will be settled as a single on the Winning Margin market at the relevant odds quoted at match kick-off time. If a match is abandoned after a goal has been scored then all bets will be settled as singles on the first goalscorer market at the relevant odds quoted at match kick-off time. Should the first goal of the match be an own goal then bets will be settled on the next goalscorer and the Winning Margin markets.

First Scoring Play, Last Scoring Play 1st Half, First Scoring Play 2nd Half, First Points of 2nd Half, Last Scoring play, Team to Score 1st

Includes: free, penalty, 65/45, sideline cut/kick. Own goals count.

Half Betting

Half markets, the relevant half must be completed for bets to have action, unless the specific market outcome is already determined.

Team to Score 1st Goal

Own goals count.

Both Teams to Score a Goal or More

Own goals count.

Total Goal Markets

Own goals count for settlement of the following:-

Match Total Goals

Home / Away Total Goals

Total Goals 6-Way

Home / Away Goals 5-Way

First Goal and Result

Winning team is team that wins game having scored first goal/not scored goal/conceded first goal. Own goals count.

Game Total Odd/Even

Combined total of both teams used to determine winner. If the combined score is zero then bets will be void.

Team Total Odd/Even

Settled on respective totals achieved by teams. If team score is zero then bets void.

Team To Score Next Goal

Neither option is available.

Race to 10/15/20/25 Points

Team to reach 10/15/20/25 points first (including goals) deemed the winner.

Leader After 20/30/40 Etc Minutes In-Play

Settled on the result at the specified time in the match. E.g. 20 minutes leader is settled on the result in the match after 20:00 minutes of play. In the event of an abandonment prior to completion then all bets will be void unless settlement is already determined.

10 Minute Betting In-Play

The designated 10 minute period must be completed for bets to stand, unless the outcome of the specific market is already determined.

Time of First 2nd Half Goal

If no 2nd half goal is scored then bets will be settled as after.

Winning Margin/Winning Margin 5-Way

Draw option is available.

Number of 45's/65's

Settlement is based on the number of 45's (65's for Hurling) awarded, irrespective of whether they are scored or not.

Season Top Scorer

Player who scores most through the All-Ireland Championship (including qualifiers) is deemed the winner. All-in, play or not.

Team Performance

Predict the exact stage where the team will be eliminated or exactly what final classification they will achieve.

Furthest Progressing Team

Should both teams be eliminated at the same stage then dead-heat rules apply. Provincial series does not count. Team which achieves best placing in qualifier and knockout series will be deemed the winner.

To Qualify/To Lift Trophy/To Win Match/To Win in Extra Time

Settlement includes Extra Time if played.

Settlement of Wagers

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

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

Golf**Outright Betting/Top Nationality Etc**

Non-runner no-bet. Outright markets may be subject to a Rule 4 (Deduction).

All outright bets are settled on the player awarded the trophy. The result of playoffs is taken into account. Dead-heat rules will apply to the Place part of Each-way bets.

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

A player is deemed to have played once they have teed off. In the event of a player withdrawing after having teed off then stakes will be lost on outright, group, match or 18 hole betting.

Where a tournament is reduced from the scheduled number of holes for any reason (e.g. adverse weather conditions) outright bets placed prior to the final completed round will be settled on the player awarded the trophy if 36 holes of the tournament have been completed. If less than 36 holes have been completed or outright bets were placed after the final completed round then bets will be void.

Ante-Post bets on any player who takes part in a qualifying tournament but then fails to qualify for the main tournament will be classed as losers.

Skins Tournaments will be subject to dead-heat rules in the event of players winning equal amounts of prize money at the end of the specified competition. If additional holes are played to declare a single winner then this will be used for settlement purposes.

Outright Betting Including The Field

Non-runner no-bet apart from The Field. The price for The Field includes all players not quoted in this market. Bets are accepted win only. Above outright betting rules apply.

Betting Without a Nominated Player(s)

Dead-heat rules apply to win bets unless the excluded player(s) does not win the tournament. Dead-heat rules also apply to the Place part of Each-way bets.

Group Betting

The winner will be the player achieving the highest placing at the end of the tournament. Any player missing the cut (including those denoted as MDF) will be considered a loser. If all players miss the cut (including those denoted as MDF) then the lowest score (or highest points score, for tournaments using the Stableford scoring system) after the cut has been made will determine settlement. Non-runner no-bet deductions in line with Rule 4 (Deductions) will apply. Dead-heat rules apply except where the winner is determined by a playoff.

If a tournament is affected by adverse weather bets will be settled providing that there is a deemed tournament winner and a minimum of 36 holes are completed. The winner will be the player in the lead at the end of the last completed round.

Tournament Top 2/Top 3/Top 4/Top 5/top 6/Top 7/Top 8/Top 9/Top 10/Top 20/Top 30/Top 40 Finish (including No Top X Finish)

Dead-heat rules apply.

Cover Bets (2/3/4/5/6/7/8/9/10 Places)

The price for the selection to win the specified tournament is offered at reduced odds, but money back if your selection finishes 2nd/3rd/4th/5th/6th/7th/8th/9th/10th – depending on the Cover Bet option taken. Bets on non-runners will be void, and when applicable Rule 4 will apply to all remaining runners based on the price of the withdrawal in the main To Win Outright market (not the Cover Bet price). Dead-heat rules apply.

Tournament Top Finishes (Including Ties)

In the event of Ties, winning selections will be paid in full.

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 5 other players for 8th place will count as a finishing position of 8th.

54, 72 and 90 Hole Match Betting

If a tournament is affected by adverse weather then bets will be settled providing that there is a deemed tournament winner and a minimum of 36 holes are completed. The winner will be the player in the lead at the end of the last completed round.

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

If one player misses the cut (including those denoted as MDF) then the other player is deemed the winner. If both players miss the cut (including those denoted as MDF) then the lowest score (or highest points score, for tournaments using the Stableford scoring system) after the cut has been made will determine settlement.

If a player is disqualified or withdraws after starting, either prior to the completion of

two rounds or after both players have made the cut, then the other player is deemed the winner.

If a player is disqualified during either the 3rd or 4th rounds, when the other player in the match bet has already missed the cut, then the disqualified player is deemed the winner.

A price will be offered for the tie and in the event of a tie bets on either player to win will be lost.

Tournament Match-Ups

As above but bets void in the event of a tie.

Total Players Over Par

A player is deemed to have played once they have teed off. If a player withdraws after having teed off, their outcome will be treated as 'Over Par'. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Where a tournament is reduced from the originally scheduled number of holes for any reason (e.g. adverse weather conditions) then bets will be void, unless settlement is determined.

Tournament Totals Markets

These include Number of Birdies (or better), Number of Pars, Number of Bogies (or worse), Number of Fairways Found. Official scores/statistics recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Where a tournament is reduced from the originally scheduled number of holes for any reason (e.g. adverse weather conditions) then bets will be void, unless settlement is determined.

Wire to Wire Winner

Settlement is based on a player leading after each tournament round (ties included) and winning the tournament.

All officially designated Holes at the start of the tournament must be completed. In the event of a reduction in the number of Rounds/Holes played all bets will be made void.

Lead After X Round and Win

Settlement is based on a player leading after the selected Round (ties included) and winning the tournament.

All officially designated Holes at the start of the tournament must be completed. In the event of a reduction in the number of Rounds/Holes played all bets will be made void.

Six Shooter

Dead-heat rules apply. Rule 4 (Deductions) may apply in the event of a non-runner. Players starting but not completing their round will be deemed losers.

Five Shooter

As above but with five golfers grouped together.

18 Hole Betting

The winner will be the player with the lowest score over 18 holes. For tournaments using the Stableford scoring system the highest points score over 18 holes is deemed the winner. Players are paired, they may or may not be playing together. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count).

18 Hole - 2 and 3-Ball Betting Markets

Bets stand once all nominated players tee-off the first hole. If a round is abandoned then bets on that round are void, unless settlement is already determined.

Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count)

For tournaments using the Stableford scoring system the highest points scorer during the round is deemed the winner. Non-runners - 2 and 3-ball bets void. In 2-ball betting where a price is not offered for the tie then bets will be void in the event of a tie. If a price is offered for a tie, this will govern settlement. In 3-ball betting dead-heat rules apply.

For all other bets involving groups of more than 3 players together over 18 holes (e.g. 7-ball, 9-ball, etc) Dead-heat rules apply. Non-runner no-bet. Deductions in line with Rule 4 (Deductions) will apply.

Round Handicap

The handicap is applied to the specified players' Round Scores, with the lowest score being the winner. e.g. Player A +1.5 scores 74, Player B -1.5 scores 75, Player B is settled as the winner once the handicap has been applied.

Bets will be void if either named player in a specified Round Handicap match-up does not complete the Round. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Fourballs

Bets stand once both pairings have teed-off the first hole. For all other bets involving groups of more than 3 players together over 18 holes (e.g. 4-ball, 5-ball, etc) Dead-heat rules apply. Non-runner - no-bet. Deductions in line with Rule 4 (Deductions) will apply. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Handicap Betting

Settlement is determined after respective handicap values have been deducted from all quoted players' final tournament scores. Tournament must be completed otherwise bets void. Any player who misses the cut will be deemed a loser. Any non-runner Rule 4 (Deductions) and SP Place terms will apply. Dead-heat rules apply.

Mythical Match-Ups

The winner will be the player with the lowest score over 18 holes. For tournaments using the Stableford scoring system the highest points score over 18 holes is deemed the winner. If scores are level after 18 holes then bets will be made void. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Player to Shoot the Lowest Round

Dead-heat rules apply. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Where a tournament is reduced from the scheduled number of holes for any reason (e.g. adverse weather conditions), then bets placed prior to the final completed round, will be settled on the player with the lowest tournament round score as long as 18 holes of the tournament have been completed by all participants. If less than 18 holes have been completed or bets were placed after the final completed round then bets will be void.

Player to Make the Lowest Tournament 18-Hole Score

Dead-heat rules apply. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count). Where a tournament is reduced from the scheduled number of holes for any reason (e.g. adverse weather conditions), then bets placed prior to the final completed round, will be settled on the player with the lowest tournament round score as long as 18 holes of the tournament have been completed by all participants. If less than 18 holes have been completed or bets were placed after the final completed round then bets will be void.

1st/Current/Next Hole Winner - 2 and 3 Balls

Bets stand once all nominated players tee-off the designated hole. If a player subsequently withdraws during the hole then bets on that player will be settled as a loser. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Player Round Total Pars / Birdies / Eagles / Bogeys

Bets stand once the specified player tees off the first hole. If a round is abandoned then bets are void, unless settlement is already determined.

Player Round/Hole Group Scores

Bets will be void if the named player does not complete the Round; or specified group of holes, unless settlement is already determined. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Current/Next Hole Player Score

A player is deemed to have played once they have teed off. In the event of a player withdrawing after having teed off on a specified hole, bets will be settled as 'Over Par'. If a player withdraws before teeing off on a given hole, bets on that hole will be void. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Player Round Score Multi Way / Total 3-Way

Bets stand once the specified player tees off the first hole. If a round is abandoned then bets are void.

Hole Group Winner

Bets are based on the score over a specified group of holes (e.g. 10-18). Bets will be void if a player does not tee off on the first of the specified holes. If a player subsequently withdraws during the hole group specified, then bets on that player will be settled as a loser. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count). Dead-heat rules apply.

2 and 3 Ball Lead After X Holes Betting

Bets stand once all nominated players tee-off their first hole of the specified Round. The detailed Hole numbers refer to the order in which the specified 2 or 3 Balls play the course. E.g. If the selected 'Lead after 15 holes' group tees off from the 10th Tee, then scoring on holes 10 through to 6 are relevant to determine settlement. If a round is abandoned then bets on that round are void, unless the outcome is already determined.

Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count).

To Take Lead First

Bets stand once all nominated players tee-off the first hole. If a round is abandoned then bets on that round are void, unless the outcome is already determined. In the event of players recording the same score on all holes in a designated round then bets will be void.

End of Round Leader

Settlement is based on the tournament score at the end of the specified round. Dead-heat rules apply.

Any Player Under/Over Par On Hole

A player is deemed to have played once they have teed off. If a player withdraws after having teed off on a specified hole, their outcome will be treated as 'Over Par'. In the event of one of the players not teeing off, bets on these markets will be void. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Final Forecast and Straight Forecast

For settlement purposes, the selected players must come 1st and 2nd in the specified order. In the event of a tie for second place, Dead-heat rules will apply.

Dual Forecast

For settlement purposes, the selected players must come 1st and 2nd in any order. In the event of a tie for second place, Dead-heat rules will apply.

Enhanced Win

Refers to tournament outright betting.

Hole in One

Relates to a hole in one being recorded in the designated Rounds of a specified tournament. In the event of adverse weather affecting the tournament then bets will stand as long as a minimum of 36 holes of a tournament are played. In the event of a hole in one being recorded, but 36 holes not being played then the Yes option - To Make a Hole in One - will be deemed the winner.

Will there be an Albatross

Relates to an Albatross being recorded in the designated Rounds of a specified tournament. In the event of adverse weather affecting the tournament, bets will be void unless a minimum of 36 holes of a tournament are played or settlement is already determined.

Winning Score

Settlement will be upon the completion of 72 holes (or 90 for tournaments where applicable) otherwise bets are void.

To Make/Miss Cut

A tournament cut must be applied for bets to stand. In the case of a Tournament where a multiple cut system is in place, settlement will be defined by a player playing or not playing in the next Round following the 1st official cut.

If a player is denoted as MDF on the Official competition Leaderboard, bets on Player to Make the Cut will be deemed winners for settlement purposes.

To Play in Final Pairing on Sunday / Winner from Final Pair on Sunday

Should a tournament not follow the schedule of play for any reason e.g. adverse weather conditions; meaning that there is no play on a Sunday, or the Final Round is played with 3 Ball as opposed to 2 Ball format; bets will be void.

Round – Player Statistical Markets

A player is deemed to have played once they have teed off. If a round is abandoned then bets on that round are void, unless settlement is already determined.

This includes (but not confined to):-

Round X - Player Number Of Fairways Hit

Round X - Player Greens In Regulation Hit

Round X - Player Total Putts

Round X - Player Number Of Birdies Or Better

Round X - Player Number Of Pars

Round X - Player Number Of bogeys Or Worse

Player Number Of bogeys (Or Worse) In Tournament

Official IMG data recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Round - 2 and 3 Ball Statistical Markets

Bets stand once all nominated players tee-off the first hole. If a round is abandoned then bets on that round are void, unless settlement is already determined.

This includes (but not confined to):-

Round X - Group Combined Par 3 Winner (3 Ball)
Round X - Group Combined Par 3 Winner (2 Ball)
Round X - Group Combined Par 4 Winner (3 Ball)
Round X - Group Combined Par 4 Winner (2 Ball)
Round X - Group Combined Par 5 Winner (3 Ball)
Round X - Group Combined Par 5 Winner (2 Ball)
Round X - First Player To Be Under Par (3 Ball)
Round X - First Player To Be Under Par (2 Ball)
Round X - First Player To Be Over Par (3 Ball)
Round X - First Player To Be Over Par (2 Ball)

Official IMG data recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Hole – 2 and 3 Ball Statistical Markets

In the event of a player withdrawing after having teed off on a specified hole, bets will be void unless settlement is already determined. If a player withdraws before teeing off on a given hole, bets on that hole will be void.

This includes (but not confined to):-

Hole X - Group Total GIR Hit (3 Ball)
Hole X - Group Total GIR Hit (2 Ball)
Hole X - Player Longest Drive Of Group (3 Ball)
Hole X - Player Longest Drive Of Group (2 Ball)
Hole X - Group Drives to Fairway (3 Ball)
Hole X - Group Drives to Fairway (2 Ball)
Hole X - Player Tee Shot Nearest The Pin (3 Ball)
Hole X - Player Tee Shot Nearest The Pin (2 Ball)
Hole X - Group Nearest Tee Shot to Pin
Hole X - Group Combined Number Of Putts

Official IMG data recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Hole – Player Statistical Markets

In the event of a player withdrawing after having teed off on a specified hole, bets will be void unless settlement is already determined. If a player withdraws before teeing off on a given hole, bets on that hole will be void.

This includes (but not confined to):-

Hole X - Player Green in Regulation Hit
Hole X - Player Longest Drive Length Of Group
Hole X - Player Drive Lie
Hole X - Player Tee Shot Distance From The Pin
Hole X - Player Tee Shot Lie Within # Feet of Pin
Hole X - Player Tee Shot Lie
Hole X - Player To Make Putt
Hole X - Player Number Of Putts

Official IMG data recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Tournament Statistical Markets

A player is deemed to have played once they have teed off. Where a tournament is reduced from the scheduled number of holes for any reason bets will be void.

This includes (but not confined to):-

Tournament Combined Par 3 Winner
Tournament Combined Par 4 Winner
Tournament Combined Par 5 Winner
Tournament Players Under Par (only players that make the Cut and complete the tournament count towards settlement)

Official IMG data recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Player - Tournament Statistical Markets

Bets stand once all nominated players tee-off the first hole. Where a tournament is reduced from the scheduled number of holes for any reason bets will be void.

This includes (but not confined to):-

Player Number Of Birdies (Or Better) In Tournament
Player Number Of Pars In The Tournament

Official IMG data recorded on the day will count for settlement (subsequent disqualification after this time does not count).

Match Play Markets

If a match does not start (e.g. player injured or disqualified before the start of a match) then all bets on that match will be void.

Bets on markets that can be settled by using the official tournament and match results (including final match correct score and individual match betting) will be settled using

those results. This includes where a match finishes early either by agreement of the players or through injury.

Match Winner (2-Way) is settled on the winner including any extra holes played. In the event of a tie, bets on the Match Winner (2-Way) will be void. Match Result (3-Way) and Winning Margin do not include extra holes if played.

Specifically for Winning Margin and Last Hole Played markets, if a match finishes before the completion of the stated number of holes, bets will be settled on the official result. Bets will be void if a player withdraws at a point in the match where the result is still to be determined. E.g. The number of holes remaining is greater than or equal to the score at the time of withdrawal.

For the Last Hole Played market, if a player withdraws after the 16th hole when the match is tied or after the 17th when a player leads by 1, then the Last Hole played is settled as Hole 18, since any natural conclusion to the match would require the 18th hole to be played.

For 'Lead after X holes' and 'Win X hole' markets; bets stand once all nominated players tee-off the first hole. If a match is abandoned then bets on that round are void, unless the outcome is already determined.

Uncompleted single hole bets will be void.

Ryder/Solheim/Walker/Warburg/Presidents Cup and Any Other International Matches

All markets, including Outright, Draw No Bet, Handicap(s), Top Points Scorer and Correct Score, Format Correct Score, Total Point Markets, will be settled on official result unless otherwise stated. In the Presidents Cup, To Lift Trophy (without the Tie option), dead-heat rules will apply.

Winning Margin

Based on the number of strokes between the winning player and the individual(s) who finishes second (includes a price for tournament to go to a playoff). In the event of adverse weather affecting the tournament then settlement will stand as long as a minimum of 36 holes of a tournament are played.

Greensomes

Bets settled on official tour result.

36 Hole Match Betting

Settlement will be on the player achieving the highest placing at the end of 36 holes. If the number of rounds played is reduced, e.g. for bad weather, bets will be settled providing that a player has won the trophy (bets will stand as long as there is a deemed winner and a minimum of 18 holes are completed).

If a player is disqualified or withdraws after starting prior to the completion of two rounds then the other player is deemed the winner.

A price will be offered for the tie and in the event of a tie bets on either player to win will be lost.

36 Hole Group Betting

The winner will be the player achieving the highest placing at the end of 36 Holes. Non-runner no-bet deductions in line with Rule 4 (Deductions) will apply. Dead-heat rules apply except where the winner is determined by a playoff after 36 holes.

Foursomes

Bets stand once both pairings have teed-off the first hole.

Winner (Day) Markets

Settlement will be based on score after scheduled number of matches regardless if matches are carried over.

Singles Matches

If an individual match-up ends in a tie then bets will be void.

Correct Score Markets

All scheduled matches must be completed in full for bets to stand regardless if matches are carried over.

Score (Day-Format) Markets

Settlement will be based on score after scheduled number of matches in the specified format regardless if matches are carried over.

Winner (Session) Markets

Settlement will be based on score after scheduled number of matches regardless if matches are carried over.

Score (Session-Format) Markets

Settlement will be based on score after scheduled number of matches in the specified format regardless if matches are carried over.

Team Tournament (Format) Markets

Settlement will be based on the score after the scheduled number of matches in the specified format played over the entirety of the named event, regardless of matches being carried over.

All scheduled matches in the specified format, must be completed in full for bets to stand, unless settlement is already determined.

Top Points Scorer/Top Team/Top Nationality Points Scorer (Including Wildcard and Rookie Markets)

Markets will be settled on the whole tournament. Dead-heat rules apply. Bets will stand once the player has teed-off.

Most Point Matches

Markets will be settled on the whole tournament. If an individual match-up ends in a tie then bets will be void. Bets will stand once the player has teed-off.

Who Will Hole the Winning Putt

Settlement will be based on the player who gains the winning half or full point which gets their team to 14.5 points. In the event of a 14-14 tie, bets will be void (including the player who holes the putt to retain the Trophy).

Total Halved Matches

Settlement will be based on the score after the scheduled number of matches in the specified tournament/format (as applicable) played over the entirety of the named event, regardless of matches being carried over.

All scheduled matches in the specified tournament/format (as applicable), must be completed in full for bets to stand, unless settlement is already determined.

Matches to Go to the 17th/18th Hole

Scheduled number of matches must start for bets to have action. The number of matches where both teams tee-off on the 17th/18th hole will be used for settlement purposes.

Team Score 1st Full Point

For settlement purposes the winner will be the first team to win a scheduled match and as a result acquire a full point. In the event of every scheduled match ending in a tie, bets will be void.

Settlement of Wagers

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

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

Golf Specials/Season Betting

For all Season Event specific markets, bets will be void if the scheduled number of events are not completed, unless the outcome is already determined. Subsequent disqualifications and/or appeals will not affect bets.

For Tour specific markets, the selected player(s) must tee off in one scheduled Tour event, otherwise bets will be void.

If a specific series of events, or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant event, bets will be void.

To Win 1, 2+, 3+, 4 Majors - The 4 majors are US Open, US Masters, USPGA and the British Open. All 4 Majors must take place in the same calendar year otherwise bets will be void; unless settlement already determined. If the selected player(s) do not compete

in all 4 Majors within the calendar year then bets will be settled as losers.

Top X Finish in all 4 Majors – All 4 Majors must take place in the same calendar year otherwise bets will be void. If the selected player(s) do not compete in all 4 Majors within the calendar year then bets will be settled as losers.

To Make Cut in all 4 Majors - All 4 Majors must take place in the same calendar year otherwise bets will be void. If the selected player(s) do not compete in all 4 Majors within the calendar year then bets will be settled as losers.

Greyhounds

UK, Ireland and North America Greyhounds

Antepost wagers are accepted on the basis all-in run or not, entered or not prior to the event starting. Where Antepost Outright markets are revised after Qualifying Heats have taken place, any subsequent bets placed will be non-runner no-bet, and may be subject to a Rule 4. Similarly, once declarations are made for an Antepost competition Final, any subsequent bets placed will be non-runner no-bet, and may be subject to a Rule 4.

Where Each-Way Antepost bets are placed on a Greyhound which is subsequently declared a non-runner for a final (having qualified for it), resulting in the original place terms offered being greater than the number of runners in the final, then the selection will be settled as placed (with Dead Heat rules applying where necessary). This does not apply to Greyhounds that are disqualified at the Semi-Final stage, or in finals where a reserve replaces the absent Greyhound.

To Qualify for the Final – Once a Greyhound has qualified for a specified final, bets will be settled as a winner (even if they are subsequently declared a non-runner for that final). This does not apply to Greyhounds that are disqualified at the Semi-Final stage.

All bets placed after the semi-finals are non-runner no-bet. If a greyhound is withdrawn at that stage any bets placed after the semi-finals prior to the withdrawal will be settled at SP.

Greyhound bets are accepted for all meetings whose card is published on our Website.

Each-Way betting at starting prices will be settled as follows:

8 runners: one fifth the odds for the first three places.

5, 6 or 7 runners: one quarter the odds for the first two places.

Less than 5 runners: the place part goes to win.

We may offer additional (Enhanced) places on certain Greyhound races above the

aforementioned standard terms. Where we do offer an additional place(s) we reserve the right to alter the place terms from one quarter to one fifth e.g. if we offer 3 places for a 6 runner race this may be at 1/5 the odds and not a 1/4. Enhanced place race terms are offered at our own discretion. In the event of non-runners and/or withdrawals we reserve the right to change the place terms offered for subsequent bets placed. In the event of the number of runners in the race being equal to or less than the number of places offered at time of bet placement then bets will be void.

Where a client selects a trap number from which no selection runs, in singles, doubles, trebles, etc, then this will be treated as a non-runner.

If a reserve dog runs the following settlement rules apply: If a trap number is selected and a reserve runs then bets on the trap number will be settled on the reserve at SP. Bets on all other dogs in the race where a price was taken before the reserve was announced will be settled at SP. If a named dog (No reserves) is selected and a reserve runs in place of the named dog then the bet will be settled as a non-runner. Where a price is taken then bets on named dogs placed prior to withdrawal in a race where a reserve runs from a different trap will be settled at SP.

Payment will be made on the official result of races. Bets will be void in the event of no Starting Price being returned. bet365 reserves the right to declare void any bets where it considers there to be reasonable suspicion or evidence of unfair price manipulation.

When a race is re-run all bets stand. However, where a price has been taken, settlement will be at the Starting Price returned on the re-run. Should a race be declared void and not re-run then all selections will be treated as non-runners.

If the distance of a race is changed (from that advertised) prior to the start, then all bets will stand.

In the event of abandonment or postponement to races that are part of a competition where Antepost prices have been offered, all bets will stand as long as the races are rescheduled and completed. However bets where a price has been taken will be settled at the Starting Price, should a non-runner, in the specified race, be declared.

Place 2/Place 3 and Top 4 Finish

Where a customer selects a trap number from which no selection runs (Vacant Trap), then this will be treated as a non-runner.

If a reserve dog runs the following settlement rules apply: If a trap number is selected and a reserve runs then bets on the trap number will be settled on the reserve at the last price available with bet365.

Bets on all other dogs in the race where a price was taken before the reserve was announced will be settled at the last price available with bet365.

If a named dog (No reserves) is selected and a reserve runs in place of the named dog then the bet will be settled as a non-runner. Where a price is taken on a named dog, prior to a withdrawal within a race where a reserve runs from a different trap, bets will be settled at the last price available with bet365.

In the event of non-runners the number of places paid will remain the same, unless the number of runners in the race is equal to or less than the number of places paid, in which case all bets will be void.

Betting Without

Dead-heat rules apply. Where we offer prices on an event without a nominated selection(s), for settlement purposes the finishing position of the 'without' selection(s) will be ignored.

Where a customer selects a trap number from which no selection runs (Vacant Trap), then this will be treated as a non-runner.

If a reserve dog runs the following settlement rules apply: If a trap number is selected and a reserve runs then bets on the trap number will be settled on the reserve at the last price available with bet365.

Bets on all other dogs in the race where a price was taken before the reserve was announced will be settled at the last price available with bet365.

If a named dog (No reserves) is selected and a reserve runs in place of the named dog then the bet will be settled as a non-runner. Where a price is taken on a named dog, prior to a withdrawal within a race where a reserve runs from a different trap, bets will be settled at the last price available with bet365.

In the case of a non-runner(s) leaving only one quoted runner in a 'without' market, then our Walkover rules will apply and bets will be void.

Where there are no finishers in a race, excluding the 'without' selections then all bets will be void.

Any Each Way terms advertised are settled on the actual number of runners who take part in the race, excluding the 'without' selection(s).

Best Odds Guaranteed

Best Odds Guaranteed is available to all new and eligible customers on every greyhound race and includes Board Prices, bet365 Early Prices, Showcast bets as well as singles and multiples for all races where we offer Win and Each-Way betting, excluding Australasian racing. Ante-Post, 'Not to Win', Enhanced Win, Cover Bets and In-Play bets are excluded.

Early Prices

In the event of any withdrawals resulting in either a vacant trap or a reserve greyhound running then all bets taken at early prices prior to withdrawal will be settled at SP.

Favourites

Wagers will be accepted win only at starting price for unnamed favourites. The Place part of any wager inadvertently accepted for unnamed favourites will be settled as a Win stake.

In the event of two selections starting joint favourites then stakes are divided equally. Where three or more selections start co-favourites stakes will be divided proportionately. However, if such joint favourites or co-favourites are returned at a price whereby, irrespective of result, no profit could be accrued by the backer of the favourite, the unnamed favourite will be treated as a non-runner, in both single and accumulative bets.

Should the favourite be withdrawn before coming under starter's orders but too late for a new market to be formed then bets on the favourite in that particular race are void. In the event of a joint or co-favourite being withdrawn then the proportion of stakes on that selection will be void and the remaining proportion of stakes will be divided equally on the selections that do run.

Forecasts

Forecasts are accepted for all races at BAGS (Bookmakers Afternoon Greyhound Service) plus other meetings published on our website. Forecasts for BAGS tracks will be paid according to the BAGS computer forecast dividend. Forecasts for other meetings will be paid according to the NSL forecast published in the Racing Post. The forecast dividend is declared to a £1 stake.

Early prices or show prices can be taken in straight forecasts when available, and in a fixed price forecast.

In forecasts and fixed price forecasts where a customer nominates a selection that does not run, or where the trap is vacant, then the stake is invested as an SP win single on the remaining named or numbered selection.

If a reserve greyhound runs from a trap other than your selections then fixed price forecasts placed prior to the original greyhound being withdrawn will be settled at the computer forecast dividend. If one of the fixed price forecast selections is replaced by a reserve greyhound then the bet will be settled as an SP win single on the remaining selection.

In the event of two or more greyhounds Dead Heating for first or second place then separate dividends will be declared and paid to each qualifying forecast.

Forecasts are not accepted containing unnamed favourites and if accepted in error will be void - win or lose.

Forecast Doubles/Trebles/Yankees

Forecast accumulators are only accepted as part of a forecast yankee. Any other bet which includes a forecast accumulator will be void - win or lose.

In forecast doubles, trebles and yankees, if one of the stated forecasts includes a non-runner then total returns from any winning forecast(s), forecast double(s), etc, will be invested as an SP win single(s) on the remaining selection.

Tricast Betting

Tricasts are offered for all greyhound races as displayed on our Website with winning bets paid according to the computer tricast dividend. The tricast dividend is declared to a £1 unit stake.

If a tricast is accepted on a race in which no tricast is declared then the bet will be settled as a forecast on the first two nominated selections.

The following applies to both tricasts and fixed price tricasts: if one selection is a non-runner then the bet will be settled as a straight forecast at the computer forecast dividend. If there are two non-runners then the bet will be settled as an SP single on the remaining selection.

If a reserve greyhound runs from a trap other than your selections then fixed price tricasts placed prior to the original greyhound being withdrawn will be settled at the computer tricast dividend. If one of the fixed price tricast selections is replaced by a reserve greyhound then the bet will be settled as a computer straight forecast on the other two selections.

Tricasts are not accepted including unnamed favourites and if accepted in error will be void - win or lose.

In the event of two or more greyhounds Dead Heating for first, second or third place then separate dividends will be declared and paid to each qualifying tricast.

Tricasts are accepted singles only.

Trap challenge

Odds may be available on which trap will win the most races at either one greyhound meeting or two meetings combined.

In the event of a Dead Heat each dog is awarded ½ win. If all races are not completed or there are any vacant traps then all bets will stand. Dead Heat rules apply for settlement purposes.

Favourites Performance

Predict the total number of points scored by the favourites at a specific meeting based on the following scoring criteria:

Winner = 25

2nd = 10

3rd = 5

Dead Heats are equally split (e.g. two selections including the favourite Dead Heat for 2nd place = $(10+5)/2 = 7.5$ points, Dead Heat for 3rd place = $(5+0)/2 = 2.5$ points). For joint or co-favourites the lowest racecard number will be used. If a meeting is abandoned before all races have been run, then all bets will be void, unless settlement of bets is already determined. If one or more races is declared void, then all bets will be void, unless settlement of bets is already determined at the time the earliest race is declared void. Selections may not be combined with other selections where our related contingency rule applies.

In the event of no SPs being returned then the Racing Post forecast favourite will be deemed the selection. If there are two or more forecast favourites then the lowest racecard number will be used.

Match Bets and Threesomes, Including In-Play

All dogs must come under starter's orders or bets are void. The dog that attains the highest finishing position is the winner. Dead-heat rules apply. If both/all dogs fail to finish all bets will be void and stakes returned. In the event of a disqualification, bets will be settled on the original finishing order.

Settlement of Wagers

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

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

Handball

Outright Betting

For all Outright and Tournament specific markets, including markets such as To Win Group / To Reach The Final / Name The Finalists, bets will be void if the scheduled number of games are not completed, unless the outcome is already determined. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

If a specific series of fixtures, stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Match Betting

Unless otherwise stated all bets will be settled based on the score at the end of regulation time and excluding overtime if played. All match betting markets are based on the result at the end of a scheduled 60 minutes play unless otherwise stated. If the scheduled 60 minutes is not played then bets will be void, with the exception of game props where the result has already been determined.

The following markets include overtime/shootouts for settlement purposes:

To Qualify

To Lift Trophy

Specifically for any competition that uses a Mercy Rule, in the event of such a Rule being called in a match, all bets will stand on the score at the time.

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.

Matches Postponed, Abandoned or Interrupted

Postponed matches are void unless re-arranged and played within 5 days of the original scheduled game time.

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled match time, all bets will stand on the fixture.

Otherwise if the match is resumed but not finished within 48 hours of the original scheduled match time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

Half Betting

The designated half must be completed for bets to stand, unless the outcome of the specific market is already determined. This excludes overtime, if played.

Game Props

All game props, including the following markets, will be settled on regulation time only and exclude overtime if played:

Team with Highest Scoring Half/Highest Scoring Half/Game Total Odd-Even/Team Total Odd-Even/Winning Margin (incl. Alternative)/Double Result (incl. Alternative)/Double

Chance/Tribet 2.5/Race to Markets/Team to score X Goals/Both Teams to score X Goals/Either Team to score X Goals.

Player Match-Ups/Performances

Bets are settled on the result at the end of 60 minutes play and excluding overtime if played. In the event of abandonment before 60 minutes has been played then all bets will be void unless settlement is already determined.

Push rules apply. Markets will be settled according to game stats from the respective official competition site published on the day of the game. Subsequent amendments do not affect settlement.

Relevant players must see court-time for bets to have action.

First/Last Goalscorer and Match Top Goalscorer

Relevant players must see court-time for bets to have action.

Markets will be settled according to game stats from the respective official competition site published on the day of the game. Subsequent amendments do not affect settlement.

Result and Player Total Goals / Result and Top Goalscorer

Bets are settled on the result at the end of 60 minutes play and excluding overtime if played. In the event of a Tie at the end of 60 minutes play, bets will be void. If a game is abandoned before 60 minutes has been played then all bets will be void.

Markets will be settled according to game stats from the respective official competition site published on the day of the game. Subsequent amendments do not affect settlement.

Relevant players must see court-time for bets to have action.

Team 7m Throws

The market will be settled according to the number of successful 7 metre throws scored by a team, as recorded by game stats from the respective official competition site published on the day of the game. Subsequent amendments do not affect settlement.

Team Performance

Predict the exact stage where the team will be eliminated or exactly what medal they will win.

Top Team Goalscorer

Goals scored in 60 minutes and extra-time count but penalty shootout goals do not. Dead-heat rules apply. If a player takes part in the tournament bets have action.

Tournament Top Goalscorer

Goals scored in 60 minutes and extra-time count but penalty shootout goals do not. Dead-heat rules apply. If a player takes part in the tournament bets have action.

Top Non-European Team

To determine the best non-European team the following criteria will be used for settlement purposes: Firstly team with the highest place finish. In the event of no teams being placed, then most points accrued in group stages, then team with best goal difference, lastly team with most goals. If still tied then dead-heat rules apply.

Tournament MVP / Tournament All Star Team Goalkeeper / Tournament Best Defender / Team Fair Play

Settlement will be based on the results as published by the official tournament governing body.

Tournament Match-ups

The highest official ranking (provided by the tournament governing body) will be used to determine settlement except when teams are eliminated at the same stage and no ranking is available to distinguish settlement - in which case bets will be void.

In-Play Betting

A game must be completed in full for bets to stand (unless the outcome of the specific market is already determined). All In-Play game markets exclude overtime if played, except the following:

To Qualify

To Lift Trophy

To Win Match (Inc OT/SO) – if the match is determined in regulation time this market will be settled on the outcome at that time.

For In-Play half betting, including the following markets, the designated half must be completed for bets to stand (unless the outcome of the specific market is already determined). All In-Play half bets exclude overtime if played.

Handicap(s)/Total Goal(s)/Result(s)/Team Total(s)/Total Odd-Even/Margin of Victory/First Goal of Half/Draw No Bet/Double Chance/Race to Markets

For In-Play 10 minute betting, including the following markets, the designated 10 minute period must be completed for bets to stand (unless the outcome of the specific market is already determined):

Handicap(s)/Total Goal(s)/Result(s)/Team Total(s)/Total Odd-Even/Last Goal/Margin of Victory/Race to Markets

Settlement of Wagers

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

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

Hockey

General

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Postponed matches are void unless re-arranged and played within 5 days of the original scheduled game time.

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled match time, all bets will stand on the fixture.

Otherwise if the match is resumed but not finished within 48 hours of the original scheduled match time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

A game must be completed in full for bets to stand, unless settlement of bets is already determined.

In 2-Way markets Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

Double Result - Predict the result at half-time and end of regulation time.

Specific to Rink Hockey, settlement will be based on all standard Hockey Rules.

Pre-Game Bets

All pre-game bets exclude overtime, if played, unless stated otherwise.

In-Play Game Bets EXCLUDE Overtime Unless Stated Otherwise

To Win Match (2-Way)/To Qualify/To Lift Trophy/Method of Victory/Shootout Winner/Team Next Penalty In Shootout - Include overtime/shootout.

To Win In OT - Includes overtime only and excludes shootout if played.

In-Play Quarter Bets EXCLUDE Overtime

The designated quarter must be completed for bets to stand, unless settlement of bets is already determined.

In-Play Half Bets EXCLUDE Overtime

The designated half must be completed for half bets to stand, unless settlement of bets is already determined.

In-Play 10 Minute Bets EXCLUDE Overtime

The designated 10 minute match duration must be completed for bets to have action, unless the specific market outcome is already determined.

Settlement of Wagers

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

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

Horse Racing**UK and Ireland Horse Racing**

Horseracing data licensed from the British Horseracing Board Limited.

If no official SP is returned, if no price is taken, then all bets will be settled at the last Industry show passed. If no Industry show is given then bets will be settled on the last available bet365 price.

If on the day of a race the surface is altered (e.g. Turf to All Weather or vice versa), then bets will stand.

AntePost

AntePost wagers are accepted on the basis all-in run or not, entered or not. Except where specifically stated otherwise, stakes are lost on an AntePost bet if a selection does not take part and no Rule 4 (Deductions) is made from winning AntePost bets. If a race is postponed to another day, bets placed in the AntePost book will stand, providing the initial entry stage is not re-opened, in which case bets are void. If a race is abandoned, or declared void, bets placed in the AntePost book will be void.

When the same horse is taken to win two or more races in AntePost doubles, trebles and accumulators special reduced odds will be offered.

On days when classic or other trials occur, AntePost betting may be suspended and new prices issued.

Jockey Club Rule 121 decrees that Stewards are empowered to reduce the numbers in a race if, at the overnight declaration stage, too many have been left in for the safety of horses and jockeys. AntePost bets on horses compulsorily withdrawn will be void and stakes returned. Bookmakers in these circumstances are authorised to make appropriate deductions from winning bets on the race, depending on the price(s) of the withdrawn horse(s) at the time of withdrawal in accordance with Rule 4 (Deductions). On the 'Day of the Race Prices' Rule 4 (Deductions) will also apply.

AntePost bets are settled at the Price and Place terms applicable at the time of acceptance. Should a wrong Price or Place terms be given in error we reserve the right to settle the bet at the correct Price/Place terms that were available at the time the bet was struck.

Should a wager struck at a price on the day of an event couple selection(s) in that event with selection(s) in future event(s) then if the first selection(s) does not run the wager will be executed on the remaining selection(s) on the basis of all-in, run or not.

Postponed/Re-Scheduled Races

If a race is postponed or re-scheduled, either to later in the day or to another day and final declarations stand then bets stand. However, single bets on horse racing will be made void and any selection involved in accumulative bets will be treated as a non-runner if:

The race is abandoned.

The race is officially declared void.

The conditions of the race are altered after bets are made (as defined under Tattersalls rules).

The venue is altered.

The running surface is altered (e.g. Turf to Dirt/All Weather or vice versa).

Best Odds Guaranteed

Best Odds Guaranteed is available to all new and eligible customers on every Horse race where we offer fixed price Win and Each Way betting; and includes singles and multiples as well as Bet Boost and Showcast bets subject to Terms and Conditions specific to the offer.

Each Way Betting

Bets are settled to win unless Each Way is selected. An Each Way bet is a bet of twice the selected unit stake. It contains one bet of unit stake on the selection to Win and one bet of unit stake on the selection to be Placed according to the terms advertised for the event. In general, for UK horse racing the Place part of Each Way bets will be settled as per the following Place terms:

Handicaps of 16 or more runners, one quarter the odds, first four places.

Handicaps of 12 to 15 runners, one quarter the odds, first three places.

All other races of 8 or more runners, one fifth the odds, first three places.

Races of 5, 6 or 7 runners, one quarter the odds, first two places.

Less than 5 runner, the place money is invested to Win.

In all races the number of runners shall be the number of runners coming under starters orders. Bets will not be accepted where the Place stake exceeds the Win stake. Each Way doubles, trebles and accumulators will be settled Win to Win and Place to Place in accordance with the above.

Each Way Extra bets are considered an offset to standard Each Way terms. In the event of non-runners, if the standard Each Way terms change, then the Each Way Extra terms will also change accordingly (including changes to the number of places available and/or the market place fraction). In the event of the number of runners in the race being equal to or less than the number of places offered at time of bet placement then bets will be void.

We may offer additional (Boosted) places on certain horse races above the aforementioned standard terms. Where we do offer an additional place(s) we reserve the right to alter the place terms from one quarter to one fifth e.g. if we offer 4 places in a Handicap race with 12-15 runners this will be at 1/5 the odds and not a 1/4. Boosted place race terms are dependent on the number of horses that are in a race at the off. In the event of non-runners and/or withdrawals we reserve the right to change the place terms offered for subsequent bets placed. In the event of the number of runners in the race being equal to or less than the number of places offered at time of bet placement then bets will be void.

Bet Boost

Bets on non-runners will be void, and when applicable Rule 4 will apply to all remaining runners based on the price of the withdrawn horse in the normal Win market (not the Bet Boost price). Our Double Result offer applies to this market.

Cover Bet 2 Places

The price for the selection to win the race is less than for Win and Each Way markets, but money back if your selection finishes second. Bets on non-runners will be void, and when applicable Rule 4 will apply to all remaining runners based on the price of the withdrawn horse in the normal Win market (not the Cover Bet price). In the event of non-runners the number of places paid will remain the same, unless the number of runners in the race is equal to or less than the number of places paid, in which case all bets will be void. Dead-heat rules apply. Our Double Result offer will apply to this market although Best Odds Guaranteed does not.

Cover Bet 3 Places

As above but money back for finishing second or third.

Cover Bet 4 Places

As above but money back for finishing second, third or fourth.

Cover Bet 5 Places

As above but money back for finishing second, third, fourth or fifth.

Cover Bet 6 Places

As above but money back for finishing second, third, fourth, fifth or sixth.

Cover Bet 7 Places

As above but money back for finishing second, third, fourth, fifth, sixth or seventh.

Cover Bet 8 Places

As above but money back for finishing second, third, fourth, fifth, sixth, seventh or eighth.

Cover Bet 9 Places

As above but money back for finishing second, third, fourth, fifth, sixth, seventh, eighth or ninth.

Cover Bet 10 Places

As above but money back for finishing second, third, fourth, fifth, sixth, seventh, eighth, ninth or tenth.

To Place 2-10 / 1-2 / 1-2-3 Betting

These market are settled according to the relevant place number selected. Bets on non-runners will be void, and when applicable a deduction will apply to all remaining runners based on the relevant To Place price of the withdrawn horse at the time of withdrawal, using the table below. In the event of non-runners we reserve the right to change the number of places offered for subsequent bets placed. In the event of the number of runners in the race being equal to or less than the number of places offered at time of bet placement then bets will be void. Normal dead-heat rules apply. Our Double Result offer will apply to this market, however our Best Odds Guaranteed offer and Lucky 15/31/63 bonuses do not apply to To Place bets.

To Place Rule 4 (Deductions) Table:

Place odds of non-runner

(2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 Places) - Percentage

Price	Price from	Price to	2	3	4	5	6	7	8	9	10
			Deductions (%)								
1/9 or shorter	1.00	1.11	45	30	25	20	15	15	15	10	10
2/11 to 2/17	1.18	1.12	40	30	20	20	15	15	15	10	10
1/4 to 1/5	1.25	1.20	40	25	20	15	15	15	10	10	10
3/10 to 2/7	1.30	1.29	35	25	20	15	15	15	10	10	10
2/5 to 1/3	1.40	1.33	35	25	15	15	15	10	10	10	10
8/15 to 4/9	1.53	1.44	30	20	15	15	10	10	10	10	10
8/13 to 4/7	1.62	1.57	30	20	15	10	10	10	10	10	0
4/5 to 4/6	1.80	1.66	25	20	15	10	10	10	10	0	0
20/21 to 5/6	1.95	1.83	25	15	10	10	10	10	0	0	0
1/1 to 6/5	2.00	2.20	20	15	10	10	10	10	0	0	0
5/4 to 6/4	2.25	2.50	20	15	10	10	10	0	0	0	0
13/8 to 7/4	2.63	2.75	15	10	10	10	0	0	0	0	0
15/8 to 9/4	2.88	3.25	15	10	0	0	0	0	0	0	0
12/5 to 3/1	3.40	4.00	10	10	0	0	0	0	0	0	0
10/3 to 4/1	4.33	5.00	10	0	0	0	0	0	0	0	0
9/2 & over	5.50	upwards	0	0	0	0	0	0	0	0	0

In the event of two or more horses being withdrawn before coming under starter's orders then the total deductions will not exceed 90%.

Betting Without

Dead-heat rules apply. Where we offer prices on an event without a nominated selection(s), for settlement purposes the finishing position of the 'without' selection(s) will be ignored.

In the event of a non-runner(s) a Rule 4 deduction will be applied based on the price (in the specified 'without' market) of the non-runner at the time of withdrawal. In the case of a non-runner(s) leaving only one quoted runner in a 'without' market, then our Walkover rules will apply and bets will be void.

Where there are no finishers in a race, excluding the 'without' selections then all bets will be void.

Any Each Way terms advertised are settled on the actual number of runners who take part in the race, excluding the 'without' selection(s).

Not to Be Placed

This market is settled according to the terms advertised for the event. In the event of non-runners we reserve the right to change the place terms offered for subsequent bets placed. In the event of the number of runners in the race being equal to or less than the number of places offered at time of bet placement then bets will be void. Additionally, if there are any non-runners in a race, a reverse Place deduction may apply to lengthen the odds on selections not to be placed. Normal dead-heat rules apply. Our Double Result offer will apply to this market, however our Best Odds Guaranteed offer and Lucky 15/31/63 bonuses do not apply to Not to Be Placed bets.

Dead-Heats

Where two selections dead-heat half the stake money is lost and the full odds are paid to the other half. If more than two dead-heat the stake is proportioned accordingly.

Favourites

Wagers will be accepted win only at starting price for 1st and 2nd favourites. The Place part of any wager inadvertently accepted for unnamed favourites will be settled as a Win stake.

In the event of two selections starting joint favourites (i.e. two selections quoted at the same odds and those odds being shorter than those quoted against any other selection; then these two selections will be considered joint 1st favourite and joint 2nd favourite) then stakes are divided equally. Where three or more selections start co-favourites stakes will be divided proportionately. However, if such joint favourites or co-favourites are returned at a price whereby, irrespective of result, no profit could be accrued by the backer of the favourite, the unnamed favourite will be treated as a non-runner, in both single and accumulative bets.

Should the favourite be withdrawn before coming under starter's orders but too late for a new market to be formed then bets on the favourite in that particular race are void. In the event of a joint or co-favourite being withdrawn then the proportion of stakes on that selection will be void and the remaining proportion of stakes will be divided equally on the selections that do run.

Forecast Betting

Forecasts are accepted for all races of 3 or more actual runners and will be settled as a straight forecast (selections to finish 1st and 2nd in correct order) in accordance with the computer straight forecast dividend. If there are less than 3 actually running in a race then all forecasts for that race will be void. In the event of no straight forecast dividend being declared then forecasts will be settled in accordance with the NSL straight forecast chart provided that 3 or more actually run in that race.

You may take early prices or show prices in straight forecasts when available, in a fixed price forecast. If any withdrawals result in a total Rule 4 (Deductions) of 10% or greater then a fixed price forecast will be settled at the computer forecast dividend.

Where a client selects combination forecasts A B C and stakes for 6 bets this will be

settled as 6 straight forecasts as follows:

AB BA

AC CA

BC CB

Forecast bets are not accepted containing unnamed favourites.

Should any forecast contain a non-runner then the total stake will be placed to Win on the other selection, unless a non-runner results in less than 3 actually running in a race; then all forecasts for that race will be void. In fixed price forecasts the remaining selection will be settled at SP.

In races where a horse finishes alone and no forecast dividend is returned then all forecast bets nominating that horse to finish first will be settled as a Win single at SP on the winning horse. All other forecast bets in the race are lost.

In the event of two or more horses dead-heating for first or second place then separate dividends will be declared and paid to each qualifying forecast. In fixed price forecasts the full odds will be paid with the stake split according to the number of horses which dead-heat.

Forecast Doubles/Trebles/Patents/Yankees

Forecast Accumulators are only accepted as part of a Forecast Yankee. Any other bet which includes a Forecast Accumulator will be void win or lose. We do not accept Forecast Lucky15's.

In Forecast Doubles, Trebles and Yankees, should one of the stated Forecasts include a non-runner then total returns from any winning Forecast(s), Forecast Double(s), etc, will be invested as a Win single(s) on the remaining selection.

Tricast Betting

You may take early prices or show prices in straight tricasts when available, in a fixed price tricast. This is available on all horse races of 8 or more runners. If any withdrawals result in a total Rule 4 (Deductions) of 10% or greater then a fixed price tricast will be settled at the computer tricast dividend. However if no computer tricast dividend is declared (e.g. in nonhandicaps) then a fixed price tricast will be settled as a computer straight forecast on the first two named selections irrespective of where the third named selection finishes.

The following applies to both tricasts and fixed price tricasts: if one selection is a non-runner then the bet will be settled as a straight forecast at the computer forecast dividend. If there are two non-runners then the bet will be settled as an SP single on the remaining selection.

Tricasts are not accepted including unnamed favourites.

In the event of two or more horses dead-heating for first, second or third place then separate dividends will be declared and paid to each qualifying tricast. In fixed price tricasts the full odds will be paid with the stake split according to the number of horses which dead-heat. In races where only two horse finish and no tricast dividend is returned then all tricast bets nominating the horses that finished first and second in the correct order will be settled as a computer straight forecast. All other tricast bets in the race are lost. Tricasts are accepted for singles only.

Show/Board Prices

Should a horse be withdrawn no show/board price will be laid after the time of withdrawal unless the market is reformed.

Early Morning Prices/Day of Event Prices

After the final declarations stage, non-runner no bet. Rule 4 (Deductions) will apply.

Reserves

In races with reserves, all participants will be priced. Where reserves do not run, then no Rule 4 (Deductions) will be applicable.

However if a reserve takes the place of a withdrawn horse (therefore becoming an official runner), but is subsequently declared a non-runner, then a Rule 4 (Deductions) may apply.

In races with reserves, any bets taken prior to a reserve horse being declared to run and if the reserve was not priced up at the time the bet was placed, then any such bets will be settled on the result 'without the reserve runner(s)'. Each way bets settled on the result 'without the reserve runner(s)' will be based on the number of runners, excluding reserves, that start the race.

SP of the Favourite

Joint favourites count as one price, e.g. 10/1 joint favourites count as 10/1. Results as per the Racing Post.

Withdrawals Other Than AntePost

Where a horse is withdrawn before coming under starter's orders, or is officially deemed by the starter to have taken no part in the race, then stakes will be returned on the withdrawn horse and winning bets will be subject to deductions in accordance with Rule 4 (Deductions). The rate of deduction will be based on the price of the withdrawn horse at the time of its withdrawal on the following scale:

Rule 4 (Deductions) Table

Deduction table for withdrawals other than AntePost – Percentage

Price	Price from	Price to	Win
			Deductions (*%)
1/9 or shorter	1.00	1.11	90
2/11 to 2/17	1.18	1.12	85
1/4 to 1/5	1.25	1.20	80
3/10 to 2/7	1.30	1.29	75
2/5 to 1/3	1.40	1.33	70
8/15 to 4/9	1.53	1.44	65
8/13 to 4/7	1.62	1.57	60
4/5 to 4/6	1.80	1.66	55
20/21 to 5/6	1.95	1.83	50
1/1 to 6/5	2.00	2.20	45
5/4 to 6/4	2.25	2.50	40
8/5 to 7/4	2.60	2.75	35
9/5 to 9/4	2.80	3.25	30
12/5 to 3/1	3.40	4.00	25
16/5 to 4/1	4.20	5.00	20
9/2 to 11/2	5.50	6.50	15
6/1 to 9/1	7.00	10.00	10
10/1 to 14/1	11.00	15.00	5
Over 14/1	16.00	upwards	0

When a horse is withdrawn at odds of between 10/1 and 14/1, bookmakers normally make a 5% deduction to winnings. bet365 has abolished the first such deduction in any race.

In the event of two or more horses being withdrawn before coming under starter's orders then the total deductions shall not exceed 90%.

Should a horse be withdrawn and a new market formed then any bets laid at show prices prior to the new show will be subject to the above deductions. In the event of a further withdrawal after the market has been reformed then bets placed at show prices in the original market will be subject to a further deduction based on the price of the withdrawn horse in the original market. Bets placed in the new market will be subject to a deduction based on the current price.

The above scale will also apply in the case of non-runners in early price races and will be used for other events where we specifically advertise that deductions in line with Rule 4 (Deductions) will apply.

ReRuns

In the event of a false start, etc. resulting in a race being rerun, 'under starter's orders' is negated and stakes will be refunded on horses taking no part in the rerun. Returns on the remaining runners subject to Rule 4 (Deductions). The number of runners taking part in the rerun governs Place terms.

Walkovers and Void Horse Races

Walkovers and void races count as races but any horse so involved will be treated as a non-runner for settlement purposes.

Trainer Performance

Predict the total number of points scored by the nominated Trainer across all meetings where they have declared runners on a specific day based on the following scoring criteria:

Winner = 25 points

2nd = 10 points

3rd = 5 points

A walkover will be allocated 20 points.

Dead-heats are equally split (e.g. two selections including the trainer's horse dead-heat for 2nd place $(10+5)/2 = 7.5$ points). If a meeting is abandoned before all races have been run, or if one or more races are declared void, then all bets will be void unless settlement of bets is already determined. Should a trainer's horse become a non-runner then the points allocation for that selection will be based on its Racing Post price forecast as follows:

Odds on (anything shorter than 1/1) = 15 points

Evens (1/1) to 5/1 inclusive = 10 points

Over 5/1 = 5 points

Our Double Result offer does not apply to this market.

Favourites Performance

Predict the total number of points scored by the favourites at a specific meeting based on the following scoring criteria:

Winner 25

2nd 10

3rd 5

A walkover will be allocated 20 points.

Dead-heats are equally split (e.g. two selections including the favourite dead-heat for 2nd place $(10+5)/2$ 7.5 points, dead-heat for 3rd place $(5+0)/2$ 2.5 points). For joint or co-favourites the lowest racecard number will be used. If a meeting is abandoned before all races have been run, then all bets will be void, unless settlement of bets is already determined. If one or more races is declared void, then all bets will be void, unless settlement of bets is already determined at the time the earliest race is declared void. Selections may not be combined with other selections where our related contingency rule applies.

Should the favourite be withdrawn before coming under starter's orders but too late for a new market to be formed then the favourite in that particular race will be allocated points based on its price at the time of withdrawal, as follows:

Odds on 15

Evens to 5/1 inclusive 10

Over 5/1 5

In the event of no SPs being returned then the Racing Post forecast favourite will be deemed the selection. If there are two or more forecast favourites then the lowest racecard number will be used.

Our Double Result offer does not apply to this market.

Jockey Challenge

Predict the total number of points scored by the nominated jockey at a specific meeting on a specific day based on the following scoring criteria:

Winner 25

2nd 10

3rd 5.

A walkover will be allocated 20 points. Dead-heats are equally split (e.g. two selections including the jockey's mount dead-heat for 2nd place $(10+5)/2$ 7.5 points). If a meeting is abandoned before all races have been run, or if one or more races are declared void, then all bets will be void unless settlement of bets is already determined. Should a jockey's intended ride become a non-runner then the points allocation for that selection will be based on its Racing Post price forecast as follows:

Odds on 15

Evens to 5/1 inclusive 10

Over 5/1 5

Scoring is based on intended rides as per Racing Post. If all of a Jockey's intended rides are not taken, for any reason other than non-runner(s) e.g. due to injury or being stood down by Stewards; then bets on the respective Jockey will be void unless settlement is already determined.

Our Double Result offer does not apply to this market.

Jockey/Trainer Race Wins at a Specified Meeting

The named jockey/trainer must have one ride/runner at the specified meeting, for bets to stand. If the named jockey/trainer, rides/trains a runner in fewer races than originally intended due to non-runners or a jockey change, bets placed on this market will stand; unless the number of horses ridden/trained is less than the quoted selection i.e. if you have placed a bet on a Jockey to Ride 3+ Winners; but due to non-runners or a jockey change, they ride in 2 races at a specified meeting your bet will be void.

If the jockey/trainer is detailed as riding or training any horse which they were not denoted to do so in the original day of race Racecard, of the specified meeting; then such winners do not count for settlement i.e. A jockey picking up a winning spare ride during the meeting will not count.

Bets placed will be settled at the price taken at the time of bet placement; unless, due to non-runners, the quoted selection taken, is equal to the named jockey/trainers' actual rides/runners; then bets will be settled at the relevant bet365 SP multiple. e.g. A bet on a Jockey to Ride 3+ Winners from an initially scheduled 4 rides, with 1 ride becoming a non-runner; the bet will be settled as a bet365 SP treble should the remaining 3 rides win.

If the named jockey/trainer finishes in a dead-heat for first place, they will be awarded one win for the purpose of this market.

Our Double Result offer applies to this market.

If two or more races at a specified meeting are abandoned bets will be void, unless settlement is already determined.

Top Jockey/Trainer at a Meeting

Top Jockey - Non-runner no bet. Markets may be subject to a Rule 4 (Deductions). If the specified meeting is abandoned before all races have been run or if one or more races is declared void, then all bets will be void, unless settlement of bets is already determined. In the event of more than one jockey with the same number of winners then settlement will be based on the jockey presented with the trophy.

Top Trainer - Non-runner no bet. Markets may be subject to a Rule 4 (Deductions). If the specified meeting is abandoned before all races have been run or if one or more races is declared void, then all bets will be void, unless settlement of bets is already determined. In the event of more than one trainer with the same number of winners then settlement will be based on the trainer presented with the trophy.

Top Owner at a Meeting

Top Owner - Non-runner no bet. Markets may be subject to a Rule 4 (Deductions). If the specified meeting is abandoned before all races have been run or if one or more races are declared void, then all bets will be void, unless settlement of bets is already determined. In the event of more than one owner with the same number of winners then settlement will be based on the owner presented with the trophy.

Top Jockey/Trainer During a Season

Settlement will be based on the officially declared result.

Either to Win

For a specified race a price is offered for either of the named horses to win.

If either horse is declared a non-runner the market will be settled as an SP single on the remaining runner. (if the remaining selection does not win, the bet will be settled as a loser.)

Standard Rule 4 deductions apply. Bets settled on the official result. Dead-heat rules apply. Our Best Odds Guaranteed and Double Result offer does not apply to the Either to Win market.

In the event of non-runners all bets will be void if the number of runners in the race is equal to the two horses quoted.

Start as Favourite

Settlement is determined by the selection that starts favourite for the specified race, based on the Industry Starting Price. In the event of joint or co-favourites, dead-heat rules will apply.

Winning Distances

Where applicable the named horse must win. All bets will be settled according to the official distance as stated at the weighin. Any non-runners then Rule 4 (Deductions) will not apply. Where the named horse is a dead-heat winner then bets will be settled as under to the full stake. Where a horse finishes alone then bets settled as over. Bets are settled on First Past the Post except where horses are disqualified for carrying an incorrect weight or for taking the wrong course. Our Double Result offer does not apply to this market.

Winning Distance Over/Under In-Play

Where there is a dead-heat, winning bets will be settled under the quote to the full stake. Where a horse finishes alone bets will be settled over the quote. Where a horse

finishes exactly on the quote then all bets will be settled as void. Our Double Result offer does not apply to this market.

Finishing Position In-Play

Bets will be settled on the official result after the weigh-in. A selection that fails to complete the race is deemed to have finished last for settling purposes. If a horse is declared a non-runner and its price at the time of withdrawal is 9/1 or less, then all bets placed on all selections in the Finishing Position market prior to any new market being formed will be void. If a horse is declared a non-runner and its price at the time of withdrawal is 10/1 or greater then all bets on the Finishing Position market stand with no Rule 4 (Deductions) adjustment. Our Double Result offer does not apply to this market. Dead-heat rules apply.

Match Bets and Threesomes, Including In-Play

All horses must come under starter's orders or bets are void. The horse that attains the highest finishing position is the winner (Racing Post result). Dead-heat rules apply. If both/all horses fail to finish all bets will be void and stakes returned. Our Double Result offer does not apply to this market.

How Many Favourites Will Win at the Meeting?

In the event of joint or co-favourites the lowest racecard number will be taken. If all races are not run bets will be void, unless settlement of bets is already determined. Our Double Result offer does not apply to this market.

Bankers Choice Highest Finishing Position

All quoted participants must run otherwise bets void. Failure to complete course last place. Dead-heat rules apply.

How Many Winners Will Pricewise Tip?

Includes all Pricewise daily selections over the whole meeting, but excludes AntePost selections. Where a nominated selection is a non-runner it will be replaced with the SP favourite where there are joint or co-favourites the lowest racecard number will be taken. If all races are not run bets will be void, unless settlement of bets is already determined. Our Double Result offer does not apply to this market.

Total Aggregate Distances at the Meeting

This is a 3-Way market (under, between and over), and includes all days of the meeting. The make up of official winning distances will be as stated at the weighin. If all races are not run bets will be void, unless settlement of bets is already determined. Bets are settled on First Past the Post except where horses are disqualified for carrying an incorrect weight or for taking the wrong course. Our Double Result offer does not apply to this market.

What Will the Going Be at the Start of the Meeting?

The result will be as officially recorded by the racecourse at the start of the first race on the first day of the meeting. The choices are: Heavy, Soft, Good to Soft, Good, Good to Firm, Firm and Hard. In the event of a mixed going description we will pay out on the prevailing conditions (e.g. Good, Good to Soft in places = Good).

Non UK and Ireland

Where Fixed Odds are offered, if no Industry SP is declared and no price is taken, bets will be settled at the last price available with bet365. If no industry forecast/tricast is returned, forecast/tricast bets will be calculated using the last prices available with bet365.

For some of the major overseas horse races an industry SP and forecast/tricast may be declared. In these cases, if no price is taken, then bets will be settled based on the industry declared SP and forecast/tricast dividends. Normal place terms will apply for Each Way betting.

The above also applies to bets placed for racing in Dubai.

If on the day of a race the surface is altered (e.g. Turf to All Weather or vice versa), then bets will stand.

Australasian Racing

See Australasian Racing rules.

South Africa

SPs are returned and normal Each Way terms apply.

Coupled Horses

Where Fixed Odds are offered on a race involving coupled horses, then odds will be offered for each named horse individually, and the individual finishing position of each named selection will be used specifically for settlement purposes.

If a bet is placed on two or more coupled selections and one is a non-runner then the bet will stand on the remaining selection(s). When coupled horses finish first and second (11A or vice versa) then for settlement purposes Exactas and Quinellas will apply to the 3rd place horse.

Not to Win Bets

Rules are the same as normal horse racing bets with the following exceptions:

SP bets are not available.

Only available on horses which have a Win price of 8/1 or less.

Not available on 2 runner races.

Double Result concession is not applied to Not to Win bets.

Dead-heat rules apply as normal to Not to Win bets.

Multiple Not to Win bets with selections from the same race are not permitted.

Our Best Odds Guaranteed offer and Lucky 15/31/63 bonuses do not apply to Not to Win bets.

In the event of a dead-heat, all dead-heating runners are deemed as winners for the leg.

Ice Hockey

General

All games must start on the scheduled date (local stadium time) for bets to have action.

If a game is interrupted but subsequently resumed (from the point in the game at which it was interrupted) and played to a finish within 48 hours of the original scheduled game time, all bets will stand on the fixture.

Otherwise if the game is resumed but not finished within 48 hours of the original scheduled game time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a game is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void. For matches scheduled to be played at a neutral venue, bets will stand irrespective of how we list the fixture.

Betting markets are based on scheduled 3 x 20 minute periods plus overtime/shootouts unless otherwise stated. If this scheduled format is not played then bets will be void, with the exception of game props where the result has already been determined.

There must be 5 minutes or less of scheduled game time left for bets to have action, unless the specific market outcome is already determined.

All Competitions/Matches (unless otherwise stated) - All Markets Pre-Game and In-Play

All bets include overtime/shootouts unless otherwise stated. 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 does not apply to markets that exclude overtime/shootouts if played.

In 2-Way markets Push rules apply. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

3-Way markets are settled on the score at the end of regulation time, with the exception of When Will Game End which is a 3-Way market that includes overtime/shootouts.

Team Totals Odd or Even - If your team doesn't score bets will be settled as Even.

The following markets exclude overtime/shootouts for settlement purposes:

Asian Puck Line

Asian Puck Line - All bets on the Asian Puck Line In-Play market are settled according to the score-line for the remainder of the game/period after the bet has been struck, e.g. any goals prior to the bet being placed are ignored for settlement purposes.

Asian Goal Line

Asian Goal Line - For In-Play bets all goals are considered regardless of whether they are scored before or after the bet is placed.

Draw No Bet

Puck Line (3-Way)

Game Total (3-Way)

Double Chance (3-Way)

Money Line (3-Way)

Team Totals (3-Way)

Race to Markets

Total/Team Goals Exactly

Team To Score First/Last

Team to Score 2nd/3rd/4th/5th

To Score Last in Regulation

Next Goal Scored

Team To Win Most Periods

Tied After Regulation

Total/Home and Away Goals Scored

Period Betting

10 Minute Markets

Highest Scoring Period

To Score in 1st Period

The following markets include overtime, but exclude shootouts for settlement purposes:

1st Goalscorer

Last Goalscorer

Anytime Goalscorer (including In-Play)

To Score 2 / 3 or More Goals (including In-Play)

Team 1st / Last Goalscorer

Next Goalscorer In-Play

Team Next Goalscorer In-Play

To Score in 3rd Period In-Play

1st / Next / Last / Anytime / Team 1st / Team Last / Team Next Goalscorer; Player To Score 2, 3 or More; To Score in 1st / 2nd / 3rd Period - Your player must be dressed/active for bets to stand (as per the official NHL Game Center). Any Other Scorer refers to any player not specifically listed. All dressed/active players will be considered runners for First, Next, Last and Anytime Goalscorer (including Team); Player to score 2, 3 or more betting, and To Score in 1st / 2nd / 3rd Period markets.

Highest Scoring Period - If 2 or more periods have the same score Tie will be settled as the winner.

Period Betting - The relevant period must be completed for bets to have action, unless the specific market outcome is already determined.

10 Minute Markets - Events must happen between 0:00 and 09:59 to be classed in the first 10 minutes (e.g. a score at exactly 10:00 will not count). The designated 10 minute

match duration must be completed for bets to have action, unless the specific market outcome is already determined. For settlement purposes the 51-60 minute duration will not include overtime if played.

For settlement purposes the following website and box score details will be used to determine settlement times:

AHL

www.theahl.com

NCAAH www.ncaa.com

NHL www.nhl.com

Austria www.erstebankliga.at

Belarus www.pointstreak.com

UK www.eliteleague.co.uk

Czech Republic www.hokej.cz

Denmark www.metalligaen.dk and www.ishockey.dk

Germany www.del.org and www.hockeyweb.de

Finland www.finhockey.fi and <http://liiga.fi>

France www.hockeyfrance.com

Italy www.pointstreak.com

Norway www.hockey.no

Poland <http://hokej.net>

Romania www.pointstreak.com

Russia www.khl.ru

Russia <http://mhl.khl.ru>

Russia www.vhlru.ru

Slovakia www.hokej.sk

Sweden stats.swehockey.se

Switzerland www.sehv.ch

International www.iihf.com

Matches Listed as Club Friendlies (Regulation Only), International Friendlies (Regulation Only), Ice Hockey Matches (Regulation Only) and Champions Hockey League (Regulation Only) - All Markets Pre-Game and In-Play

All bets will be settled based on the score at the end of regulation time and excluding overtime if played, unless otherwise stated below.

Game Totals Odd or Even - If there is no score all bets will be settled as Even.

Team Totals Odd or Even - If your team doesn't score bets will be settled as Even.

The following markets include overtime/shootouts for settlement purposes:

To Win Match (including overtime/shootout)

To Lift Trophy

To Qualify

Penalty Shootout Winner

Penalty Shootout Correct Score

Daily Props

Lowest/Highest Scoring Team - All games must be played on the specified date for bets to stand. In the event of a tie dead-heat rules apply.

Grand Salami - The Grand Salami quotes an estimated number of goals to be scored in a specified number of that day's games. Lines are offered for the actual score to be over or under this quote. Push rules apply. For bets to have action all relevant games must complete at least 55 minutes of play otherwise bets will be void.

Home/Away - For bets to have action all relevant games must complete at least 55 minutes of play otherwise bets will be void.

Player Match-Ups/Performances/Scorecasts

Relevant players must be dressed and see ice-time for bets to have action. Markets will be settled according to game stats from the respective official competition site published on the day of the game. Subsequent amendments do not affect settlement.

Player Points Match-Ups - Player points accrued in a game are the combined sum of goals plus assists. Push rules apply.

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

For the following NHL Player Performance markets, official definitions and statistics, as published by the NHL on the day of the game will be used for settlement:-

Player Assists

Player Blocked Shots

Player Shots (on Goal)

Player Powerplay Points (Goals and Assists)

Player Plus/Minus

Player Saves

Player to Record Shutout

Player Goals Against

Player to Record Win

IIHF World Championships and Olympic Games

Settlement of match-up bets will be determined by positions in the Official Final Ranking at the conclusion of the specified Tournament. If teams are still ranked level, bets will be void.

To Be Relegated - Two teams will be relegated from IIHF World Championships and bets will be settled as such.

Top Tournament/Team Goalscorer - Player who scores most goals during the competition will be deemed the winner. All-in, play or not. Dead-heat rules apply.

To Qualify From Group - Team to progress to Qualifying Round from Preliminary Round will be deemed winner.

Futures

NHL Regular Season Points/Match-Ups - Team must complete at least 80 regular season games for bets to have action unless the specific market outcome is already determined.

NHL Regular Season Win % - Specifically for this market, bets have action irrespective of the number of regular season games completed by a team.

NHL To Win Conference - The team that progresses to the Stanley Cup Final will be deemed the winner.

Outright/Conference/Divisional Betting

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

If a specific stage or round (e.g. Divisional Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Series Betting

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

Player Season/Award Markets

Players must see ice-time in at least one Regular Season match, after the time of bet placement for bets to have action. Markets will be settled according to official statistics provided by tournament governing bodies. Subsequent amendments do not affect settlement. All bets stand regardless of season length. Long list outright markets may be subject to a Rule 4 (Deduction).

Top Goalscorer and Top Points Scorer (Goals + Assists) are based on Regular Season only, irrespective of the team (within a league) for which they are scored. The team quoted alongside the player is for reference only. Dead-heat rules apply.

Stanley Cup Handoff - The winner will be deemed to be the first player to receive the Stanley Cup Trophy from the winning/nominated Captain after the Commissioner has presented it.

NHL Draft

Draft Lottery Winner settlement will be determined by the team that wins the first lottery draw.

Eicehockey

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

Settlement of Wagers

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

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

International Rules

Match Betting

All match bets settled on regulation time only (80 minutes).

Bets will be settled on official GAA/AFL result only.

Series Betting

Series winner is team with highest combined score from both tests. If both teams finish with a tied aggregate score then the current holders will be deemed the winner.

Winning Margin

Predict the winning team's margin of victory.

Double Result

Predict the result (home/draw/away) at both half-time and the end of regulation time.

First Scoring Play

Own goals, overs and behinds will count as first scoring play.

Highest Scoring Quarter

Quarter with highest combined score of both teams will be deemed the winner. If there is a tie for highest scoring quarter then bets are settled as a tie.

First Quarter Betting

The First quarter must be completed for bets to have action. If quarter ends in a tie then bets will be settled at the tie price if offered.

Race to 10 Points

Bets will be settled on first team to reach 10 points.

First Goalscorer

Any player coming on as a substitute after the first goal or who takes no part in the game is deemed a non-runner. Own goals do not count. In the case of own goal scored 1st bets will be settled on 2nd goalscorer.

Settlement of Wagers

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

the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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

Kabaddi

Kabaddi

To view our Kabaddi rules, please visit [Other Sports](#)

MMA

Introduction

General

Bets on postponed fights will stand for 30 days, unless stated otherwise. If either fighter is replaced with another fighter all bets will be void and stakes returned.

Fights where betting is offered before the exact official fight date is known, will be listed on site under the 31st December, until an official date announcement is made.

Bets on these fights will stand, as long as the fight takes place in the current year, or within the following calendar year e.g. bets placed on a fight listed on site under 31st December 2020, stand as long as the fight takes place up to and including 31st December 2021; after which point bets will be void and stakes returned. Where a fight is cancelled before an official date is announced bets will be void and stakes returned.

Once such a fight has an official fight date confirmed then bets placed on the fixture listed under the announced date will be subject to the 30 day rule as normal.

For betting purposes the fight is deemed to have started when the bell is sounded for the beginning of the 1st round.

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.

In the event of a fight being declared a No Contest all bets will be void and stakes returned, with the exception of markets where the outcome has already been determined.

Bets will be settled on the result declared at the end of the fight by the official

announcer, with the exception of RIZIN events where all bets will be void and stakes returned irrespective of the result, in the event of a fight taking place where one of the named fighters does not make the specified weight. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result). If the official announcer does not declare a result at the end of a fight, markets will be settled on the result displayed on the applicable organisation's official site.

To Win the Fight

In the event of a draw all bets will be void and stakes returned, this includes a fight which ends in a Majority Draw.

All bets will have action regardless of changes to number of rounds to be fought.

To Win Fight 3-Way

Includes quote for the Draw.

All bets will have action regardless of changes to number of rounds to be fought.

Fight Outcome 7-Way / Method of Victory Double Chance

All bets will have action regardless of changes to the number of rounds to be fought.

Total Rounds

If the number of rounds for a fight is changed after this market has been set then all bets will still have action unless the new number of rounds result in the quote being higher than the total number of rounds to be fought.

Where a half round is stated then 2 minute 30 seconds of the respective round will define the half to determine under or over.

Round Betting / Method and Round Combination

If for any reason the number of rounds in a fight is changed then bets on round betting already placed will be void and stakes returned.

When Will Fight End

If for any reason the number of rounds in a fight is changed then bets already placed will be void and stakes returned.

For betting purposes 'Fight To Go The Distance' participant covers the bout being decided by Points, or ending in a Draw after the scheduled number of rounds.

In the event of a Technical Draw or Technical Decision being declared, then settlement of both markets will be based on the final completed Round.

Will Fight go the Distance?

If for any reason the number of rounds in a fight is changed then bets already placed will be void and stakes returned.

For settlement purposes the official designated number of rounds must be fully completed for bets to be settled as Yes.

Fight Statistics

Settlement of the following markets will be determined by ufc.com provided data; and according to their definitions of individual statistics:-

Total Strikes Landed – Fight and Round Totals (including Fighter and Milestones)

Most Strikes Landed – Fight and Round

Total Significant Strikes Landed - Fight and Round Totals (including Fighter and Milestones)

Most Significant Strikes Landed – Fight and Round

Total Takedowns Landed - Fight and Round Totals (including Fighter and Milestones)

Most Takedowns Landed – Fight and Round

Total Knockdowns – Fight and Round (including Fighter and Milestones)

In the event of a fight being declared a No Contest all bets will be void and stakes returned, with the exception of markets where the outcome has already been determined.

In-Play

Fight Winner 3-Way - Includes quote for the draw.

Draw-No-Bet / Fight Winner 2-Way - In the event of a draw all bets will be void and stakes returned, this includes a fight which ends in a Majority Draw.

Fight Outcome 5-Way - Refer to pre-game fight outcome.

To Go the Distance - For settlement purposes the official designated number of rounds must be fully completed for bets to be settled as Yes.

Settlement of Wagers

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

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

Motor Racing

FORMULA ONE RACING

General

All race bets are settled on the official classification from the Federation Internationale de l'Automobile (FIA), the sport's governing body, at the time of the podium

presentation.

If a race is postponed (either before the start or via an interruption mid-race) but is concluded within 72 hours of the original scheduled start time, then all bets will stand.

This includes retirement and classification markets, which are determined by the FIA rule stating that any car that completes 90% or more of the number of laps covered by the winner, will be recorded as a classified finisher.

Drivers Championship

Each participant is priced to be the top driver over the Formula 1 season in accordance with Drivers Championship standings, and rules as specified by the FIA. Each-way terms apply.

Constructors Championship

Each participant is priced to be the top constructor over the Formula 1 season in accordance with Constructors Championship standings, and rules as specified by the FIA. Each-way terms apply.

Match Betting/Group Betting

Two drivers or constructors may be paired/put in a group for betting purposes and prices offered on which of them will finish in a higher position in the Drivers/Constructors Championship standings, as specified by the FIA, and in accordance with their official rules. Minimum 16 races must take place for bets to stand.

Individual Team Points/Team Handicap Matchups for Season/Team Season Specials

All bets are action regardless of driver changes. Minimum 16 races must be raced for bets to stand. Excludes Sprint Races.

First Podium/Points/Win/Non-Podium Finish

Predict the first Grand Prix in which the specified driver will Finish on the Podium/Finish in the Points/Win a Race/Not have a Podium Finish. All races must take place in the specified order. Specified driver must take part in qualifying for bets to stand. Specified driver does not have to finish the race for bets to stand.

Most Race Wins/Pole Positions/Fastest Laps/Podium Finishes

Markets are settled based on results over the whole season. For settlement purposes official results from the FIA count, (including any result changes imposed by the FIA at the time of the podium presentation for the last race of the season). Dead-heat rules may apply.

Individual Driver Points/Driver Handicap Match-Up For Season/Driver Season Specials

For bets to stand each driver must take part in six races for the team he starts the season with. If driver switches team after more than six races then points/finishing placings accrued with new team will count in addition to those gained with original team. Minimum 16 races must take place for bets to stand. Excludes Sprint Races.

Driver Season Race Wins

For bets to stand, a driver must take part in six races for the team he starts the season with. If a driver switches team after more than six races then wins accrued with the new team will count in addition to those gained with the original team. A minimum of 16 races must take place for bets to stand. Excludes Sprint Races.

Team/Driver Handicap Betting

All bets are action regardless of team changes. Minimum 16 races must take place for bets to stand.

Individual Grand Prix Betting

All drivers who start the formation lap are deemed as runners. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes.

Qualification Markets

Official qualifying times as recorded by the FIA will be used for settlement. For Fastest Qualifier, Top 3 (Qualifying), Top 6 (Qualifying), Straight Forecast (Qualifying), Dual Forecast (Qualifying), Q3 Winning Margin and Qualifying Session 3 Winning Car markets, times recorded in the third session only count. If for some reason the third session does not take place we will settle on the official grid as formed by the FIA. Grid position penalties / subsequent disqualifications do not apply for settlement purposes. However, qualifying time penalties (as specified by the FIA) will. Drivers must start the first session of qualifying for bets to stand. For fastest in qualifying session 1 and 2, drivers must start the specified session of qualifying for bets to stand. Specifically for Q1, Q2 and Q3 Winning Margin markets the specified session must begin and registered times be set in the session, otherwise bets will be void. If bets on any Qualification market are placed after the outcome is determined (as a result of criteria used by the FIA to form the official grid being amended) then bets will be void.

Practice Session One/Two/Three Driver Markets (including Match Bets)

Bets will be settled on the official FIA classification. The driver of any car that enters the track during the specified session of practice will be deemed a runner.

Fastest Driver in Every Qualifying Session

Predict whether an individual driver will be the fastest qualifier in all 3 sessions of qualifying.

Fastest Qualifying Stage

Predict which qualifying session will produce the fastest qualifying time. Dead-heat rules apply.

To Reach Qualifying Session One/Two/Three (Driver and Both Cars)

Official qualifying times as recorded by the FIA will be used for settlement. Drivers must start the first session of qualifying for bets to stand.

Start of the Race

The start of any race is defined as the signal to start the formation lap.

Number of Classified Drivers/Groups to Finish/To Finish Last/To Be Classified/Not to Finish the Race/Both Cars To Be Classified/Team Classified Drivers 3-Way

Drivers that have completed 90% or more of the number of laps completed by the winner (rounded down to the nearest whole number of laps) are regarded as finishers in line with the official FIA classification at the time of the podium presentation.

Finish in the Points/Podium Finish

The result for settlement is at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

Highest Finishing Position

If both drivers fail to complete the race then the driver completing the most laps will be deemed the winner. If both drivers retire on the same lap then bets will be settled on the official classification at the time of podium presentation.

Finishing Position Markets

If both drivers fail to complete the race then the driver completing the most laps will be deemed the winner. If both drivers retire on the same lap then bets will be settled on the official classification at the time of podium presentation.

Next Retirement

Bets will be settled on the official FIA result. Dead-heat rules apply if two or more drivers retire on the same lap.

Team Points

Bets will be settled on the combined points total of both drivers within a manufacturer's team.

Race Match Betting

Bets will be settled on the official classification at the time of podium presentation.

Race Match Betting (Team)

Bets will be settled based on the team with the best classified car in the official FIA classification at the time of the podium presentation. If neither team has a car classified, then the team with the car that completed the most laps is the winner. If neither team has a car classified, and the best car from both teams have completed an equal number of laps, all bets will be void. If at least one of the two teams start with less than two drivers, all bets will be void.

Winning Car

All cars will be deemed as runners. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes.

Winning Margin

Bets will be settled on the official FIA result at the time of the podium presentation.

Practice Session Winning Margin

Bets will be settled on the official FIA result of the relevant practice session.

Practice X Winning Car

Bets will be settled on the official FIA result of the relevant practice session. All cars will be deemed as runners.

Fastest Lap

The official FIA result at the time of the podium presentation for the race will be used.

Dual Forecast

Both drivers must finish in the first two in the race. Any other finishing position or retirement then the bet is a loser. Based on the result at the time of the podium presentation. Subsequent disqualifications do not affect bets. If a driver is not in position to start the formation lap bets involving that driver are void.

Straight Forecast

The selected drivers must come 1st and 2nd in the specified order. Any other finishing position or retirement then the bet is a loser. Settlement is based on the result at the time of the podium presentation. Subsequent disqualifications do not affect bets. If a driver is not in position to start the formation lap, bets involving that driver are void.

Combination Tricast

All three drivers must finish in the first three in the race. Any other finishing position or retirement then the bet is a loser. Settlement is based on the result at the time of the podium presentation. Subsequent disqualifications do not affect bets. If a driver is not in position to start the formation lap, bets involving that driver are void.

Straight Tricast

The selected drivers must come 1st, 2nd and 3rd in the specified order. Any other finishing position or retirement then the bet is a loser. Settlement is based on the result at the time of the podium presentation. Subsequent disqualifications do not affect bets. If a driver is not in position to start the formation lap, bets involving that driver are void.

Will There Be a Safety Car Period During the Race?

A Safety Car Period is defined as the need for the Safety Car to run in front of the leading car during a specified race. Should the race start under the Safety Car, then all bets concerning the Safety Car market will be settled as Yes. If the race finishes under Safety Car conditions but the safety car has not had time to get to the front of the leading car this market will be settled as Yes. Virtual Safety Car periods do not count.

Will There Be a Virtual Safety Car Period During the Race?

A Virtual Safety Car Period is defined as the need for all cars to be slowed down to a set speed limit in order to make the track safe to continue racing. Unlike the normal Safety Car procedure, no actual car will lead the cars around but instead drivers will see VSC messages around the track and will slow down to the required speed. Should the race start or end under a Virtual Safety Car condition the market will be settled as Yes. Normal Safety Car periods do not count for the purposes of this market.

Number Of Safety Cars

A Safety Car Period is defined as the need for the Safety Car to run in front of the leading car during a specified race. Should the race start under the Safety Car, then this counts towards the final tally. If the race finishes under Safety Car conditions but the safety car has not had time to get to the front of the leading car this will also count towards the tally. Virtual Safety Car periods do not count.

Number Of Virtual Safety Cars

A Virtual Safety Car Period is defined as the need for all cars to be slowed down to a set speed limit in order to make the track safe to continue racing. Unlike the normal Safety Car procedure, no actual car will lead the cars around but instead drivers will see VSC messages around the track and will slow down to the required speed. Should the race start or end under a Virtual Safety Car condition then this counts towards the final tally. Normal Safety Car periods do not count for the purposes of this market.

Safety Car and Virtual Safety Car in Race?

There must be both a Safety Car and Virtual Safety Car period during the Race, for 'Yes' to be deemed the winning outcome – based on the settlement criteria detailed in the individual markets (above).

Race Group Betting

The winner is the driver achieving the highest placing at the time of the podium presentation. If all drivers in the group fail to be classified then the driver completing the most laps will be deemed the winner. If all drivers in the group fail to be classified and two or more drivers retired on the same lap then dead-heat rules apply. Drivers are grouped together for betting purposes only. Non-runner no-bet deductions in line with Rule 4 (Deductions) will apply. Bets will be settled on the official FIA result at the time of the podium presentation.

Lap of First Retirement

A 2-Way (under/over) market will be offered for the lap in which the first race retirement takes place. Settlement will be based on official FIA results. (Note: The FIA display the number of completed laps a driver has achieved, so they would have retired on the next lap e.g. if the completed laps on the FIA result is 3 then the driver is deemed to have retired on lap 4 and this will be used for settlement purposes.) If no retirement takes place for a specified Grand Prix, bets will be settled as a Push.

First Driver to Retire (Formation Lap Counts)

Driver must start 1st formation lap. Bet settlement will be determined by which lap number a car retires on. Should more than one car retire on the same lap then Dead-Heat rules apply.

First Constructor Retirement (Formation Lap Counts)

Bets will have action once the 1st formation lap starts. The winner is the constructor of the first car to retire. Should more than one car retire on the same lap then Dead-Heat rules apply.

Handicap Betting

Each driver's handicap is applied to their race time. The driver with the best race time after applying the handicap is considered the winner of this market. Race Leader must complete 40 laps for bets to stand. Bets stand irrespective of individual withdrawals. Any driver who does not finish the race or whose official classification is 1 lap or greater behind the winner will be deemed a loser. Dead-heat rules apply.

Race Best of Rest

Bets stand irrespective of individual withdrawals. Bets will be settled on the official FIA result at the time of the podium presentation.

First Race Win

All races must take place in the specified order otherwise bets are void. Specified driver must take part in qualifying for bets to stand.

First Lap Markets

Bets are settled on the first completed lap of the original race start. Any official restarts are disregarded, unless in the original race the first lap is not completed fully. In this case bets will be settled on the first fully completed lap.

Leader After 1 Lap

For settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after one classified race lap (formation lap not included). In the event of one lap not being fully completed all bets will be void. In the event that a race starts under safety car conditions, bets placed on this market will stand.

To Retire on the 1st Lap

Any driver who is deemed to have completed no laps on the official FIA Race Classification will be deemed winners. If a driver is not in position to start the formation lap bets involving that driver are void.

Driver to Lead after X Lap and Win Race

For settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after the specified classified race lap (formation lap not included) and also win the Grand Prix as recorded in the official FIA classification at the time of the podium presentation. In the event of the specified number of laps not being fully completed all bets will be void. In the event that a race starts under safety car conditions, bets placed on 'Lead after 1 Lap and Win Race' will be void.

Leader After X Laps (Team)

For settlement purposes the winner is deemed to be the team car leading the race as they cross the start/finish line after the specified classified race lap (formation lap not included). In the event of the specified number of laps not being fully completed all bets will be void. In the event that a race starts under safety car conditions, bets placed on this market will stand.

Leader After Specified Laps

For settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after the specified race lap in accordance with the FIA's official Race Lap Chart. In the event of the specified number of laps not being fully completed all bets will be void.

To Lead a Lap (Driver/Team)

For settlement purposes a winner is deemed to be a driver or team leading the race as they cross the start/finish line at any point during the specified race, in accordance with the FIA's official Race Lap Chart. In the event of the specified number of laps not being fully completed all bets will be void, unless settlement is already determined.

Grand Slam

Predict whether an individual driver will be the fastest qualifier, record the fastest race lap, lead every race lap and win the named Grand Prix.

Red Flag in Race

A Red Flag being shown, is defined as the race being suspended and drivers having to return to the Pit Lane during a specified race.

Driver Position at End of 1st Lap

Select a driver's position at the end of the first fully completed lap of a named Grand Prix. Settlement will be based on the position recorded by the official FIA result. The named driver must start the race for bets to stand.

To Be Fastest in the Speed Trap

Official Speed Trap figures as recorded by the FIA on their Race Speed Trap document will be used for settlement. If a driver is not in position to start the formation lap bets involving that driver are void.

First/Last Driver to Make a Pit Stop

Official Pit Stop details as recorded by the FIA on their Race Pit Stop Summary will be used for settlement. If a driver is not in position to start the formation lap bets involving that driver are void.

Fastest Pit Stop

Select the winner of the FIA Fastest Pit Stop Award. This is based on the stationary time of a car in the pits. Official data recorded by the FIA at the time of the podium presentation will be used for settlement.

To Get Caught Speeding in the Pit Lane

Settled on the decision of the FIA if they deem a driver has broken the pit lane speed limit during the race. If a driver is not in position to start the formation lap bets involving that driver are void.

To Finish the Race in a Better/Same/Worse Position than Grid Position

Settlement will be based on the driver's final position on the FIA's official classification at the time of the podium presentation and the driver's grid position at the start of the race. To receive a finishing position the driver must be a classified finisher in accordance with the FIA's rules. Any bet on a driver who is classed as retired on the official FIA classification and not given a finishing position is deemed a loser. Any driver not starting the race from their designated grid position, including from the pit lane, will be declared void.

Driver of the Day

All drivers who start the formation lap are deemed as runners. The winner is determined by the outcome of the official Driver of the Day Vote as announced after the specified Race.

Number of Race Leaders

The driver who is in the car occupying the forward most grid spot position (normally pole position) at the start of the race counts as a race leader. In addition, after the race has started, any driver who completes a lap in first place counts as a race leader. The official FIA results at the time of the podium presentation for the race will be used.

Race Highest Scoring Constructor

The result will be determined by the combined points total of both drivers within a constructor's team. Dead-heat rules apply.

Constructor Handicap

The result will be determined by the number of points accumulated for a specified race by the two named constructors after the handicap has been applied.

Driver Handicap Matches

The result will be determined by the number of points accumulated for a specified race by the two named drivers after the handicap has been applied.

eFormulaOne

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

SUPERCARS

General

All race bets are settled on the official classification as defined by the official race organisers, at the time of the podium presentation. This will not be affected by any subsequent enquiries.

Qualification Markets

Official qualifying times recorded by the official race organisers will be used for settlement. Grid position penalties / subsequent disqualifications do not apply for settlement purposes. However, qualifying time penalties will. All Qualification Markets include the Top 10 shootout, where applicable.

Safety Car Markets

Where a safety car is on the track for multiple laps at any given time, settlement of markets will be based upon the lap the safety car first enters the circuit. Specifically for the Number of Safety Car Periods market, if the race starts under safety car conditions this will count as 1 towards the final race count.

First Drive Through Penalty

Penalties awarded prior to the start of the race do not count.

First Retirement (Driver)

Settlement will be based on the official results as defined by the official race organisers, at the time of the podium presentation. A driver must start the 1st formation lap, otherwise stakes will be returned. Bet settlement will be determined by which lap number a car retires on. Should more than one car retire on the same lap then dead-heat rules apply.

Lap of First Retirement

Settlement will be based on the official results as defined by the official race organisers, at the time of the podium presentation. Settlement will be based upon the number of completed laps a driver has achieved, so they would have retired on the next lap e.g. if the number of completed laps is 3 then the driver is deemed to have retired on lap 4. If no retirement takes place for a specified race, stakes will be returned.

Quinella

Both drivers must finish in the first two in the race. Any other finishing position or retirement will be settled as a loser. Settlement is based on the result at the time of the podium presentation. Subsequent disqualifications do not affect bets.

Fastest in Practice Session

Official lap times as recorded by the official race organisers will be used for settlement. Drivers must record a lap time in the specified session of practice for bets to stand.

Winning Margin

Bets will be settled on the official timings published at the time of the podium presentation.

Number of Drivers to Finish

Settled on the number of drivers classed as finishers in the relevant official classification.

Shootout Markets

Official Shootout times recorded by the official race organisers will be used for settlement. Grid position penalties / subsequent disqualifications do not apply for settlement purposes. However, qualifying time penalties will.

eSupercars

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

NASCAR/BUSCH RACING

Outright Race Betting

The Field includes any driver who is not listed. Any drivers who do not qualify for the race will be deemed no action. The race must be run within one week of the scheduled off time for there to be action. The official Nascar winner of the race shall be the winner of the race for wagering purposes (this includes all races which are halted prematurely for any reason).

Leader After 'X' Laps

For settlement purposes, the winner is deemed to be the driver leading the race as they cross the start/finish line after the specified race lap in accordance with the official Leaderboard. In the event of the specified number of laps not being fully completed, all bets will be void.

Race Driver Match-Ups

All match-ups will be settled as per the official Nascar result. If one driver fails to complete the race then the other driver will be declared the winner. Where both drivers fail to complete the race then the number of full laps completed will determine the result. If both drivers fail to complete on the same lap then the official placing as assigned by the controlling authority will determine the result.

Both drivers must start the race (e.g. cross the start line) for bets to be action. If any driver is replaced before the start of the race then all match-ups will be void. For example, Driver Gordon qualifies in 1st place but due to injury is replaced by driver Brack (all bets void).

If a driver is replaced during the race then bets will stand on his replacement. For example, Driver Gordon starts the race but due to injury is replaced after 10 laps by replacement Driver Brack who then finishes the race and places 4th. In the race standings and for betting purposes Driver Gordon would be credited with a 4th place finish.

Race Props

Race props will be settled on official Nascar results. E.g. cautions, caution laps, lead changes, number of leaders, winning car etc. If a race is shortened and no official results are posted then all bets will void.

For all markets, for customers ease, we will endeavour to grade all wagers at the conclusion of the race on the unofficial result. However we reserve the right to alter any wagers which may be affected by the official results as displayed on Nascar.com.

Qualifying

Qualifying match-ups are based on qualifying times (quickest times) and not the starting line up. For example, positions 37th to 43rd will be decided on times and not on any other criteria. If two or more drivers have an equal qualifying time then the driver with the higher grid position will be deemed the winner.

Bets will be void unless the driver starts the qualifying lap. If any driver fails to start then bets will be void.

In the event of qualifying not being completed then all qualifying bets will be void. All props will be settled on official Nascar results unless otherwise specified.

Future/Season Bets

All prop futures are deemed action when drivers qualify for at least 27 races. Outright Drivers Championship will be deemed as action when driver has qualified for at least 27 races.

eBUSCH / eNASCAR

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

CART AND INDY RACING

Outright Race Betting

The Field includes any driver who is not listed. Any drivers who do not qualify for the race will be deemed no action. The race must be run within one week of the scheduled off time for there to be action. The winner, as deemed by the official ruling body of the race, shall be the winner of the race for wagering purposes. This includes all races which are halted prematurely for any reason.

Leader After 'X' Laps

For settlement purposes, the winner is deemed to be the driver leading the race as they cross the start/finish line after the specified race lap in accordance with the official

Leaderboard. In the event of the specified number of laps not being fully completed, all bets will be void.

Race Match-Ups and Props

Both drivers must start the race (e.g. cross the start line) for bets to be action. If any driver is replaced before the start of the race then all match-ups will be void. If one driver fails to complete the race then the other driver will be declared the winner. Where both drivers fail to complete the race then the number of full laps completed will determine the result. If both drivers fail to complete on the same lap then the official placing as assigned by the controlling authority will determine the result.

eINDYCAR

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

TOURING CARS

General

All race bets are settled on the official classification from the relevant governing body, at the time of the podium presentation. This will not be affected by any subsequent enquiries. Please refer to Formula One rules above regarding bet settlement on specific markets.

Driver Championship

Each participant is priced to be the top driver over the relevant Touring Car season in accordance with the Driver Championship standings, and rules as specified by the governing body.

Individual Race Betting

All drivers who start the warm-up lap are deemed as runners. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes.

Qualification Markets

Official qualifying positions as recorded by the relevant governing body will be used for settlement. Grid position penalties do not apply for settlement purposes. Drivers must complete a qualifying lap for bets to stand.

Start of the Race

The start of any race is defined as the signal to start the formation lap.

Number of Classified Drivers

Settled on the number of drivers classed as finishers in the relevant official classification.

Podium Finish

The result for settlement is at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

Race Match Betting

Bets will be settled on the relevant official classification at the time of podium presentation.

Winning Margin

Bets will be settled on the official result.

Fastest Lap

The official result at the time of the podium presentation for the race will be used.

First Retirement (Warm-Up Lap Counts)

Bets will have action once the warm-up lap begins. The winner is the driver of the first car to retire. Should more than one driver retire on the same lap then dead-heat rules apply.

Leader After 1 Lap

For settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after one classified race lap (warm-up lap not included). In the event of one lap not being fully completed all bets will be void.

eTouringCars

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

A1

General

All race bets are settled on the official classification from the A1GP organisation, the sport's governing body, at the time of the podium presentation. This will not be affected by any subsequent enquiries. Please refer to Formula One rules above regarding bet settlement on specific markets.

RALLY

General

All race bets are settled on the official classification as defined by the official race organisers and will not be affected by any subsequent enquiries.

OTHER MOTOR SPORTS

eMotor Sports

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

Settlement of Wagers

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

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

Motorbikes**Championship Betting**

Non-runner no-bet - Rule 4 (Deductions) may apply. Bets will be determined by the number of points accumulated following the podium presentation of the final race of the

season and will not be affected by any subsequent enquiries. If the points are level then dead-heat rules will apply, unless the result is determined by the competition rules.

Individual Race Betting

Non-runner no-bet - Rule 4 (Deductions) may apply. All riders in place to start the warm-up lap are deemed as runners. The podium positions will be used to determine 1st 2nd and 3rd for betting purposes. Subsequent disqualifications and/or appeals will not affect bets.

Rider Finishing Position

Official race classification at the time of the podium presentation will be used for settlement. Subsequent disqualifications and/or appeals will not affect bets.

Rider Match Betting

Both quoted riders in a match, must be in place to start the warm-up lap of the specified Race, otherwise bets are void. If both riders fail to finish by going out on the same lap then bets will be void. Otherwise the rider completing most laps will be deemed the winner for settlement purposes.

Championship Groups/Match-Ups

Total number of points will decide the winner - following the podium presentation of the final race of the season. Any subsequent enquiries will not apply. If the points are level then dead-heat rules will apply unless the result of the dead-heat is determined by the competition rules.

Fastest Qualifier

Official Qualification standings, as recorded by the governing body will be used for settlement purposes. Grid position penalties do not apply for settlement purposes. However, qualifying time penalties (as specified by the governing body) will.

Riders taking part in any of the official qualifying sessions (including free and qualification practice) are deemed to have taken part in the Pole Position market.

Fastest Qualifier Match Ups

Both riders must take part in the qualification session, after a bet has been placed, otherwise bets will be void. Grid position penalties do not apply for settlement purposes. However, qualifying time penalties (as specified by the governing body) will.

First Lap Markets

Bets are settled on the first completed lap of the original race start, on a 'First Past the Post' basis, with any faulty start disregarded. Additionally, any official restarts are disregarded, unless in the original race the first lap is not completed fully. In this case bets will be settled on the first fully completed lap.

Winning Margin

Bets will be settled on the official result. World Superbikes refers to results listed on worldsbk.com, and Moto GP refers to results listed on motogp.com.

Number of Classified Riders

Settlement is based on the numbers of drivers listed as finishers in the official race classification on worldsbk.com (World Superbikes), and motogp.com (Moto GP).

Race Group Betting

The winner is the rider achieving the highest placing at the time of the podium presentation. If all riders in the group fail to be classified then the rider completing the most laps will be deemed the winner. If all riders in the group fail to be classified and two or more riders retired on the same lap then dead-heat rules apply. Riders are grouped together for betting purposes only. Non-runner no-bet deductions in line with Rule 4 (Deductions) will apply. Bets will be settled on the result published by the official website of the relevant competition at the time of the podium presentation.

Emotorbikes

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

Settlement of Wagers

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

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

Netball

Game Betting

If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

A game must be completed in full for bets to stand, unless settlement of bets is already determined.

In 2-Way markets Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

Pre-Game Bets

All pre-game bets exclude overtime, if played unless otherwise stated.

For Quarter and Half bets, the designated quarter or half must be completed for bets to stand, unless settlement of bets is already determined.

In-Play Game Bets EXCLUDE Overtime Unless Stated Otherwise

To Win after Overtime/Shootout Winner - Includes overtime (and extended overtime if played)/shootout.

In-Play Quarter Bets EXCLUDE Overtime

The designated quarter must be completed for bets to stand, unless settlement of bets is already determined.

In-Play Half Bets EXCLUDE Overtime

The designated half must be completed for half bets to stand, unless settlement of bets is already determined.

Outright/Tournament Betting

For all Outright and Tournament specific markets, including markets such as To Win Pool / Series Correct Score / To Reach The Final / Name The Finalists, bets will be void if the scheduled number of games are not completed, unless the outcome is already determined. Subsequent disqualifications and/or appeals will not affect bets.

If a specific series of fixtures, stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Settlement of Wagers

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

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

Other Sports**Archery**

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Match Betting - In the event of a match starting but not being completed the following markets will be void, unless the specific market outcome is already determined:

To Win Match

Total Points (2-Way)

Set Winner (3-Way)

End Winner (3-Way)

For betting purposes Extra Arrows will count.

Canoe/Kayak

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Combat Sports

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Prices are offered for each fighter to win the fight and in the event of a draw all bets will be void and stakes returned. If either fighter is replaced with another fighter all bets will be void and stakes returned.

Cornhole

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). All games must start on the scheduled date for bets to have action. If a game has been postponed or cancelled before its due start time then all bets are deemed no action.

In the event of any of the named players in a match changing before the match starts then all bets void. In the event of a match starting but not being completed, all bets will be void, unless the outcome of a market is already determined.

Curling

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction).

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

End Betting - For end betting purposes, if a Blank End price is not offered for a specific end, all bets will be void if the end is blank (0-0)

Postponed matches are void unless re-arranged and played within 5 days of the original scheduled game time.

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled match time, all bets will stand on the fixture.

Diving

Participants must make one dive for bets to have action otherwise bets will be void and stakes returned. We reserve the right to apply a Rule 4 deduction in the event of a withdrawn participant prior to the start of an event. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Drone Racing

Markets offered are non-runner no-bet, and may be subject to a Rule 4 (Deduction). The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

If for any reason an event starts but is not completed in full, bets will be void, except for those bets the outcome of which has already been determined.

Equestrian

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. Bets stand regardless of riders changing named horses during an event.

Fencing

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

To Win Match - Prices are offered for each participant to win the duel and in the event of a draw all bets will be void and stakes returned. If either participant is replaced with another fighter all bets will be void and stakes returned.

Gymnastics

Competitors must attempt one discipline/round for bets to stand. We reserve the right to apply a Rule 4 deduction in the event of a withdrawn participant prior to the start of an event. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Kabaddi

Match Betting - Unless stated otherwise, all bets will be settled based on the score at the end of the scheduled 40 minutes regulation time and excluding extra time if played. If the scheduled 40 minutes is not played then bets will be void, with the exception of markets where the result has already been determined.

The following markets include Extra Time/Golden Raid for settlement purposes:

To Win in Extra Time/Golden Raid

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.

Any postponed or cancelled matches will be treated as a non-runner for settling purposes unless it is played within 48 hours of the original start time.

Half Betting - The designated half must be completed for bets to stand, unless the outcome of the specific market is already determined; and exclude extra time, if played.

Lacrosse

Tournament Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction).

Match Betting - Games must go full 60 minutes for bets to have action. Overtime is included for settlement purposes. All bets will be void if the match is not played on the scheduled date.

Proposition Involving Players - Both players must take some part in the game for bets to have action.

Player Markets - Both Player Points and Player Match-Ups are determined by the goals and assists for each player, as stated by the box score from the official Website of each league or tournament.

In-Play - Overtime is included for settlement purposes. The game must be completed for bets to stand, unless the specific market outcome is already determined.

Modern Pentathlon

Participants must pass the starting line for bets to have action otherwise bets will be void and stakes returned. We reserve the right to apply a Rule 4 deduction in the event of a withdrawn participant prior to the start of an event. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Pelota

In the event of any of the named players in a match changing before the match starts then all bets void. In the event of a match starting but not being completed, all bets will be void, unless the outcome of a market is already determined.

Pesapallo

All games must start on the scheduled date for bets to have action. For settlement purposes extra innings do not count. If a game has been postponed or cancelled before its due start time then all bets are deemed no action.

Pickleball

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). All games must start on the scheduled date for bets to have action. If a game has been postponed or cancelled before its due start time then all bets are deemed no action.

In the event of any of the named players in a match changing before the match starts then all bets void. In the event of a match starting but not being completed, all bets will be void, unless the outcome of a market is already determined.

Rowing

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

In the event of a race starting but not being completed (e.g, there is no deemed winner) then all bets will be void.

Sailing - America's Cup

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

To Win Match - In the event of a race starting but not being completed then the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

Sepak Takraw

Matches must start on the scheduled date for bets to have action. A match must be completed in full for bets to stand, unless settlement of bets is already determined.

Shooting

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Skateboarding

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Softball

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). All games must start on the scheduled date for bets to have action. If a game has been postponed or cancelled before its due start time then all bets are deemed no action.

In the event of a Mercy Rule being called, all bets will stand on the score at the time.

Sport Climbing

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Match-Ups - Both competitors must compete for bets to stand.

Sumo

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

To Win Match - In the event of a draw/no contest all bets will be void and stakes returned. If either fighter is replaced with another fighter all bets will be void and stakes returned.

Surfing

Outright Betting - May be subject to a Rule 4 (Deduction). Participants must start Round 1 of a specified competition for bets to stand. Otherwise bets will be void and stakes returned. The classification at the time of the podium presentation (as per official ASP result) will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. If a specified event is not fully completed then bets will be void and stakes returned.

Match-Ups - Will be settled upon the surfer progressing furthest in a specified competition. If both quoted participants are knocked out in the same round of a specified tournament, then the winner, for betting purposes, is deemed the surfer with the highest score in the specific round both surfers are eliminated. In the event of scores being tied bets will be void. Both quoted surfers in a match-up must compete in Round 1 for bets to stand.

Heat Winner - All surfers must enter the Water for the specified Heat for bets to stand, otherwise bets will be void and stakes returned (for settlement purposes Tie-Breakers count).

To Progress to the Quarter Finals - All surfers must enter the Water for the specified Heat for bets to stand, otherwise bets will be void and stakes returned. Settlement is based upon the two surfers who progress to the Quarter Finals, from the specified heat.

Swimming

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Ten Pin Bowling

Non-runner no-bet. Outright markets may be subject to a Rule 4 (Deduction).

Match Betting - In the event of any of the named players in a match changing before the match starts then all bets will be void. In the event of a match starting but not being completed, all bets will be void, unless settlement is already determined.

Triathlon

Participants must pass the starting line for bets to stand otherwise bets will be void and stakes returned. We reserve the right to apply a Rule 4 deduction in the event of a withdrawn participant prior to the start of an event. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Weightlifting

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Wrestling

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

To Win Match - In the event of a draw all bets will be void and stakes returned. If either fighter is replaced with another fighter all bets will be void and stakes returned.

Yachting

Outright Betting is non-runner no-bet, and may be subject to a Rule 4 (Deduction). The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Settlement of Wagers for Other Sports

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

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

Politics

Election Betting

All betting within a given election is singles only. Accumulative bets accepted in error will be settled as singles with the stake apportioned.

Settlement of all bets will be based on the total votes cast and counted at the time of the election, and not on any subsequent legal challenge.

UK General Elections

Party Totals will be counted based on the party that the elected MPs stood for in the election, and will not be altered based on any subsequent defections. The Speaker, if seeking re-election, will not count as an MP of any party.

Any constituency that has its election postponed from the normal polling day will not count for settlement purposes. Constituency betting on such a seat will be made void.

Bets on an Overall Majority require the Party to win an absolute majority of the seats contested on polling day (e.g. 326 out of 650). If no party does so then "No Majority" will be settled as the winner. If some MPs [e.g. Sinn Fein] do not take their seats that does not change the requirement under this rule.

Next Government and Prime Minister after the next General Election will be settled based on the first government formed after the General Election. For the avoidance of doubt, that government must pass a King's Speech or win a confidence motion in the House of Commons. For a party to be considered part of a coalition they must have representation in the Cabinet. A minority government is one in which the parties forming a coalition have fewer than 326 seats.

Turnout bets will be settled on UK-wide turnout on the normal polling day. Vote Share Betting, including Most Votes, will apply on GB seats only (so excluding Northern Ireland), unless otherwise specified.

Next Party Leader Markets

Temporary, interim, or caretaker leaders do not count, unless they lead their party into a General Election.

US Election

All bets are settled on the winner of the election and not on the person who is inaugurated.

Bets on Total U.S. Electoral College Votes will be settled based on the vote in each state (and in each Congressional district in Maine and Nebraska) on the day of the election, and not on the actual meeting of the electoral college.

US Primaries and Caucuses - All markets will be settled on vote share, and not on the national delegate count arising from the vote. Where vote share is not declared, as in some caucuses, then we will use the number of state delegates or equivalents won to settle the market.

Candidate Popular Vote Percentage

Settlement is based on the percentage of the popular vote won by the named candidate; using figures as published by CNN.

Candidate Popular Vote Tally

Settlement is based on the tally of the popular vote won by the named candidate; using figures as published by CNN.

Total States Won by Party

Settlement is based on the number of states the named party win, in the popular vote. The District of Columbia does not count for the purpose of this market.

Australian & New Zealand Elections

To Win Outright will be settled on the Party that provides the Prime Minister for Federal Elections (Australia) and General Elections (New Zealand), the Premier for State Elections and the Chief Minister for Territory Elections.

Total Labor Seats (Australia - House of Representatives) will be settled on the total seats won by the ALP in the House of Representatives.

Total Coalition Seats (Australia - House of Representatives) will be settled on the total seats won by the Liberal/National/LNP/CLP Parties in the House of Representatives.

Total Labour Seats (New Zealand – House of Representatives) will be settled on the total seats won by the New Zealand Labour Party in the House of Representatives.

Total National Seats (New Zealand – House of Representatives) will be settled on the total seats won by the New Zealand National Party in the House of Representatives.

Party State Total Seats (Australia – House of Representatives) – will be settled on the total seats won in the specified State, by the named Party or Coalition in the House of Representatives.

Party Vote Share – will be settled on the exact two party preferred vote percentage that the named Party or Coalition receive at the Federal Election, determined by the final result released by the AEC.

Correct Election Result and Seat Handicap (Australia) will be settled on the AEC Declaration of Poll, and includes all the Liberal/National/LNP/CLP Parties seats counted in Coalition in the House of Representatives.

Correct Election Result and Seat Handicap (New Zealand) will be settled on the New Zealand Electoral Commission Declaration of Poll in the House of Representatives.

Seat Winner will be settled on the Party of the Elected Candidate as per the ballot paper.

A Hung Parliament in Australia is defined as neither Labor (ALP) or the Coalition (Liberal/National/LNP/CLP Parties) holding a majority of seats in the House of Representatives.

A Hung Parliament in New Zealand is defined as neither Labour or the National Parties holding a majority of seats in the House of Representatives.

Settlement of Wagers

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

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

Pool

Outright Betting

All participants in a tournament will be priced to win the tournament outright. Non-runner no-bet.

Outright markets may be subject to a Rule 4 (Deduction).

Match Betting

In the event of a match starting but not being completed then the player progressing to the next round, or the player awarded the victory (points) in a team competition, will be deemed the winner for settlement purposes.

Handicap / Total Rack Betting

If the statutory number of racks in a match are not completed, then all bets will be void. In the event of a match starting but not being completed, bets will be void unless the outcome is already determined.

Rack (Current and Next) Betting

In the event of the specified rack not being played or not being completed, bets will be void.

Next Rack – Golden Break / Next Rack – Balls Potted off the Break

In the event of the specified rack not being played, bets will be void. Only legally potted balls count for settlement.

Top Points Scorer and Top Team Points Scorer

Dead-heat rules apply.

Settlement of Wagers

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

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

Rugby League

General

Unless otherwise stated all Rugby bets are settled on 80 minutes play. The term 80 minutes play includes any stoppage time.

Unless otherwise stated Rugby League nines match bets are settled on the specific tournament regulation play and exclude extra-time if played.

In the event of a change of opponent from the one advertised then all bets for that match are void.

Abandoned Matches

All bets are void apart from markets where the outcome is already determined.

Postponed Matches

Postponed matches are void unless re-arranged and played within 5 days of the original scheduled match time.

Interrupted Matches

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled match time, all bets will stand on the fixture.

Otherwise if the match is resumed but not finished within 48 hours of the original scheduled match time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

Matches not Played as Listed

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing will be void.

Outright Betting

For all Season Outright and Tournament specific markets, including markets such as To Win Group / To Reach The Final / Name The Finalists, bets will be void if the scheduled number of games are not completed, unless the outcome is already determined. Subsequent disqualifications and/or appeals will not affect bets.

If a specific series of fixtures, stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market

after the final completed relevant fixture, bets will be void.

Regular season only unless otherwise stated. The finishing position of teams at the end of the scheduled programme of matches will determine placings with no allowance for playoffs or subsequent enquiries (and potential point deductions) by the respective leagues.

To Finish Bottom - Will be settled on the team who finish in the bottom position of the stipulated league upon the completion of the regular season.

To Be Relegated - Where market is offered settlement is based upon the rules of the specified league. E.g. for Super League relegation purposes one team is relegated upon completion of the regular season.

Match Betting

Handicap Betting/Alternative Handicap Betting (Including In-Play) - In 2-Way markets bets are void in the event of a tie.

Total Points 2-Way/Alternative Total Points 2-Way/Team Total Points 2-Way - Where scores are level with the total points taken then bets will be void.

Match and Team Totals/Alternative Totals (Including In-Play) - In 2-Way markets, where scores are level with the total points taken then bets will be void.

Draw No Bet - If the game finishes in a draw then bets will be settled as a Push.

1st/2nd Half Draw No Bet - If the 1st/2nd half of a specified match finishes in a draw then bets will be settled as a Push.

Next Try 2-Way - Where there is no next try scored then bets will be void.

Total Tries/Team Total Tries/Most Tries Markets (including alternatives) - In 2-Way markets where scores are level with the quote taken then bets will be void. For these markets try includes penalty try.

First Scoring Play/Team First Scoring Play/First Scoring Play 2nd Half/Score First (2nd Half)/Team to Score First/(Next)/Team to Score 1st Try/Last Scoring Play of 1st Half/Last Scoring Play of Match/Team to Score Last/Team to Score Last Try/Time of 1st Try/Team Time of 1st Try - For all these markets try includes penalty try. For all scoring play markets conversions do not count. A penalty kick awarded as part of an 8-Point Try is considered as a separate score for 'Team to Score Next'.

Team Scoring First Wins Game - Includes extra-time if played.

Score 1st Try/1st Half Result - Predict the Team to score 1st try, combined with the 1st

Half Result. A price is quoted for No Tryscorer. For this market try includes penalty try.

Score 1st Try/Match Result - Predict the Team to score 1st try, combined with the Full Time Result, excluding extra-time if played. A price is quoted for No Tryscorer. For this market try includes penalty try.

Score 1st and Match Result/Score 1st Try and Outcome - Predict the Team to score 1st or 1st try, combined with the match result/outcome, excluding extra-time if played

Half-Time/Full-Time Winning Margin Double - Predict the team and winning margin combinations at half-time and full-time excluding extra-time if played. In the event of the half-time or full-time result ending in a Tie, then bets will be settled on Any Other option.

Score 1st, Lead at Half Time and Win at Full time - Predict the outcome of all three. In the event of the combination not being offered then bets will be settled on Any Other option.

Highest Scoring Half/Team With Highest Scoring Half - The second half total excludes extra-time if played.

Double Result - Predict the result at half-time and end of regulation time.

Winning Margin Including Exact and Alternative - For settlement purposes the margin at full-time is used (Tie option is available). Specifically for Winning Margin 4-Way in the event of a Tie (not quoted), then bets will be void.

Race to Markets - Predict the team to reach a specified points total first (Neither is an available option).

Team to Reach Markets - Predict the team to reach a specified point total.

Half Betting - 1st half markets are settled at the end of the 1st half. 2nd half markets are settled at the end of regulation time and exclude extra-time if played.

Lance Todd Trophy - Applies to the Rugby League Challenge Cup Final. The Player of the Match is decided at the end of the game and awarded the Lance Todd Trophy. Prices are offered for each player participating in the match.

Match Outcome(4-Way)/Win In Extra Time/To Lift Trophy/To Qualify/Will the Game Go to Golden Point/Will the Game Go to Overtime - settlement will include extra time if played.

Tribet - If the match ends in a Tie, bets will be settled as Any Other Result option.

In-Play 2-Way Market Betting Including Golden Point/Overtime

Where offered, all markets which indicate Golden Point or Overtime in the title will be settled including all periods of Overtime if played, for settlement purposes. These markets are:

Money Line Including Golden Point and Overtime/Handicap 2-Way including Golden Point and Overtime (including alternatives)/Total Points 2-Way Including Golden Point and Overtime (including alternatives)/Team Total Points Including Golden Point and Overtime/Total Tries Golden Point and Overtime (including alternatives)Team Total Tries Including Golden Point and Overtime/2nd Half Winner Including Golden Point and Overtime.

In-Play To Win in Overtime/To Qualify/To Lift Trophy

Where offered, all markets will be settled including all periods of Overtime if played.

In-Play Half Betting

For In-Play half betting, the designated half must be completed for bets to stand (unless the outcome of the specific market is already determined). In-Play half bets exclude overtime if played, and in the event of 2-Way half markets finishing in a draw then bets will be settled as a Push; with the exception of any half markets listed in the above In-Play 2-Way Market Betting Including Golden Point/Overtime section.

In-Play 10 Minute Betting

For In-Play 10 minute betting, the designated 10 minute period must be completed for bets to stand (unless the outcome of the specific market is already determined). Events must happen between 0:00 and 09:59 to be classed e.g. in the first 10 minutes.

Tryscorer Markets

Bets on players not included in the match-day squad will be void. Bets on all players included in the match-day squad stand irrespective of whether or not a player takes to the field.

If we quote an incorrect player as part of the match-day squad, or if a player we quote as part of the match-day squad is subsequently replaced in that squad list prior to kick-off, then bets on that player will be void.

Every effort will be made to quote First/Last player to score a Try odds for all possible participants. However, players not originally quoted will count as winners should they score the First/Last Try.

If there are less tries scored than the Each-way number of places offered then bets on players who have not scored will be settled as losers. No extra payments will be made where an individual player scores more than one of the first four tries.

If a try is a penalty try the player who is awarded the try by match officials will be deemed the winner for settlement purposes. If a penalty try is not awarded to a player, bets on the relevant market will be void.

For Pre-Game Last Tryscorer market, if the last try is a penalty try bets will be settled on the previous tryscorer.

Bets on players in a match that is not completed will be void except for those bets the outcome of which is already determined.

Tryscorer Shirt Numbers

A penalty try counts as 6.

Match Combinations

Match Combo bets where at least one of the nominated players takes no part in the match will be void. If your player(s) is one of the interchange/substitute players, then your bets stands, as long as they enter the field of play.

Time of First Team-Match Try/First 2nd Half Try

Try includes penalty try. If no 1st or 2nd half try scored then bets will be settled as after.

Most Metres Gained / Most Tackles

All quoted players in a Group must start the match or bets will be void. Settlement includes any statistics accrued during Overtime if played.

For Groups, in the event of a Tie, Dead-Heat Rules will apply.

Bets are settled in accordance with NRL.com statistics.

Player Performance including Groups and Match-Ups

All quoted players in a Group or Match-Up must start the match or bets will be void. Settlement includes any points accrued during Overtime if played.

These markets use a points based scoring system allocated to Players to determine their outcome. The point schedule is as follows:

4 points per Point Scored; 10 points per Try Assist; 1 point per 10 metres Run (rounded down to the nearest 10); 5 points per Line Break; 1 point per Tackle made – settled in accordance with NRL.com statistics.

For Player Performance Groups, in the event of a Tie, Dead-Heat Rules will apply.

For Player Performance Match-Ups, in the event of a Tie, bets will be void.

Player Most Tries

Both players must start the match or bets void. Settled on 80 minutes play.

If neither player scores a Try; or both players score an equal number of Tries, the Tie participant will be settled as the Winner.

Will There Be a Sin-Binning/Drop Goal/40-20/Will the 1st /(Next) Try Be Converted

Will be settled on regulation time only. For settlement purposes drop goal and 40/20 must be successful. Only the first conversion kick taken as part of an 8-Point Try is considered for 'Will the 1st /(Next) Try Be Converted'.

Player Points including Milestones

Player must start the match or bets void. Settled on 80 minutes play.

Settlement is determined by the number of points scored by the respective player during the match.

Highest Scoring Team - Handicap

All scheduled games must be completed for bets to stand. Settlement will include the handicap added to the selected team's score. Dead-heat rules apply.

Number of Tries - Team Tries/To Score a Try/Team to Score 1st Try

Penalty tries count. Bets stand on regulation time only.

Total Team Tries

Penalty tries count. Bets stand on regulation time only.

Team to Win Both Halves/To Win Both Halves/Team to Win Either Half

Both halves must be completed for bets to stand.

Will Either Team Score 3 Unanswered Tries?

Either team must score 3 tries in the game without the opposition scoring a try in between. Penalty tries count.

Team to Trail in Match

Predict whether the named team will trail on points at any time during a specified match.

Team with Most Converted Tries

In the event of no tries being scored, or no tries being successfully converted, then bets will be settled as a Tie.

Highest/Lowest Scoring Team

Only highlighted teams count. Dead-heat rules apply.

10 Minute Betting

The designated 10 minute period must be completed for bets to stand, unless the specific market outcome is already determined.

10 Minute Total Points Odd/Even 2-Way - Zero counts as Even for settlement purposes.

1st Video Referee Decision

Settlement will be based on the 1st decision made by the Video Referee relating to a try. In the event of a match having no Video Referee Decision relating to a try, bets will be void.

Scorecast/1st Half Scorecast and Wincast/1st Half Wincast

All bets 80 minutes play (normal time) only. Bets exclude extra-time if played. If your player takes the field after a try has been scored, or does not take part in the game prior

to a try being scored, then bets will be made void. If a match is abandoned after a try has been scored then all bets will be settled as singles on the first tryscorer at the appropriate odds. If the first try is a penalty try then the player who is awarded the try by match officials will be deemed the winner for the purposes of the tryscorer part of the bet. If there is no tryscorer in the match/half, then all bets will be settled as lost.

Anytime Scorecast

Bets will stand on players that take any part in a match. If a match is abandoned after a try/tries have been scored, then relevant bets will be settled as singles on the Anytime tryscorer at the appropriate odds. If a penalty try/tries are scored, then the player(s) awarded the try/tries by the relevant governing body will be deemed winners for the purposes of the Anytime tryscorer part of the bet. If there is no tryscorer in the match, then all bets will be settled as lost.

Player of the Match

For the following competitions specifically, the winner will be deemed the player publicly declared the Player of the Match as chosen by a Panel selected by the Australian Rugby League Commission (ARLC):-

- NRL Grand Final
- NRLW Grand Final
- State of Origin
- Australian Test Matches

For all other competitions, the winner will be deemed the player receiving the Player of the Match award chosen during the live broadcast or on the broadcaster's official Website.

If no announcement is made during the live broadcast on the relevant channel or on the broadcaster's official Website within 24 hours of the result then all bets on this market will be void.

Wally Lewis Medal

Settlement will be based on the medal winner as announced at the completion of Game 3, of the State of Origin Series. A specified player must play in at least one of the State of Origin matches for bets to stand, otherwise bets will be void. In the event of the award being presented to more than one player then dead-heat rules will apply.

Dally M Medal

For all markets the Winners are deemed the player(s) awarded the medals at the Dally M awards night, officially announced by the NRL. Specifically for Top 3/5/10 Finish, settlement is based on the finishing position at the time the medal is awarded. Ineligible player votes count. Dead-heat rules apply.

Mythical Match-Ups

Market will be settled by applying the mythical handicap to each team's total points scored in the current week's round of matches. The team with the highest adjusted points total will be deemed the winner. Both games must be completed for bets to stand.

Season Betting

Top Tryscorer - Settled on regular season only (playoffs do not count).

To Finish Bottom - Settled on team finishing bottom of table (regardless of whether they are relegated or not).

Season Points Handicap Match-Ups - For the purpose of this market any Points Deductions do not count.

Regular Season Handicap - Settlement is determined after handicap points have been added to all teams' final Regular Season competition points total. Dead-heat rules apply (points differential is disregarded). For the purpose of this market any points deductions do not count.

Team Season Points - For the purpose of this market any points deductions do not count.

Most Losses (Regular Season) NRL - Settled on the team recording the most losses during the regular season. In the event of two or more teams recording the same number of losses, the winner will be determined as the team with the worst for and against differential. Regular Season must be completed for bets to stand.

Top NSW Team/Top Non NSW Team - Settlement will be based on the highest placed team according to the official NRL ladder at the end of the regular season. In the event of a tie, the winner will be determined as the team with the greatest for and against differential.

NRL Regular Season Markets

For statistics-based markets including, but not limited to, Tryscorer and Point Scorer markets, settlement will be based on statistics from the official NRL website

NRL Finals Series Markets

The Finals Series is defined as all Elimination Finals, Qualifying Finals, Semi Finals, Preliminary Finals and the Grand Final. For statistics-based markets including, but not limited to, Tryscorer and Point Scorer markets, settlement will be based on statistics from the official NRL website

Finals Series 'Week' Specific markets will be settled based on the official Finals Series format as published on the NRL website. In the event of the entire designated 'Week' of matches not being completed in full, stakes will be refunded.

Settlement of Wagers

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

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

Rugby Union

General Rules

Unless otherwise stated all Rugby bets are settled on 80 minutes play. The term 80 minutes play includes any stoppage time.

Unless otherwise stated RugbyX, Rugby sevens and tens match bets are settled on the specific tournament regulation play and exclude extra-time if played.

In the event of a change of opponent from the one advertised then all bets for that match are void.

Abandoned Matches

All bets are void apart from markets where the outcome is already determined.

Postponed Matches

Postponed matches are void unless re-arranged and played within 5 days of the original scheduled match time.

Interrupted Matches

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled match time, all bets will stand on the fixture.

Otherwise if the match is resumed but not finished within 48 hours of the original scheduled match time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

Matches not Played as Listed

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing will be void.

Outright Betting

For all Season Outright and Tournament specific markets, including markets such as To Win Group / To Reach The Final / Name The Finalists, bets will be void if the scheduled number of games are not completed, unless the outcome is already determined. Subsequent disqualifications and/or appeals will not affect bets.

If a specific series of fixtures, stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Regular season only unless otherwise stated. The finishing position of teams at the end of the scheduled programme of matches will determine placings with no allowance for playoffs or subsequent enquiries (and potential point deductions) by the respective leagues.

To Finish Bottom - Will be settled on the team who finish in the bottom position of the stipulated league upon the completion of the regular season.

Wooden Spoon - Offered for the Six Nations, will be settled on the team who finish in the bottom position of the table, upon completion of the specified Six Nations tournament.

To Be Relegated - Where market is offered settlement is based upon the rules of the specified league.

Match Betting

Handicap Betting/Alternative/Additional Handicap Betting (Including In-Play)/Match and Team Totals/Alternative Totals (Including In-Play) - In 2-Way markets Push rules apply.

Total Points Odd/Even and Team Total Points Odd Even - Zero counts as Even for settlement purposes.

Draw No Bet - If the game finishes in a draw then bets will be settled as a Push.

1st/2nd Half Draw No Bet - If the 1st/2nd half of a specified match finishes in a draw then bets will be settled as a Push.

Next Try 2-Way - Where there is no next try scored then bets will be void.

Total Tries/Team Total Tries/Most Tries markets (including alternatives)- In 2-Way markets where scores are level with the quote taken then bets will be void. For these markets try includes penalty try.

Total Penalties Scored - Settlement is based on total successfully converted penalties, not total penalties awarded.

Team Totals Odd/Even 2-Way - Zero counts as Even for settlement purposes.

First Scoring Play/Team First Scoring Play/First Scoring Play 2nd Half/Score First (2nd Half)/Team to Score First/Team to Score First Try/Last Scoring Play of First Half/Last Scoring Play of Match/Team to Score Last/Team to Score Last Try - For all these markets try includes penalty try. For all scoring play markets conversions do not count.

4-Way First Scoring Play - For this market try includes penalty try.

More Tries or Penalties - The Tie is an option. For this market try includes penalty try.

Team Scoring First to Win - Includes extra-time if played.

Score 1st Try/1st Half Result - Predict the Team to score 1st try, combined with the 1st Half Result. A price is quoted for No Tryscorer. For this market try includes penalty try.

Score 1st Try/Match Result - Predict the Team to score 1st try, combined with the Full Time Result, excluding extra-time if played. A price is quoted for No Tryscorer. For this market try includes penalty try.

Team to Score 1st and Match Result - Predict the team to score 1st combined with the match result, excluding extra-time if played.

Half Time/Full Time Winning Margin Double - Predict the team and winning margin combinations at half time and full time excluding extra-time if played. In the event of the half or full time result ending in a Tie, then bets will be settled on Any Other option.

Score 1st, Lead at Half Time and Win at Full time - Predict the outcome of all three. In the event of the combination not being offered then bets will be settled on Any Other option.

Highest Scoring Half/Team with Highest Scoring Half - The second half total excludes extra-time if played. The Tie is an option.

Double Result - Predict the result at half-time and end of regulation time.

Winning Margin inc. Exact and Alternative - For settlement purposes the margin at full-time is used (Tie option is available). Specifically for Winning Margin 4-Way in the event of a Tie (not quoted), then bets will be void.

Race to Markets - Predict the team to reach a specified point total first (Neither option is available).

Half Betting - 1st half markets are settled at the end of the 1st half. 2nd half markets are settled at the end of regulation time and exclude extra-time if played. The relevant half must be completed for bets to have action, unless the specific market outcome is already determined.

Match Outcome (4-Way)/Win in Extra-Time/To Lift Trophy/To Qualify/Match to Go to Overtime - Settlement will include extra-time/sudden death and kicking competition if played.

Tribet - If the match ends in a Tie, bets will be settled as Any Other Result option.

First (including home and away team scorer markets)/Last (including home and away team scorer markets)/2nd Half First Tryscorer

Bets on players taking no part in the match will be void. If your player takes the field after a try has been scored then first try scorer bets will be made void. If your player has taken the field at any time prior to the first try being scored then your bet stands. For 2nd Half First Tryscorer market, if your player takes the field after the first try of the 2nd half has been scored then 2nd Half First Tryscorer bets will be made void. If your player has taken the field at any time prior to the 2nd half first try being scored then your bet stands.

Each-way bets on try scorers who have taken no part of the game when the 1st try is scored will be void regardless whether or not they score later in the game. If there are less tries scored than the Each-way number of places offered then bets on players who have not scored will be settled as losers. No extra payments will be made where an individual player scores more than one of the first four tries.

If the first try is a penalty try then the scorer of the second try will be deemed the winner for settlement purposes.

Bets will stand on players that take any part in a match for last try scorer purposes.

If the last try is a penalty try bets will be settled on the previous try scorer.

Every effort will be made to quote First/Last player to score a Try odds for all possible participants. However, players not originally quoted will count as winners should they score the First/Last Try.

Player to Score a Try at Any Time/Player to Score Two or More Tries/Player to Score Three or More Tries

Bets will stand on players that take any part in a match.

Bets on players in a match that is not completed will be void except for those bets the outcome of which is already determined.

In-Play Next and Team Next Tryscorer

Bets on players taking no part in the match will be void. If your player takes the field after a specified try (e.g. 1st) has been scored, then bets on that specified try number will be made void. If your player has taken the field at any time prior to the specified try being scored, then your bet stands. If you place a bet on a player after they have left the field of play, and the selected player takes no further part in the match, then bets on that player will be void for this market.

If the specified try is a penalty try, then the scorer of the next try will be deemed the winner for settlement purposes.

10 Minute Betting

The designated 10 minute period must be completed for bets to stand, unless the specific market outcome is already determined.

10 Minute Total Points Odd/Even 2-Way - Zero counts as Even for settlement purposes.

Team to Reach Markets

Predict the team to reach a specified point total. The designated time period must be completed for bets to stand, unless the specific market outcome is already determined.

Team to Lead After X Minutes

The designated time period must be completed for bets to stand. Tie is an option.

A Red/Yellow Card in the Game

Settlement is based on the designated card being awarded to any player.

Total Successful Drop Goals

Settlement will be based on the number of successful drop goals made.

In-Play 2-Way Market Betting (Incl. OT)

Where offered, all markets which state 'Incl. OT' specifically in the market title, will include all periods of extra-time if played, for settlement purposes. The markets are:

Handicap 2-Way (Incl. OT) (including alternatives)/Total Points (Incl. OT) (including alternatives)/Team Total Points (Incl. OT)/Total Tries (Incl. OT)/Team Total Tries (Incl. OT)

Specifically for the markets listed below settlement will include all periods of extra-time/sudden death and kicking competition if played:

Money Line (Incl. OT)/2nd Half Winner (Incl. OT)

In-Play Half Betting

For In-Play half betting, the designated half must be completed for bets to stand (unless the outcome of the specific market is already determined). In-Play half bets exclude overtime if played.

In-Play 10 Minute Betting

10 Minute Betting - The designated 10 minute period must be completed for bets to stand, unless the specific market outcome is already determined.

10 Minute Total Points Odd/Even 2-Way - Zero counts as Even for settlement purposes.

Tryscorer Shirt Numbers

The shirt number a player starts the game with (or, in the case of a substitute, when he comes onto the pitch), will count towards settlement; irrespective of if a player leaves the field and returns wearing a jersey with a different number. If at any point of the game a player wears a shirt with no number, the number allocated to that player on the team sheet will count towards settlement. A penalty try counts as 8.

Time of First Team Match Try/First 2nd Half Try/Last Try

Try includes penalty try. If no 1st or 2nd half try scored then bets will be settled as after.

Time of 1st Converted Penalty/Time of 1st Team Converted Penalty

If no converted penalty then bets will be settled as after.

Time of 1st Try/Team Time of 1st Try

Penalty tries count. If no try then bets will be settled as after.

Team to Score First Try

Market includes No Try Scored option.

Player Match-Ups

Predict the player who will score most points. Both players must start the match or bets void. In the event of a tie all stakes will be refunded. Bets stand on regulation time only.

Player Performances/Points

Player must start the match or bets void. Bets stand on regulation time only. If you place a bet on a player after they have left the field of play, and the selected player takes no further part in the match, then bets on that player will be void for this market.

Will There Be a Sin-Binning/Drop Goal

Will be settled on regulation time only. For settlement purposes drop goal must be successful.

Number of Tries - Team Tries/To Score a Try/Team To Score 1st Try

Penalty tries count. Bets stand on regulation time only.

Total Team Tries (including Alternatives)

Penalty tries count. Bets stand on regulation time only.

More Tries or Converted Penalties/Team to Score More Tries or Penalties

Penalty tries count. Penalties must be successfully converted.

Team to Win Both Halves/To Win Both Halves/Team to Win Either Half

Both halves must be completed for bets to stand.

Will Home Team/Away Team Score 3 Unanswered Tries

Either team must score 3 tries in the game without the opposition scoring a try in between. Penalty tries count.

Team to Trail in Match

Predict whether the named team will trail on points at any time during a specified match.

Team to Score Last

Includes extra-time if played.

Highest/Lowest Scoring Team

Only highlighted teams count. Dead-heat rules apply.

Either Team to Win to Nil

Predict whether or not a match ends with either team failing to register a point.

1st Try Converted

Predict whether or not the first try of the match will be successfully converted. Penalty tries count.

Specifically for Welsh Premiership matches, if the 1st Try of the match is a Penalty Try, bets on this market will be void.

1st Video Referee Decision

Settlement based on the 1st decision made by the Video Referee relating to a try. In the event of a match having no Video Ref Decision relating to a try bets will be void.

1st Stoppage

The incident that produces the first referee designated stoppage will be used for settlement purposes.

Scorecast/1st Half Scorecast and Wincast/1st Half Wincast

If your player takes the field after a try has been scored, or does not take part in the game prior to a try being scored, then bets will be made void. If a match is abandoned after a try has been scored then all bets will be settled as singles on the first try scorer at the appropriate odds. If the first try is a penalty try then the player who is awarded the try by the relevant governing body will be deemed the winner for the purposes of the try scorer part of the bet. If there is no try scorer in the match/half, then all bets will be settled as lost.

Anytime Scorecast

Bets will stand on players that take any part in a match.

If a match is abandoned after a try/tries have been scored then relevant bets will be settled as singles on the Anytime try scorer at the appropriate odds. If a penalty try/tries are scored then the player(s) awarded the try/tries by the relevant governing body will be deemed winners for the purposes of the Anytime try scorer part of the bet. If there is no try scorer in the match, then all bets will be settled as lost.

Man of the Match

If no announcement is made during the live broadcast on the relevant channel or on the broadcaster's official Website within 24 hours of the result then all bets on this market will be void.

Highest Scoring Team - Handicap

All scheduled games must be completed for bets to stand. Settlement will include the handicap added to the selected team's score. Dead-heat rules apply.

Mythical Match-Ups

Market will be settled by applying the mythical handicap to each team's total points scored in the current week's round of matches. The team with the highest adjusted points total will be deemed the winner. Both games must be completed for bets to stand.

Season Betting

Top Tryscorer - Settled on regular season only (playoffs do not count).

To Finish Bottom - Settled on team finishing bottom of table (regardless of whether they are relegated or not).

Most Losses (Regular Season) - Settled on the team recording the most losses during the regular season. In the event of two or more teams recording the same number of losses, the winner will be determined as the team with the worst for and against differential. Regular Season must be completed for bets to stand.

World Cup Specials

Top Rugby Championship Team and Top Six Nations Team - Bets will be settled on the furthest progressing team in the competition. In the event of two or more teams reaching the same stage of the competition then dead-heat rules will apply.

The below markets include extra-time (if played in any games) for settlement purposes e.g. If a red card is awarded in extra-time in a tournament fixture, this will count towards the total tournament tally.

For 'try' related markets, penalty tries count for settlement purposes.

Specifically for Tournament Total related markets, all scheduled matches must be completed in full, otherwise bets will be void, unless the outcome is already determined - Total Tournament Red Cards/Total Tournament Tries/Total Tournament Yellow Cards/Total Tournament Points/Total Tournament Successful Drop Goals/Total Team Tournament Points/Total Team Tournament Tries.

Six Nations Specials

To Win the Triple Crown - Any of the home nations (England, Ireland, Scotland or Wales) must win all three games against the others.

To Win the Grand Slam - Any participant must win all their five matches.

To Win the Six Nations Outright - If two teams finish joint top of the Six Nations league on the same number of points then official competition rules will determine the winner for settlement purposes. All matches must be completed otherwise bets are void.

Total Team Points and Total Tries - Team must complete all 5 Six Nations matches for bets to stand, unless the outcome is already determined. If any match is postponed or abandoned then bets are void, unless the outcome is already determined.

Tournament Top Tryscorer - All-in, play or not. Dead-heat rules apply.

Team Total Wins and Team Total Wins 2-Way - Team must complete all 5 Six Nations matches for bets to stand, unless the outcome is already determined.

Series/Tour Betting

Bets are void if the scheduled number of games (according to the respective governing organisations) are not completed or are changed, unless the outcome is already

determined.

If there is no further play in a Series after bets are placed, then bets will be void.

Player related markets – Dead-heat rules apply. Bets on players who are named in the Series/Tour squad, but do not play will be settled as losers.

Settlement of Wagers

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

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

Snooker

Outright Betting

Non-runner no-bet - With the exception of Ante-Post bets placed on any player who takes part in a given tournament's qualifying but fails to qualify for the main tournament. Such bets will be deemed losers for settlement purposes. All participants in a given tournament will be priced to win the tournament outright. Each-way betting is available.

Outright markets may be subject to a Rule 4 (Deductions).

Leader After First 4 Frames/Score After First 4 Frames

The first 4 frames must be completed for bets to stand.

Match Betting

In the event of a match starting but not being completed the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

First Frame Markets

In the event of the first frame not being completed bets will be void, unless the outcome has already been determined.

First Legally Potted Colour/To Pot First Ball/To Pot Last Ball (Excluding Free Ball) - In the event of a re-rack the original frame will count for settlement purposes providing a colour/ball has been potted. Settlement will be determined by official tournament data. Betting does not include foul shots.

First Frame Player Total Points Odd/Even - For settlement purposes zero counts as Even.

Handicap Betting (including Alternatives)/Asian Handicap/Frame Betting/Total Frames(including Alternatives)/Asian Total/Correct Score

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void, unless the outcome has already been determined. In the event of a disqualification or retirement bets will be void.

Century Markets (Player/Match)

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void, unless the outcome has already been determined. In the event of a disqualification or retirement bets will be void.

Highest Break in Match

In the case of a re-rack only the highest break in the officially counting frame will determine settlement. Dead-heat rules apply. If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void.

Session/Match Result

Predict the result after specified Session and the overall winner of the match.

If the statutory number of frames in a session/match are not completed, changed, or different from those offered for betting purposes, bets will be void, unless the outcome has already been determined.

Either Player to Win 3 Successive Frames

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void.

Match Total Frames Odd/Even

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void.

Session Betting

All session betting refers to a specified number of frames - as designated on each market e.g. Frames 1-4; 5-9; 10-13; 14-19 etc, and will be settled on results relating to the specified frame band quoted. The first frame of the specified mini session must be played for bets to stand.

If the match ends naturally during the session then bets will stand (e.g. a player wins 10-2; bets on frames 10-13 will be settled based on the results of frames 10-12).

For the following mini-session markets; in the event of abandonment, retirement or disqualification, bets will be void unless there is no conceivable way the frame(s) and/or match could be played to its natural conclusion without unconditionally determining the result of that market:

Session Winner - Predict the result of the specified mini session

Session Correct Score - Predict the correct score of the specified mini session

Session Handicap - Predict the result of the specified mini session after a handicap has been applied

Session Player Centuries/Session Centuries/147 Break

Highest Break in a Tournament

In the case of a re-rack only the highest break in the officially counting frame will determine settlement. Dead-heat rules apply. Settlement is based on the Highest Break recorded in the Tournament finals, excluding Qualification Rounds.

Match to Go to a Deciding Frame

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void. All bets void if match is not completed.

147 Break in a Match/Total 50+ Breaks in Match

In the event of a match starting but not being completed bets will be void, unless the outcome of the specific market is already determined.

A Break of 50 or More in Frame 1/A Century Break in Frame 1

In the event of the first frame not being completed bets will be void, unless the outcome of the specific market is already determined.

Race to 3,4,5 Frames

The respective frame must be completed for bets to stand.

Individual Highest Break

Player must complete at least one match for bets to stand. Settlement is based on the Highest Break recorded in the Tournament finals, excluding Qualification Rounds.

Number of Frames in the Match

If the statutory number of frames in a match are not completed then bets will be void unless there is no conceivable way the match could be played to its natural conclusion without unconditionally determining the result of this market.

Forecast the Finalists

Bets stand irrespective of withdrawals.

Revised Match Betting

Where revised match betting is offered (between sessions) one frame of the following session must be completed for bets to stand.

Winner's Quarter/To Win Individual Quarter

Bets stand irrespective of any individual withdrawals.

Nationality of Winner

Bets stand irrespective of withdrawals.

Stage of Elimination

Player must play one shot in the tournament for bets to stand.

In-Play

First Legally Potted Colour in the Frame/Next Frame First Colour Potted (Excluding Free Ball) - In the event of a re-rack the original frame will count for settlement purposes providing a colour has been potted. Betting does not include foul shots.

Player to Pot the First Ball/Next Frame to Pot First Ball - In the event of a re-rack the original frame will count for settlement purposes providing a ball has been potted. Betting does not include foul shots.

Next Frame Markets – If the nominated frame is not played bets will be void. Similarly, if the nominated frame is awarded to a player without a shot being played, then all bets will be void.

Next Frame/Next Frame Handicap (Points)/Current Frame Winner/Next Frame Winning Margin - In the event of a frame starting but not being completed then all bets will be void. Bets stand in the event of a re-rack.

Next Frame Total Points/Next Frame Highest Break - In the event of a frame starting but not being completed then all bets will be void, unless the outcome has already been determined. Bets stand in the event of a re-rack.

Player Match Centuries/Total Match Centuries/147 Break in Match - If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void, and in the event of a disqualification or retirement bets will be void, unless the outcome has already been determined.

Next Frame Race to 30 Points/Next Frame 50+ Break/Next Frame Century Break/Next Frame Foul - In the event of a frame starting but not being completed then all bets will be void, unless the outcome has already been determined. In the event of a re-rack undetermined bets will stand.

In-Play Session Betting

All session betting refers to a specified number of frames - as designated on each market e.g. Frames 1-4; 5-9; 10-13; 14-19 etc, and will be settled on results relating to the specified frame band quoted. The first frame of the specified mini session must be played for bets to stand.

If the match ends naturally during the session then bets will stand (e.g. a player wins 10-2; bets on frames 10-13 will be settled based on the results of frames 10-12).

For the following mini-session markets; in the event of abandonment, retirement or disqualification, bets will be void unless there is no conceivable way the frame(s) and/or match could be played to its natural conclusion without unconditionally determining the result of that market:

Winner - Predict the result of the specified mini session

Frame Score - Predict the correct score of the specified mini session

Handicap - Predict the result of the specified mini session after a handicap has been applied

Leader - Predict the player leading at the end of the specified mini session

Score - Predict the match score after the specified mini session

Race to 3 Frames/Player Centuries/Total Centuries/147 Break

Settlement of Wagers

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

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

Soccer

Introduction

90 Minutes Play

All match markets are based on the result at the end of a scheduled 90 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 golden goal. Bets on any match that finishes before the completion of 90 minutes play, unless otherwise stated, will be void; except for those bets the outcome of which has already been determined at the time the game finishes. The market must be fully determined for bets to stand, for example, First Player to Score or Time of the First Goal bets will stand provided a goal has been scored at the time the game finishes.

The exceptions to this rule are in relation to friendly matches, where all match markets will be settled based on the actual result when the game finishes (excluding any extra-time), irrespective of whether the full 90 minutes is played, and Beach Soccer where markets are specifically settled on 36 minutes play only.

For matches listed specifically as Youth, for the purpose of reference, "Youth" is a generic term we use for Soccer matches played between teams where the players are aged below 23 years old.

Extra-Time In-Play Markets

Bets are settled on the official statistics for the extra-time period. Any goals, or corners or cards that were taken, or scored or shown during regulation time do not count.

For any player related markets, all players who take part in Extra-Time will be considered 'runners', with the exception of bets that are void on players where 'Void if player does not start' is selected at bet placement.

In the event of Extra-Time starting but not being completed, bets on any Extra-Time market, unless otherwise stated, will be void; except for those bets where the outcome of which has already been determined at the time the game finishes.

Matches Postponed, Brought Forward, Abandoned or Interrupted

An unplayed or postponed match will be treated as a non-runner for settling purposes unless it is played within 5 days of the original scheduled match time. In which case the bet will stand unless cancelled by mutual consent.

Should any match be played prior to the date or kick-off time denoted, then all bets will stand provided the bet is placed not later than the revised kick-off time.

Any match abandoned before the completion of 90 minutes play will be void except for those bets the outcome of which has already been determined at the time of abandonment. The market must be fully determined for bets to stand. For example, first player to score or time of the first goal bets will stand provided a goal has been scored at the time of abandonment.

The only exception to the above abandoned match rule, is for all South American club matches where Full-Time Result and Double Chance markets (both pre-game and In-Play) will be settled on the score at the time of the abandonment providing the relevant league allows the result to stand.

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled kick off time, all bets will stand on the fixture.

Otherwise if the match is resumed but not finished within 48 hours of the original scheduled kick off time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match is interrupted for any reason, and is replayed in full (with the clock starting from 00:00), this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

Matches not Played as Listed

If a match venue is changed (other than to the away team's ground) then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed (e.g. match is played at the original away team's ground) then bets placed based on the original listing will be void.

We will endeavour to identify on our Website all matches played at a neutral venue. For matches played at a neutral venue (whether indicated on our site or not), bets will stand regardless of which team is listed as the home team.

If an official fixture, lists different team details to those listed on our Website then bets will be void e.g. official fixture specifies in the team name, Reserves/Age Group e.g. Under 21's/Gender e.g. Women.

In all other cases bets stand, including instances where we list a team name without specifying the term 'XI' in the name.

If a match is played in a non-standard format i.e. 3 or 4 periods, then all 'Half' related markets are void.

First/Last Player to Score

Bets are accepted on 90 minutes play only.

Every effort will be made to quote first/last player to score odds for all possible participants. However, players not originally quoted will count as winners should they score the first/last goal. Bets (including Each-Way First Goalscorer) on players not taking part in the match will be void as will bets on first player to score where the selection comes on after the first goal is scored or if the selection does not start and 'Void if player does not start' is selected at bet placement. All players that take part in a match will be considered runners for last player to score betting, with the exception of bets that are void on players where 'Void if player does not start' is selected at bet placement.

Each-Way First Goalscorer Betting - We pay at the terms indicated for unlimited places in 90 minutes play.

Subsequent enquiries by official bodies will not be considered for settlement purposes.

Please note that own goals do not count in the settlement of bets.

Multi Scorers / To Score 2 or More / To Score a Hat Trick

Bets are accepted on 90 minutes play only.

Bets on players that do not take part in the match will be void. All players that take part in the match will be considered runners for settlement purposes, with the exception of bets that are void on players where 'Void if player does not start' is selected at bet placement.

Match/Team/Player Statistics

Bets are settled on the result at the end of 90 minutes play. In the event of abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined.

All players that take part in the match will be considered runners for settlement purposes, unless 'Void if player does not start' is selected at bet placement in which case bets will be void.

Settlement of the following markets will be determined by Opta provided data; and according to their definitions of individual statistics as detailed below:-

Shots on target (Match/Team/Selected Player) -

A shot on target is defined as any goal attempt that:

Is a deliberate attempt to score that is on target. Includes all Goals being scored and shots on target saved by the Goalkeeper. It also includes shots on target that are Blocked by a last line defending player, preventing the ball from entering the Goal. A shot hitting the frame of the Goal is classified as a Shot Off target unless the ball subsequently enters the net.

Shots (Match /Team/Selected Player) -

A shot is defined as any intentional goal attempt that:

- a) Goes into the net
- b) Would have gone into the net but for being saved by the goalkeeper or stopped by an opposing player who is the last-man.
- c) Is heading towards goal and is blocked by a defender, where there are other defenders or a goalkeeper behind the blocker.
- d) Would have gone over or wide of the goal but for being stopped by a goalkeeper's save or by an outfield player.
- e) Hits the frame of the goal.
- f) Goes over or wide of the goal without making contact with another player.

Offsides (Match/Team) -

Awarded to the player deemed to be in an offside position where a free kick is awarded.

Assists (Selected Player) -

The final touch from a teammate, which leads to a recipient of the ball scoring a Goal. If the assist is deflected by an opposition player, it must be deemed as travelling to the Goal-scorer irrespective of the deflection. Own goals, directly taken free kicks, direct corner goals and penalties do not get an assist awarded.

Tackles (Team/Selected Player) -

A tackle is defined as when a player connects with the ball in a legal, ground level challenge and successfully takes the ball away from the opposition player. The tackled player must be in controlled possession of the ball to be tackled by an opposition player.

Passes (Selected Player) -

The attempted delivery of the ball from one player to another player on the same team. A player can use any part of their body (permitted in the laws of the game), to execute a pass. Event categorisation includes open play passes, Goal kicks, corners and free kicks played as a pass. Crosses, keeper throws, and throw ins do not count as a pass.

Fouls Conceded (Match/Team/Selected Players) -

A foul conceded is defined as any infringement penalised as foul play by a referee that results in a free-kick or penalty event.

- Offsides are not given as a foul conceded.
- Incidents where a match official has played advantage and subsequently cautioned a player, do not contribute towards the total foul count for the player or team. In these scenarios a free-kick or penalty event must occur for a foul to be awarded.

Goalkeeper Saves (Selected Player) -

A goalkeeper preventing the ball from entering the goal with any part of his body when facing an intentional attempt from an opposition player.

Correct Scores

Predict the score at the end of normal time. Own goals count.

Scorecasts - First Player to Score/Correct Score Doubles

If a player takes the field after a goal has been scored or does not take part in the game then such bets will be settled as a single on the correct score market at the relevant odds quoted at match kick-off time. If a match is abandoned after a goal has been scored then all bets will be settled as singles on the first goalscorer market at the relevant odds quoted at match kick-off time. Should the first goal of the match be an own goal then bets will be settled on the next goalscorer and the correct score markets. If the only goals in the match are own goals then all bets will be settled as singles on the correct score market at the relevant odds quoted at match kick-off time.

Scorecasts - Last Player to Score/Correct Score Doubles

If a player does not take part in the game then such bets will be settled as a single on the correct score market at the relevant odds quoted at match kick-off time. If a player takes the field when it is not possible that the correct score part of the bet can be achieved, then such bets will be settled as a single on the last goalscorer market at the relevant odds quoted at match kick-off time. If a match is abandoned after a goal has

been scored then all bets will be settled as singles on the last goalscorer market at the relevant odds quoted at match kick-off time. Should the last goal of the match be an own goal then bets will be settled on the second to last goalscorer and the correct score market. If the only goals in the match are own goals then all bets will be settled as singles on the correct score market at the relevant odds quoted at match kick-off time.

Team First/Last Goalscorer

Bets on players not taking part in the match will be void. Bets where the selection comes on after the first goal is scored for that team will be void regardless of whether the selected player scores in the game. Own goals do not count.

In-Play Next Goalscorer

Every effort will be made to quote odds for all possible participants. However, players not originally quoted will count as winners should they score the next goal. Bets on players not taking part in the match will be void as will bets on first player to score where the selection comes on after the first goal is scored. All players that have been on the field of play before the next goal is scored will be deemed runners.

If you place a bet on a player after he has left the field of play, and the selected player takes no further part in the match, then bets on that player will be void for this market.

Subsequent enquiries by official bodies will not be considered for settlement purposes.

Own goals do not count.

Player to Score at Any Time

All players who take part in a match will be considered 'runners', with the exception of bets that are void on players where 'Void if player does not start' is selected at bet placement.

Any selections taken from a match that is not completed will be treated as a non-runner.

Please note that own goals do not count in the settlement of bets.

Goalscorer Match Bets

Both players must start the match for bets to stand.

Time of the First Goal

If a match is abandoned after the first goal is scored then all bets stand.

If a match is abandoned before the first goal is scored then all bets accepted for time bands that have been completed will be considered losing bets and any other time band which included the time band of the abandonment will be void and treated as non-runners.

Injury Time

Bets on the amount of injury time are settled on the time indicated by the fourth official's board, rather than the actual time played.

10 Minute Events

Events must happen between 0:00 and 09:59 to be classed in the first 10 minutes (e.g. a corner awarded in this period but only taken after 10:00 will not count). The designated 10 minute period must be completed for bets to stand (unless the outcome of the specific market is already determined).

Time of First Corner

Bets are settled on what time the corner is actually taken (not the time it is awarded).

Half Time Scorecast (Half Time Correct Score and Player to Score First)

If a player enters the field after a goal has been scored; takes no part in the 1st half; or the only 1st half goals are own goals, then such bets will be settled as a single on the half time correct score market at the relevant odds quoted at match kick-off time.

Anytime Scorecast (Correct Score and Player to Score Anytime)

If a player does not enter the field during 90 minutes or the only goals scored are own goals, then bets will be settled as singles on the correct score market at the relevant odds quoted at match kick-off time.

Wincast (Team to Win and Player to Score First)

If a player enters the field after a goal has been scored; takes no part in the game; or the only goals are own goals, then such bets will be settled as a single on the full time result market at the relevant odds quoted at match kick-off time.

Timecast (Time of First Goal and Player to Score First)

Players must start for bets to stand, otherwise bets involving that player will be void (regardless of when the first goal is scored). If the only goals scored are own goals, then bets will be void.

Handicap Betting, Including In-Play (3-Way)

Settlement will be at the odds displayed using the actual score in the match adjusted for the handicap.

Half-Time Result, Including In-Play

Bets will be void if the match is abandoned before half-time.

Half-Time Correct Score

Bets will be void if the match is abandoned before half-time.

Half with Most Goals

Bets will be void if the match is abandoned unless settlement of bets is already determined.

1st Half Goals

Bets will be void if the match is abandoned before half time unless settlement of bets is already determined.

Team Highest Scoring Half

Predict which half of a match that more goals will be scored in, by a specified team. Bets will be void If the match is abandoned unless settlement of bets is already determined.

1st Half Corners, Including In-Play

Bets will be void if the match is abandoned before half-time unless settlement of bets is already determined. Corners awarded but not taken do not count.

2-Way Corners In-Play

Settled on total number of corners in the match, in the event of an abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined. Corners awarded but not taken do not count.

Most Corners In-Play

Settled on the team who receives the most corners in the match, in the event of an abandonment then all bets are void. Corners awarded but not taken do not count.

Race to X Corners In-Play

Settled on the team who reach the quoted number of corners first, in the event of an abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined. Corners awarded but not taken do not count.

Result After 10/20/30/40 Etc Minutes In-Play

Settled on the result at the specified time in the match. E.g. 10 minutes result is settled on the result in the match after 10:00 minutes of play. In the event of an abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined.

Half-Time - Full-Time Double Result

Bets will be void if the match is abandoned. Extra-time and penalty shootouts do not count.

Extra Time Double Result

Bets are settled on the combination of the Result after the 1st period of Extra Time, and the Result at the end of Extra Time. Bets will be void if Extra Time does not take place, or the match is abandoned before the end of Extra Time.

Mythical Matches

These are imaginary games pairing two teams in a round of fixtures, for betting purposes only. The team which scores the most goals in their actual match is deemed the winner. Bets will be settled as a draw if both teams score the same number of goals. If either team's match is postponed or abandoned bets will be void.

Match Specials

Unless otherwise stated player specials are void if the player takes no part in the game.

Bets are settled on the result at the end of 90 minutes play. Extra-time, golden goals or penalty shootouts do not count unless otherwise stated.

Where more than one participant is quoted in a special, and non-runners are involved, the bet stands on the remaining participant(s) if a price is available.

To Score the Team's Winner - The player's team must win by exactly one goal and the nominated player must score the last goal.

To Win Both Halves - The team must score more goals than the opposition in both halves of the match.

Team to Win From Behind - Team must be losing at any stage during the match but subsequently go on to win the match in 90 minutes.

Team to Score/Miss a Penalty - All bets are 90 minutes play only. Where no penalty is taken, bets will be settled as losers.

In the event of a foul penalty (where the referee penalises the penalty taker for an improper run up or kick), the penalty will not be deemed to be scored or missed and will not count towards this market.

A Penalty in the Match – This market is settled as 'Yes' if a penalty is awarded, regardless of the outcome (e.g. Score/Miss or Foul Penalty). However, if VAR is used to overrule the original decision, then the market is settled as 'No' (unless there is a further penalty in the match).

Player of the Match

Bets will be settled based on the result announced by the organizing authority (e.g. FIFA for World Cup matches). If there is no official result then bets will be settled based on the player presented with the player of the match award on Sky TV. If the match is not covered live by Sky then bets will be settled based on the player presented with the award by UK terrestrial TV (or other relevant broadcaster). If there is no live presentation then all bets will be made void irrespective of whether any player is indicated by the programme's presenter or pundits.

Players who take any part in the match will be deemed 'runners'. Players who take no part in the match will be void. In the event of the award being presented to more than one player then dead-heat rules will apply.

Prices will be available upon request for players not quoted. An unquoted player will count as the winner should they receive the player of the match award.

Double Chance

The following options are available:

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

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

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

If a match is played at a neutral venue the team listed first is deemed the home team for betting purposes.

Esoccer

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

Settlement of Wagers

Statistics provided by the Press Association (PA) will be used to settle wagers. Where PA statistics are not provided or there is significant evidence that the PA statistics are incorrect, we will use independent evidence to support wager settlement.

Specific to Match, Team and Player Statistics markets, settlement will be determined by Opta provided data; and according to their definitions of individual statistics.

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

Wagers on a match or qualification are not affected if a team is subsequently disqualified from, or re-instated to, the competition.

For any Futures markets that would naturally include Stoke City, in the event of Stoke City being declared the winning outcome or occupying a winning place in the market then all losing bets on non-winning outcomes within the specified market will be deemed no action and wagers returned to the customers.

Asian Handicaps

General

Please refer to the following examples regarding settlement of bets:

Handicap Line 0 Ball

If either team wins by any margin they (the winning team) are to be settled as the winning selection. In the event of a draw all bets are void and stakes are refunded.

Handicap Line 0,0.5 Ball

Team giving a 0,0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - Half the stakes are refunded on this selection. The other half of the stake is classed as a loser.
- Lose by any score - All bets on the selection are losers.

Team receiving 0,0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.

- Lose by any score - All bets on the selection are losers.

Handicap Line 0.5 Ball

Team giving a 0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - All bets on this selection are losers.
- Lose by any score - All bets on this selection are losers.

Team receiving a 0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - All bets on this selection are winners.
- Lose by any score - All bets on this selection are losers.

Handicap Line 0.5,1 Ball

Team giving a 0.5,1 ball start:

- Win by 2 or more - All bets on this selection are winners.
- Win by exactly 1 - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.
- Draw or lose by any score - All bets on this selection are losers.

Team receiving a 0.5,1 ball start:

- Draw or win by any score - All bets on this selection are winners.
- Lose by exactly 1 - Half the stake is refunded to the customer. The other half is classed as a loser.
- Lose by 2 or more - All bets on this selection are losers.

Handicap Line 1 Ball

Team giving a full ball start:

- Win by 2 or more - All bets on this selection are winners.
- Win by exactly 1 - All bets on this selection are void and refunded to the customer.
- Draw or lose - All bets on this selection are losers.

Team receiving a full ball start:

- Win by any score or draw - All bets on this selection are winners.
- Lose by exactly 1 - All bets on this selection are void and refunded to the customer.
- Lose by 2 or more - All bets on this selection are losers.

Asian Handicap In-Play (Including 1st/2nd Half Bets)

All bets on the Asian Handicap In-Play market are settled according to the score-line for the remainder of the game/half after the bet has been struck, e.g. any goals prior to the bet being placed are ignored for settlement purposes.

Asian Corner Handicaps

Whole corner or half corner handicaps - at the end of the match the handicap is applied to the final corner count and the team with the most corners after adjusting for the handicap is deemed the winner for settlement purposes. If the number of corners for each team is equal after the handicap is applied, all bets will be void and stakes returned.

Quarter corner handicaps - as an example 0.5, 1 is a $\frac{3}{4}$ corner handicap, with your stake equally divided between half corner and whole corner.

Example:

Arsenal v Man Utd, the Asian corner handicap is 0.5, 1 with Arsenal as the favourite: You bet on Arsenal. You win if Arsenal get 2 or more corners than Man Utd's corner count. If Arsenal get exactly 1 more corner, half your stake wins and the other half is returned. Otherwise your entire stake is lost.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

In the event of a corner having to be re-taken (e.g. for a foul in the box) then only one corner will be counted. Corners awarded but not taken do not count.

1st/2nd Half Asian Handicap

Bets settled on the relevant half result only.

Extra-Time Asian Handicap In-Play

Normal In-Play Asian Handicap rules apply but only goals in extra-time count. The score at the start of extra-time is deemed to be 0-0.

Asian Total Cards

Predict the total number of cards in a match. The card line will either be a quarter-card, half-card or whole-card with bet settlement as follows:

Card line of 4.5 - If you bet over 4.5, your bet wins if there are more than 4 cards in the match. Otherwise your stake is lost. If you bet under 4.5, your bet wins if there are less than 5 cards in the match. Otherwise your stake is lost.

With a card line of a whole number, if the total number of cards in the match is the same as the card line, your stake is returned.

Card line of 5.5, 6 - If you bet over, your stake is equally divided between over 5.5 cards and over 6 cards. Your bet wins if there are more than 6 cards in the match. If there are 6 cards exactly, half your stake wins and the other half is returned. Otherwise your entire stake is lost. If you bet under, your stake is equally divided between under 5.5 cards and under 6 cards. Your bet wins if there are less than 6 cards in the match. If there are 6 cards exactly, half your stake is lost and the other half is returned. Otherwise your entire stake is lost.

Yellow card counts as 1, red card counts as 2. Second yellows are ignored for settlement purposes (e.g. maximum card count per player is 3).

Settlement will be made with reference to all available evidence to cards shown during the scheduled 90 minutes play. Any card shown after the full time whistle has been blown will be disregarded.

Cards shown to non-players (e.g. managers, substitutes or substituted players who play no subsequent part in the game) do not count towards the total.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

Asian Total Corners

Predict the total number of corners in a match. The corner line will be either a quarter-corner, half-corner or whole-corner with bet settlement as follows:

Corner line of 8.5 - If you bet over 8.5, your bet wins if there are more than 8 corners in the match. Otherwise your stake is lost. If you bet under 8.5, your bet wins if there are less than 9 corners in the match. Otherwise your stake is lost.

With a corner line of a whole number, if the total number of corners is the same as the corner line, your stake is returned.

Corner line of 8, 8.5 - If you bet over, your stake is equally divided between over 8 corners and over 8.5 corners. Your bet wins if there are more than 8 corners in the match. If there are 8 corners exactly, half your stake is lost and the other half is returned. Otherwise your entire stake is lost. If you bet under, your stake is equally divided between under 8 corners and under 8.5 corners. Your bet wins if there are less than 8 corners in the match. If there are 8 corners exactly, half your stake wins and the

other half is returned. Otherwise your entire stake is lost.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

In the event of a corner having to be re-taken (e.g. for a foul in the box) then only one corner will be counted. Corners awarded but not taken do not count.

Asian Corners In-Play

Settled as pre game Asian corners, in the event of an abandonment before 90 minutes have been played, then all bets will be void unless settlement is already determined.

1st Half Asian Corners In-Play

Settled as pre-game Asian corners except result is settled on total at half-time, in the event of an abandonment before half time then all bets will be void unless settlement is already determined.

Goal Line

In the event of a game being abandoned before 90 minutes have been played all bets are void unless settlement of bets is already determined. Please refer to the following examples regarding settlement of bets:

Extra-Time Goals In-Play

Only goals in extra time count. In the event of a match being abandoned before extra-time has finished then all bets will be void unless settlement of bets is already determined.

Goal Line 2

Goal line under 2

- Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly then the stake is returned. Bets lose if there are three or more goals scored in the match.

Goal line over 2

- Bets win if there are three or more goals scored in the match. If there are two goals exactly the stake is returned. Bets lose if there is 0 or 1 goal scored in the match.

Goal Line 2,2.5

Goal line under 2,2.5

- Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly half the stake will win and half will be returned. Bets lose if there are three or more goals scored in the match.

Goal line over 2,2.5

- Bets win if there are three or more goals scored in the match. If there are two goals

exactly half the stake will be returned and half will be lost. Bets lose if there is 0 or 1 goal scored in the match.

Goal Line 2.5

Goal line under 2.5

- Bets win if there are 0, 1 or 2 goals scored in the match. Bets lose if there are three or more goals scored in the match.

Goal line over 2.5

- Bets win if there are three or more goals scored in the match. Bets lose if there are 0, 1 or 2 goals scored in the match.

Goal Line 2.5,3

Goal line under 2.5,3

- Bets win if there are 0, 1 or 2 goals scored in the match. If there are three goals exactly half the stake will be returned and half will be lost. Bets lose if there are four or more goals scored in the match.

Goal line over 2.5,3

- Bets win if there are four or more goals scored in the match. If there are three goals exactly half the stake will win and half will be returned. Bets lose if there are 0, 1 or 2 goals scored in the match.

Goal Line 3

Goal line under 3

- Bets win if there are 0, 1 or 2 goals scored in the match. If there are three goals exactly then the stake is returned. Bets lose if there are four or more goals scored in the match.

Goal line over 3

- Bets win if there are four or more goals scored in the match. If there are three goals exactly, the stake is returned. Bets lose if there are 0, 1 or 2 goals scored in the match.

Goal Line In-Play

For In-Play bets all goals are considered regardless of whether they are scored before or after the bet is placed.

Tournament Betting

If a specific series of fixtures (e.g. two-legged ties), stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Top Team Goalscorer

Goals scored in 90 minutes and extra-time count. Penalty shootout goals do not count. Dead-heat rules apply. Team quoted is for reference purposes only. Bets still stand, if a player is transferred to a different team (from that quoted by the participant).

Top Club Goalscorer

Goals in 90 minutes and extra-time count. Goals scored in penalty shootouts do not count. Dead-heat rules apply. If no club goalscorer then all stakes are returned.

Top Goalscorer

Goals scored in 90 minutes and extra-time count. Penalty shootout goals do not count. Dead-heat rules apply (rather than the player receiving the Golden Boot etc). Team quoted is for reference purposes only. Bets still stand, if a player is transferred to a different team (from that quoted by the participant).

For the FA Cup, goals count from the 1st round proper onwards.

Tournament Totals/Specials

Total Tournament Cards - The maximum number of cards per player per match is one yellow and one red (e.g. a second yellow card leading to a red card does not count). Cards awarded in extra-time do not count. Only players on the pitch count (e.g., if a manager or a substitute on the bench is shown a card, it will not count for these markets).

Tournament Total Goals, Team Total Goals, Highest Scoring Team - For markets applying to the whole tournament, goals scored in 90 minutes or in extra-time will count. For markets referring to a particular set of fixtures on a given date(s), only goals scored in 90 minutes count. Goals scored in penalty shootouts do not count.

If a game is postponed, Total Goals (for a group of games on given date(s)) will be made void. Highest Scoring Team needs 50% of games to be played for bets to stand, and Rule 4 (Deductions) may apply in cases of postponed matches.

Tournament Penalties Missed/Converted - Penalties taken in 90 minutes, extra-time and penalty shootouts all count. If a penalty has to be re-taken the previous disallowed penalty(ies) do not count.

Tournament Corners - Only corners taken in 90 minutes count.

Team To Go Unbeaten - Team must complete the tournament without losing any game or any two-legged tie. A loss via away goals, extra-time or penalty shootout will mean the market is settled as No.

Tournament and Top Goalscorer Doubles

A special price will apply to predict the Tournament Winner and the Tournament Top Goalscorer. Dead-heat rules apply.

Golden Ball

This market is settled on the winner of the Golden Ball (the best player of the tournament as declared by FIFA).

Golden Glove

This market is settled on the winner of the Golden Glove (the best goalkeeper of the tournament as declared by FIFA).

UEFA Player of the Tournament

This market is settled on the winner of Player of the Tournament (the best player of the tournament as declared by UEFA).

Club Goalscorer Match Bet

Both players must take some part in the tournament for bets to stand. In the event of a tie then all stakes are refunded. Goals scored in extra-time count. Goals scored in penalty shootouts do not count.

Furthest Progressing Team

Based on the round a team exits a competition - regardless of extra-time, replays etc. A team winning the final would be deemed furthest progressing. Dead-heat rules apply. All-in, play or not.

Qualification Match-Ups

Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be made void for that tie.

Top Continental Team

Settlement based on the round a team exits the competition, regardless of extra-time. A team winning the final would be deemed the top team. Dead-heat rules apply.

Antepost

If a specific series of fixtures (e.g. two-legged ties), stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Divisional Betting

For settlement purposes, in divisional betting the finishing position of teams at the end of the scheduled programme of fixtures will determine placing. This includes league matches after a split (e.g. Top 6 Championship Round) where all points are carried forward. However, there will be no allowance for play-off matches or subsequent enquiries by the respective leagues. Bets will stand on any team which does not complete all of its fixtures. Dead-heat rules apply in the event of two or more teams tying in the standings (according to official competition rules).

The only exception to this is for South American leagues, where a playoff is played to determine the league winner when teams are tied 1st on points. In this case, we will deem the league winner to be the winner of the subsequent playoff.

In addition, the below rule applies to all forms of Divisional bets placed on leagues for the 2020/21 Season and onwards, unless stated otherwise:

For leagues that do not complete the scheduled programme of fixtures, we will settle bets as per the standings at the time the league finishes if the ruling authority declares that these positions stand.

For leagues that are declared null and void by the relevant football authority, all bets will be made void apart from those which have already been determined.

Relegation Betting

If a team is removed from the league before the season has started, then all bets on that market will be made void, and a new relegation book will be opened.

Top Goalscorer

Only goals scored within the quoted division are counted for this market irrespective of the team (within that division) for which they are scored. The team quoted alongside the player is for reference only. Only league goals count - excluding playoff matches. Own goals do not count. Dead-heat rules apply.

To Reach Playoffs

The 4 teams which finish in the playoff positions and proceed into the playoff competition will be settled as winners for this market. E.g. those teams gaining automatic promotion, plus all other teams outside of the 4 playoff positions will be deemed losers.

Season Handicap Winner

Settlement is determined after handicap points have been added to all teams' final league points total. Dead-heat rules apply (goal difference is disregarded). In the event of the scheduled programme of fixtures not being completed, then all bets will be void.

Season Match Bets

If any team does not complete all its fixtures (due to being expelled from the respective competition) then all match bets involving that team will be made void - win or lose.

Team Points/Scoring Totals

If any team does not complete all its fixtures (due to being expelled from the respective competition) then all team points/scoring total bets involving that team will be made void - win or lose. In the event of the scheduled programme of fixtures not being completed then all bets will be void, unless settlement is already determined.

To Finish in the Top/Bottom Half/Top X Finish

Bets are settled based on the official finishing positions at the end of the season.

Season Specials

Bets settled on final league position/points total. Playoff points do not count except where specifically mentioned in the individual special.

Player Total Goals Specials - Bets are settled on the number of Goals scored in the league indicated. Own goals do not count

Player Assist Specials - Bets are settled on the number of Assists recorded in the league indicated. Settlement will be determined by Opta provided data.

Player Clean Sheet Specials - Bets are settled on the number of Clean Sheets recorded in the league indicated. A goalkeeper must play the full match without conceding a goal to register a Clean Sheet.

Transfer Specials

Club of player refers to the club that the player will be eligible to play for on the date specified. Loan deals count for this purpose, unless a player moves to a new club and is immediately loaned out, in which case we will settle on the club that has permanently signed the player.

Pre-agreed contracts with a future start date are ignored as the player is not yet eligible to play for the new club.

Next Permanent Manager

Bets are settled on the next permanent manager as announced by the club. Caretaker bosses and interim managers do not count for this market. In the event of the person appointed not being called manager then settlement will be based on the individual chosen to pick the first team.

To be Manager on (Specified Date)

Bets are settled on the manager who is in charge of first team duties on the specified date. This includes caretaker and interim managers, but does not include the director of football.

Managers to Lose Their Positions by the End of the Season

The end of the season is defined as the time when the league programmes, including any playoff matches, have been completed.

Next Manager to Lose Their Position (Sack Race)

If no manager has left his position by the end of the last scheduled league fixture (including any playoff matches) then the No Manager to Leave option will be deemed the market winner.

Soccer Statistics

Match/Team/Player Statistics

Bets are settled on the result at the end of 90 minutes play. In the event of abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined.

All players that take part in the match will be considered runners for settlement purposes, unless 'Void if player does not start' is selected at bet placement in which case bets will be void.

Settlement of the following markets will be determined by Opta provided data; and according to their definitions of individual statistics as detailed below:-

Shots on target (Match/Team/Selected Player) -

A shot on target is defined as any goal attempt that:

Is a deliberate attempt to score that is on target. Includes all Goals being scored and shots on target saved by the Goalkeeper. It also includes shots on target that are Blocked by a last line defending player, preventing the ball from entering the Goal. A shot hitting the frame of the Goal is classified as a Shot Off target unless the ball subsequently enters the net.

Shots (Match /Team/Selected Player) -

A shot is defined as any intentional goal attempt that:

- a) Goes into the net
- b) Would have gone into the net but for being saved by the goalkeeper or stopped by an opposing player who is the last-man.
- c) Is heading towards goal and is blocked by a defender, where there are other defenders or a goalkeeper behind the blocker.
- d) Would have gone over or wide of the goal but for being stopped by a goalkeeper's save or by an outfield player.
- e) Hits the frame of the goal.
- f) Goes over or wide of the goal without making contact with another player.

Offsides (Match/Team) -

Awarded to the player deemed to be in an offside position where a free kick is awarded.

Assists (Selected Player) -

The final touch from a teammate, which leads to a recipient of the ball scoring a Goal. If the assist is deflected by an opposition player, it must be deemed as travelling to the Goal-scorer irrespective of the deflection. Own goals, directly taken free kicks, direct corner goals and penalties do not get an assist awarded.

Tackles (Team/Selected Player) -

A tackle is defined as when a player connects with the ball in a legal, ground level challenge and successfully takes the ball away from the opposition player. The tackled player must be in controlled possession of the ball to be tackled by an opposition player.

Passes (Selected Player) -

The attempted delivery of the ball from one player to another player on the same team. A player can use any part of their body (permitted in the laws of the game), to execute a pass. Event categorisation includes open play passes, Goal kicks, corners and free kicks played as a pass. Crosses, keeper throws, and throw ins do not count as a pass.

Fouls Conceded (Match/Team/Selected Players) -

A foul conceded is defined as any infringement penalised as foul play by a referee that results in a free-kick or penalty event.

- Offsides are not given as a foul conceded.
- Incidents where a match official has played advantage and subsequently cautioned a player, do not contribute towards the total foul count for the player or team. In these scenarios a free-kick or penalty event must occur for a foul to be awarded.

Goalkeeper Saves (Selected Player) -

A goalkeeper preventing the ball from entering the goal with any part of his body when facing an intentional attempt from an opposition player.

Team Goals

Number of goals scored by named team. 90 minutes play only, extra-time and penalties do not count.

Player Total Goals

Player must take some part in the tournament for bets to stand. Goals in 90 minutes and extra-time count. Goals scored in penalty shootouts do not count.

First Team Headed Goal

If no headed goal then all stakes are returned.

Total Corners, Corners in Second Half

Corners awarded but not taken do not count. Please note that this applies to all corner markets.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

In the event of a corner having to be re-taken (e.g. for a foul in the box) then only one corner will be counted.

Extra-Time Corners In-Play

Only corners in extra-time count. In the event of a match being abandoned before extra-time has finished then all bets will be void unless settlement of bets is already determined.

Multi-Corners

The multi-corners result is calculated by multiplying the number of match corners taken in the first half by the number taken in the second half.

Corner Handicap

Corners awarded but not taken do not count. Handicap is applied to final corner count for each team to determine handicap winner. Bets will be void if the match is abandoned.

Alternative Corners

Settlement of a specified Alternative Corners market is based on the total corner count at the end of the designated match period e.g. 1st Half / 2nd Half / 10 Minute. Corners awarded but not taken do not count.

Team Corners

Settlement is based on the number of corners taken by a named Team. In the event of an abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined. Corners awarded but not taken do not count.

Total Goals/Number of Goals in Match/Alternative Total Goals In-Play/2nd Half Goals

In the event of a match being abandoned before 90 minutes have been played all bets will be void unless settlement of bets is already determined.

Extra-Time Goal Line In-Play

Normal In-Play Goal line rules apply but only goals in extra-time count. The score at the start of extra-time is deemed to be 0-0.

Ten Minute Events In-Play

Corners/Goal Kicks/Free-Kicks/Throw Ins - Bets are settled on the number of events occurring in the specified ten-minute time period. Time periods 41-50 and 81-90 include any added time. Events only count within the period they are taken - not awarded. In case of abandonment any bets on uncompleted time periods will be made void unless settlement of bets is already determined. Note that for the 10 minute free-kicks market a penalty does not count as a free-kick. Corners, throw-ins, goal-kicks and free-kicks that have to be re-taken only count as 1. Foul throw-ins do not count.

Cards - Bets are settled on the number of events occurring in the specified ten-minute time period. Time periods 41-50 and 81-90 include any added time. This market is settled on the time the event(s) is awarded. i.e. when the card(s) is shown by the referee.

If VAR is used to confirm a goal, the time of the original goal will stand.

If VAR is used to award a red card, then the settlement time will be when the original offence occurred.

1 Minute Events and Next Set Piece (5 Minutes) – including In-Play

Corner/Goal Kick/Free-Kick/Throw In - These markets are settled on the time the event is taken – not awarded. In the event of a re-take, settlement is based on the time the (non-foul) event is taken and the foul event is ignored.

Card/Penalty - these markets are settled on the time the event is awarded. i.e. when the card is shown by the referee, or when the referee points to the penalty spot. The outcome of the penalty kick (score/miss/foul) is irrelevant.

If VAR is used to confirm a penalty or goal, the time of the original goal or penalty

decision will stand. If VAR is used to award a penalty or a red card, then the settlement time will be when the original offence occurred. If VAR is used to overrule the original penalty decision, then a penalty will not have been awarded in this instance.

Note, a penalty is not classed as a free-kick.

Goals Odd/Even

Any match resulting in 0-0 will be settled on an even number of goals. For Team Odd/Even markets, if the specified team does not score then we will settle on an even number of goals. In the event of an abandoned match then bets for that match will be void.

Both Teams to Score

In the event of a match being abandoned after both teams have scored then 'Yes' bets will be settled as winners and 'No' bets as a loser. Otherwise, if the match is postponed or abandoned without both teams scoring, all bets will be void.

Both Teams to Score in 1st and/or 2nd Half

Predict if both teams will score in the 1st half and if both teams will score in the 2nd half of the match. Bets will be void if the match is abandoned unless settlement of bets is already determined.

Home/Away Team to Score in 1st/2nd Half

Predict if a team will score in the 1st Half or 2nd Half of a match. Bets will be void if the match is abandoned unless settlement of bets is already determined. If a match is played at a neutral venue the team listed first is deemed the home team for betting purposes.

Half Time Result/Both Teams To Score

Predict the result of the 1st half of the match AND if both teams will score in the 1st half. Bets will be void if the match is abandoned unless settlement of bets is already determined.

Half Time Result/Total Goals

Predict the result of the 1st half of the match AND the number of 1st half goals. Bets will be void if the match is abandoned unless settlement of bets is already determined.

Divisional Goals

A minimum of four matches must be played for bets to stand. Abandoned or postponed matches will be attributed 2.5 goals.

Quickest Goal

Predict the team to score the quickest goal relative to each team's actual kick-off time. Dead-heat and Rule 4 (Deductions) rules apply. Settlement is determined by the minute in which the first goal is scored. Matches with delayed kick-offs count providing the match is played the same day.

Goals Over/Under

Predict whether there will be under or over 2.5 goals in a match. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

Total Goal Minutes

Predict the aggregate time of all goals scored in the match, e.g. goals in the 24th, 51st and 59th minutes make up at 134 minutes. Any goals scored in first half added time count as 45. Any goals scored in second half added time count as 90. Should a dispute arise as to the time of any goal then the time provided by the PA will be deemed the time for settlement purposes.

If a match is abandoned then all bets will be made void apart from those that have already made up (e.g. goals in minutes 40, 45 and 60 and abandonment in 65th minute - bets predicting over 140 total goal minutes will be paid out as winners whilst under and bracket bets will be losers).

Number of Cards in Match

Yellow card counts as 1, red card counts as 2. Second yellows are ignored for settlement purposes (e.g. maximum card count per player is 3).

Settlement will be made with reference to all available evidence to cards shown during the scheduled 90 minutes play. Any card shown after the full-time whistle has been blown will be disregarded.

Cards shown to non-players (e.g. managers, substitutes or substituted players who play no subsequent part in the game) do not count towards the total.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined, unless otherwise stated.

Both Teams to Receive a Card – Both teams must receive at least one card (red or yellow) for Yes to be deemed a winner.

Both Teams to Receive 2+ Cards – Both teams must receive 2 or more cards (with a red card counting as 2) for Yes to be deemed a winner.

1st / 2nd Half Card Markets - Cards shown to active players during Half Time (i.e. after the 1st Half has ended) will count towards 2nd Half cards, for settlement purposes.

1st Half Card Markets - Bets will be void if the match is abandoned before half time unless settlement of bets is already determined.

10 Minute Card Markets – Cards must be shown in the specified time-frame e.g. between 0:00 and 09:59 to be classed in the first 10 minutes. The designated 10 minute period must be completed for bets to stand (unless the outcome of the specific market is already determined).

Settlement of a specified Alternative Cards market is based on the Total Card count at the end of the designated match period e.g. 1st Half / 2nd Half / 10 Minute.

Card Handicap – The specified Handicap is applied to the final Total Card count.

First Card Received / 1st Player Booked

In the event of two or more players receiving a card for the same incident then the player who is first shown a card by the referee will be deemed the winner for settlement purposes. Both yellow and red cards count for these markets.

Time of First Card

Both yellow and red cards count for this market.

First Team Card/Next Card Betting

Only players on the pitch count.

In the event of two or more players being booked for the same incident the player who is first shown a card by the referee will be deemed as the winner for settlement purposes.

For betting purposes, a red card is counted as 2 cards. For example, following 2 yellow cards and 1 red card, the next card is deemed to be the 5th card.

Player to be Booked

Bets on players not taking part in the match will be void.

Only players on the pitch count. Cards shown to non-players (e.g. managers, substitutes or substituted players who play no subsequent part in the game) do not count.

Cards shown to substitutes only count if the player makes a subsequent appearance, at which point the card will be added to the match total. The time of the card will be settled on the minute the player was originally booked. For example, a substitute on the bench is booked in the 30th minute. He is later subbed on in the 60th minute, at which point the card will count towards the match total. The time of the card will be settled as a 30th minute booking.

For players booked between periods, the card will only count if the player makes an appearance in the following period of play. For example, cards issued at Half Time will count towards the match total if the player makes an appearance for the 2nd half, with the time of the card being the 46th minute. The exception is for Red Cards shown at half time, which will count as a 46th minute card as long as the player was active at the end of the 1st half i.e. not a substitute.

Cards received after the full time whistle are not counted for regulation booking markets, and will only count as an extra time booking if that player makes an appearance in extra time. Cards issued after the end of Extra Time (whether during a penalty shootout or not) will not count.

Both yellow and red cards count for this market.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

A Red Card in the Match

Settlement will be made with reference to all available evidence to a Red Card shown during the scheduled 90 minutes play. Any Red Card shown after the full-time whistle has been blown will be disregarded.

Red Cards shown to non-players (e.g. managers, substitutes or substituted players who play no subsequent part in the game) do not count.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

Goal Method

Free-kick - Goal must be scored directly from the free kick. Deflected shots count provided the free-kick taker is awarded the goal. Also includes goals scored directly from a corner kick.

Penalty - Goal must be scored directly from the penalty, with penalty taker as named scorer.

Own Goal - If goal is declared as an own goal.

Header - Last touch of the scorer must be with the head.

Shot - All other goal-types not included above.

No Goal

Score a Header

Last touch of the scorer must be with the head. Settlement will be determined by Opta.

Score from Outside the Box

The scorer of the goal must strike the ball before it enters the penalty area. Settlement will be determined by Opta.

Total Shirt Numbers

If any goal is an own goal, the shirt number of the scorer of the own goal will count. It will count towards the side which is credited with the goal. Note, this is different from the ruling for First Player to Score.

For the purposes of any bet on shirt numbers a player will be deemed to wear throughout the game the shirt worn at the start of play (or, in the case of a substitute, when he comes on to the pitch).

Any player whose shirt bears no number on his first joining the field of play will be

allocated number 12.

In the event of a match being abandoned before 90 minutes have been played, all bets will be void, unless settlement of bets is already determined.

Supremacy

Where a goal supremacy market is offered on a group of matches (e.g. a home goals versus away goals market) if one or more matches are abandoned then all bets on that market will be void.

Team to Score First/Second/Next Goal

Own goals count to the side credited with the goal.

Team to Score Last

Bets will be void if the match is abandoned.

Team Performances

90 minutes play only. Points awarded/deducted for each individual team as follows:

Win the match = 25 pts

Draw the match = 10 pts

Each goal scored = 15 pts

Each corner gained and taken = 3 pts

Keep a clean sheet = 10 pts

Score before the 20th minute = 10 pts extra (maximum 10 points per team)

Each yellow or red card received = 5 pts and 15 pts deducted respectively (maximum 20 points per player)

In the event of the match not being completed then all bets are void.

Last Penalty Score/Miss

Predict whether the last penalty awarded in the shootout be scored or missed - if match does not go to penalty shootout all bets will be void.

Penalty Shootout to Go to Sudden Death

Predict whether shootout will go to sudden death or not (e.g. 11 or more penalties taken) - if match does not go to penalty shootout all bets will be void.

Team Next Penalty

Predict whether the next team penalty will be scored or missed - if match does not go to penalty shootout or team does not take designated penalty all bets will be void. In the event of a foul penalty (where the referee penalises the penalty taker for an improper

run up or kick), the penalty will not be deemed to be scored or missed and will not count towards this market.

Team Penalties Converted

Predict the total number of penalties a team scores in a penalty shootout - if match does not go to penalty shootout all bets will be void.

Team to Take Last Penalty

Predict which team will be awarded the last penalty in the shootout - if match does not go to penalty shootout all bets will be void.

Total Converted Penalties (Goal Line)

Predict the total number of penalties scored in a penalty shootout - if match does not go to penalty shootout all bets will be void.

Shootout - Asian Handicap

All bets on the Shootout Asian In-Play market are settled according to the score-line for the remainder of the shootout after the bet has been struck, e.g. any converted penalties prior to the bet being placed are ignored for settlement purposes. If match does not go to penalty shootout all bets will be void.

Total Converted Penalties (Over/Under)

Predict the total number of penalties scored in a penalty shootout - if match does not go to penalty shootout all bets will be void.

Free Kick Markets

In the event of a match being abandoned before 90 minutes have been played all bets will be void unless settlement of bets is already determined, unless otherwise stated.

1st Half Free Kick Markets - Bets will be void if the match is abandoned before half time unless settlement of bets is already determined.

10 Minute Free Kick Markets – Free kicks must be taken in the specified time-frame e.g. between 0:00 and 09:59 to be classed in the first 10 minutes. The designated 10 minute period must be completed for bets to stand (unless the outcome of the specific market is already determined).

Settlement of a specified Alternative Free Kicks market is based on the Free Kick count at the end of the designated match period e.g. 1st Half / 2nd Half / 10 Minute. Free Kicks awarded but not taken do not count.

Goal Kick Markets

In the event of a match being abandoned before 90 minutes have been played all bets will be void unless settlement of bets is already determined, unless otherwise stated.

1st Half Goal Kick Markets - Bets will be void if the match is abandoned before half time unless settlement of bets is already determined.

10 Minute Goal Kick Markets – Goal Kicks must be taken in the specified time-frame e.g.

between 0:00 and 09:59 to be classed in the first 10 minutes. The designated 10 minute period must be completed for bets to stand (unless the outcome of the specific market is already determined).

Settlement of a specified Alternative Goal Kicks market is based on the Goal Kick count at the end of the designated match period e.g. 1st Half / 2nd Half / 10 Minute. Goal Kicks awarded but not taken do not count.

Throw In Markets

In the event of a match being abandoned before 90 minutes have been played all bets will be void unless settlement of bets is already determined, unless otherwise stated. Foul throw-ins do not count.

1st Half Throw In Markets - Bets will be void if the match is abandoned before half time unless settlement of bets is already determined.

10 Minute Throw In Markets – Throw-ins must be taken in the specified time-frame e.g. between 0:00 and 09:59 to be classed in the first 10 minutes. The designated 10 minute period must be completed for bets to stand (unless the outcome of the specific market is already determined).

Settlement of a specified Alternative Throw Ins market is based on the throw-in count at the end of the designated match period e.g. 1st Half / 2nd Half / 10 Minute. Throw-ins awarded but not taken do not count.

Winning Margin Markets

In the event of a match being abandoned before 90 minutes have been played all bets will be void.

1st Half Winning Margin Markets - Bets will be void if the match is abandoned before half time.

10 Minute Winning Margin Markets – Goals must be awarded in the specified time-frame e.g. between 0:00 and 09:59 to be classed in the first 10 minutes. The designated 10 minute period must be completed for bets to stand.

Sportbladet Zoom (Which Player Will Cover Most Metres)

All-in, play or not. Only listed players count. Bets are settled on the official Sportbladet Zoom statistics.

Specials

General

Unless otherwise stated all bets on Specials markets are all-in, run or not.

Eurovision Song Contest

Settlement will be based on the official results. Where applicable dead-heat rules will apply. Bets are settled as losers if a country does not finish a competition, e.g. through disqualification.

Eurovision Song Contest Handicap Betting - Settlement will be at the odds displayed using the actual number of points awarded to each country, adjusted for the handicap.

Match Betting - Bets settled on the country who finishes highest in the official final result. All match bets are offered for the final, unless otherwise stated.

Group Betting (inc Top Nordic, Top Baltic etc) - Bets settled on the country who finishes highest in the official final result. If all countries in the group fail to reach the final all bets will be void.

Any Country To Get Nul Points - This market refers to the final only.

Max 12's Received From The Juries – Bets settled on the number of juries that give a specific country the maximum 12 points, as shown on the official website. Public televoting does not count for the purpose of this market.

Snow on Specified Date

Snow, sleet, snow grains or snow pellets must be officially recorded/observed to have fallen at the named location, at any time during the twenty-four hours of the specified date; with the exception of specific sporting fixtures that maybe offered, where the official records/observations are limited to the time frame covering the duration of play for the sporting event on the date detailed. Snow already lying on the ground, hail or ice pellets will not count. Results will be officially confirmed by independent adjudicators, British Weather Services (BWS).

Warmest City on Specified Date

The named weather station location that officially records the highest maximum air temperature during the twenty four hours of the specified date, will be deemed the winner for settlement purposes. Results will be officially confirmed by independent adjudicators, British Weather Services (BWS). In the case of a weather station failing to report, BWS will utilise the nearest available weather station. Dead heat rules will apply.

Reality Shows

Bets will be settled on the official results. If two or more participants are evicted in a specified eviction market and the order of eviction is clear then this will be used for settlement purposes. If the order of eviction is unclear then dead-heat rules will apply. Evictees and walk-outs will be settled as losers. A contestant leaving by other than an eviction before a nomination round has taken place will be deemed a non-runner for that eviction and a Rule 4 (Deductions) may apply. Others may be added to the market at any time.

Big Brother

Outright Markets

Bets will be settled on the official results.

Evictees and walk-outs (removed by Big Brother or leave of their own accord) will be settled as losers. Should that same contestant be re-admitted at a later date, they will be treated as a new contestant and previous bets will not stand.

In the event of the series being cancelled before an official winner is declared, bets will be settled as a dead-heat between the contestants that have not been eliminated. Outright bets on contestants already eliminated will be treated as losing selections.

Any late changes to methods of eviction, addition or subtraction of housemates or any other factors affecting the market are beyond our control and bets will stand or be made void in accordance with our rules.

Fake evictions will not be considered as winners, the housemate must leave the house on a permanent basis. Therefore any bets placed on Next Eviction will run until a housemate is seen to leave the house with no immediate prospect of return.

Next Eviction - Bets will be settled on the official results.

If two or more participants are evicted in a specified eviction market and the order of eviction is clear then this will be used for settlement purposes. If the order of eviction is unclear then dead-heat rules will apply.

A contestant leaving by other than an eviction before a nomination round has taken place will be deemed a non-runner for that eviction and a Rule 4 (Deductions) may apply.

Bets on Next Eviction stand regardless how the public have voted (voting to stay in the house or to be evicted from the house).

In the event that housemates nominated or selected for eviction are not confirmed by ITV for the UK (or other relevant broadcaster outside of the UK), a market may be formed and bets placed accordingly. Bets stand regardless of events (all in or not) and additional housemates may be added to the betting.

We reserve the right to void all bets placed on an Eviction Market should the initial line up for eviction be changed. Others may be added to the market at any time.

X Factor

To Be Evicted First - Settlement will be based on the first named participant to be evicted in a specified week/show.

To Be Evicted 2-Way - A Yes/No market will be settled on the result of a specified week/show.

Match-Ups - The act progressing furthest in the competition is deemed the winner. If two acts go in the same week/show, the first participant evicted will be deemed the loser.

For Next Elimination market, where one listed participant does not take part then a Rule 4 (Deductions) may apply. Where two or more listed participants do not take part, then the market is void.

To Finish Bottom In Flash Vote - Winner is the act who is announced to have the lowest votes from the Flash Vote and therefore goes into the sing off. If the Flash Vote does not take place then bets are void. If more than one act is announced as bottom, or if more than one act goes through to the Sing Off from the Flash Vote then dead-heat rules apply.

To Be In Sing Off 2-Way - A Yes/No market will be settled on the result of a specified week/show.

Next Manager to Lose an Act - All participants must perform for bets to stand.

If an artist has (solo) listed after their name, and that artist subsequently joins a group, bets will be settled as losers. If a solo artist does not have (solo) listed after their name, and that artist subsequently joins a group, bets will be void.

Bottom 3/Bottom 2 - The specified number of acts must be named in a given week/show for bets to stand. Acts named in the bottom 3 or 2 (dependant on market offered) for a specified week/show are deemed winners. Where there is a multiple eviction, bets on this market will be settled on participants evicted. If the bottom 3 or 2 is not clear, then dead-heat rules may apply.

Deadlock - The market is determined as Yes There Will be Deadlock/No There Will Not be Deadlock in a specified week/show. Where the format of the weekly show dictates that deadlock cannot happen (e.g. multiple eviction with no song-off), bets will be void.

First Act Announced Safe - Settlement is determined by the first act announced as safe, in a specified week/show. If it is unclear which act is declared safe first then dead-heat rules may apply. All participants must perform for bets to stand.

Top 3 Finish (Whole Competition) - Settlement is based on results of the whole series/competition. Acts placed in the top three of the competition are deemed winners. If the top three result is unclear then dead-heat rules may apply.

For Winning Groups/Girls/Over's/Boys markets', Winning Manager, Winning Category, First Category to Lose All Acts, First Manager Eliminated; should a listed mentor be

replaced by either another existing mentor or a non-listed mentor all bets will stand.

For all markets; should an individual participant or group change their name during the course of the series all bets will stand and the new name version will be deemed the same as the original name version for settlement purposes.

Strictly Come Dancing

If two or more are evicted in a single show then the winner will be deemed to be the first participant evicted.

Next Elimination Market - Where one listed participant does not take part then a Rule 4 (Deductions) may apply. Where two or more listed participants do not take part, then the market is void.

Gender of Winner - Settlement is based on the celebrities' gender.

Match-Ups - The first participant evicted will be deemed the loser.

Sports Personality of The Year

To Win Outright, Winning Sport, Top Three Finish, Straight Forecast; markets will be settled based on the awards presented on the evening of the ceremony. Dead-heat rules apply.

Match-Ups will be settled based on the official voting figures released after the award ceremony.

Deal Or No Deal

Markets will be settled based on the box the contestant first takes to the table. Any swaps will be disregarded.

If the contestant elects to Deal at any time then the "Will The Contestant Deal" market will be settled as "Deal", even if they later take an option to undo their Deal and open their box.

Moreover, the "How much will the Contestant Win?" market will be settled on the final total prize money won by the contestant. Any non-monetary elements to the prize will be disregarded.

UK Television Most Viewers Markets

Markets will be settled in accordance with the viewing figures recorded by BARB (Broadcasters Audience Research Board) as found on their website .

The 7 day data will be used for settlement purposes, as found on their Four-screen dashboard including all views on television, PC/laptop, tablet and smartphone. If all four viewing platform figures are not present we will use as many of the four that are showing when the 7 day data is first displayed. If none of the 7 day data is published we will use their 28 day data.

UK Christmas Number One

Bets will be settled on the official charts as recorded by The Official Charts Company on their website www.theofficialcharts.com. Bets on solo artists will be deemed as losers if they combine with another singer to form a duet or several other singers to form a group. Separate prices will be available for such collaborations. Featured artists do not count.

Olympic Games

Medal Markets – The official Olympic Medal Table at the time of the Closing Ceremony will be used for settlement purposes. Any subsequent disqualifications or amendments will not count. If all scheduled medal events are not completed before the Closing Ceremony then all bets will be void, unless the specific market outcome is already determined.

Outright Medal markets - Dead-heat rules will apply. Specifically for Most Medals outright betting, if two or more countries finish with an equal number of Total Medals, then the number (if different) of Gold, then Silver and then Bronze medals won (in order of criteria), will be used to determine the winner.

Match-Up Medal markets – Bets will be void if both countries in a specific match-up finish with an equal number of medals.

Chess

Outright Betting - All-in, compete or not. Dead-heat rules apply.

Match bets are settled according to the official tournament results. If either player is replaced with another player all bets will be void and stakes returned.

Handicap/Total bets are void if the statutory number of games/matches (according to the official tournament rules) are changed. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

Polo

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

Special Events

Where other speciality bets are advertised, rules will be displayed on our Website.

Settlement of Wagers

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

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

Speedway

Team/Club Speedway

Pre Game - If match is abandoned before full completion of meeting then all bets stand assuming the running of the match would not have affected the result, or the event is rescheduled/resumes within 24 hours, otherwise bets are void. For Handicap after Heat 8 betting, the first 8 heats of the specified fixture must be completed in full for bets to stand. Ride-offs do not count. If a match is postponed prior to its scheduled start date/time then bets will be void unless it is rescheduled to start within 24 hours.

All markets will be settled based on the result after the completion of the final heat (excludes Super Heat where applicable) unless otherwise stated (league fixtures) or podium presentation (Individual/Grand Prix competitions). Subsequent appeals, disqualifications and point deductions do not count. Where Team Match-Ups are offered, settlement will be based on final standings including Knockout Stages and/or Extra Rides. To Win (2-way) includes Super Heat where applicable.

In-Play - If match is abandoned before full completion of meeting then all bets on the match (including Winning Margin) will be void unless the running of the match would not have affected the result. For Handicap after Heat 8 betting, the first 8 heats of the specified fixture must be completed in full for bets to stand. Ride-offs do not count. If a match is postponed prior to its scheduled start date/time then bets will be void unless it is rescheduled to start within 24 hours.

All markets will be settled based on the result after the completion of the final heat (excludes Super Heat where applicable) unless otherwise stated (league fixtures) or podium presentation (Individual/Grand Prix competitions). Subsequent appeals, disqualifications and point deductions do not count. Where Team Match-Ups are offered, settlement will be based on final standings including Knockout Stages and/or Extra Rides.

Elite League - Includes end of season playoffs.

Individual Competitions/Grand Prix

Outright Championship - Non-runner no-bet - Rule 4 (Deductions) may apply. Bets will be determined by the points accumulated after the final Grand Prix of the season and will not be affected by any subsequent enquiries.

Individual Competitions/Grand Prix - The podium positions will be used to determine 1st 2nd and 3rd for betting purposes.

Individual Heat Correct Scores Betting

For individual Heat Correct Scores only. All tactical points count as normal score e.g. 3-2-1-0. Bonus points do not count for settlement purposes.

Individual Heat Winner / Race Off Winner

All quoted riders must start the specified heat / race off otherwise bets are void.

Any quoted rider(s) disqualified from a heat / race off are deemed to have started for settlement purposes.

If a rider(s) starts from a different gate(s) to that listed for betting purposes, all bets will be void.

Individual Heat Rider Match Ups

Both quoted riders must start the specified heat otherwise bets are void. Any quoted rider(s) disqualified from a heat / race off are deemed to have started for settlement purposes.

Settlement is determined by finishing position in the heat. All tactical points count as normal score e.g. 3-2-1-0. Bonus points do not count for settlement purposes.

Individual Heat Team Handicap Match Ups

All tactical points count as normal score e.g. 3-2-1-0. Bonus points do not count for settlement purposes.

Lead After X Heats

Bets are settled based on the Team leading after a specified Heat (Tie included). If a match is abandoned before full completion of the specified Heat then bets are void. All tactical points count.

Team Heat Winner/Heat 13 Winner

Prices are quoted for Team A, Team B and the Tie; for specified Heats. The quoted Heat must be completed in full otherwise bets are void.

Race to X Points

Bets are settled based on the first Team to reach the nominated number of points (Tie included). In the event of neither Team reaching the number of points required (because of abandonment) then bets on that market will be void. All tactical points count.

Rider Match-Ups/Handicap Match-Ups (League Fixtures)

All rides count, with all tactical points counting as normal score e.g. 3-2-1-0. Bonus points do not count for settlement purposes. Bets stand in a match-up, if both riders complete at least one heat (exclusions count). Additionally, if match is abandoned before full completion all bets are void, unless the outcome of the bet has already been determined.

For Handicap Match-Ups, if after applying the denoted handicap, the rider match-up is tied, then bets will be void, unless a price is quoted for the Handicap Tie, in which case this will determine settlement. In Knockout Cup fixtures 'Man on Man' tactical rides do not count towards settlement.

Rider Match-Ups/Handicap Match-Ups (Grand Prix and Individual Fixtures)

The above rule section applies if neither quoted rider in a match-up reaches the final. If one or both named drivers in a match-up reach the final, then settlement will be based

on their respective finishing position in the final ride-offs, unless otherwise stated.

Specifically for Grand Prix Events, all Rider Match-Ups will be settled based on Championship Points scored.

Total Points

All rides count, with all tactical points counting as normal score e.g. 3-2-1-0. Bonus points do not count for settlement purposes. Bets stand if a rider/team completes at least one heat. Additionally, if match is abandoned before full completion all bets are void, unless the outcome of the bet has already been determined. In Knockout Cup fixtures 'Man on Man' tactical rides do not count towards settlement.

When Total Points are offered for Grand Prix and European Championship or other individual events, settlement will be based on points accumulated in the main round (20 heats) only, and excluding the semi-finals and final ride-off.

Pairs Competitions

When Rider or Team Total Points are offered for any Pairs competitions (including Speedway of Nations), settlement will be based on points accumulated in the main round only, and excluding the semi-finals and final ride-off.

Where Team/Pairs Match-Ups are offered, settlement will be based on final standings including Knockout Stages and/or Extra Rides.

Season Event Betting

For all Season Event specific markets, bets will be void if the scheduled number of events are not completed, unless the outcome is already determined. Subsequent disqualifications and/or appeals will not affect bets.

If a specific series of events, or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant event, bets will be void.

Settlement of Wagers

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

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

Squash

General

Match Betting - In the event of a match starting but not being completed then all bets will be void unless after the start of the match a player is disqualified in which case the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. In the event of the statutory number of games being changed or differing from those offered for betting purposes then the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

Handicap Betting/Match Totals - In the event of retirement or disqualification, bets will be void unless the outcome is already determined. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.

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

Current and Next Game Odd or Even - In the event of a game starting but not being completed then all bets will be void.

Player Total Points/Match Total Points - In the event of retirement or disqualification, bets will be void unless the outcome is already determined or 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.

Current and Next Game Winner/Current and Next Game Total Points/Current and Next Game Race(s) - In the event of a game starting but not being completed then all bets will be void unless the outcome is already determined.

Current and Next Game Winning Margin - In the event of a game starting but not being completed then all bets will be void.

The below markets are based on a statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void:-

Correct Game Score/Player Total Points/Match Total Points/Current and Next Game Winner/Current and Next Game Total Points/Current and Next Game Race(s)/Current and Next Game Winning Margin.

Settlement of Wagers

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

the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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

Table Tennis

General

Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

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

For example, a game is abandoned at 9-7: bets on Over/Under 16.5 Game - Total Points are settled as winners/losers respectively, since any natural conclusion to the game would have yielded at least 18 points.

In-Play Game Markets (Current and Next) - The specified game must be completed for bets to stand, unless the specific market outcome is already determined.

First Game Markets - The game must be completed for bets to stand, unless the specific market outcome is already determined.

Race to Markets - Bets are settled based on the first player to reach the nominated number of points in the relevant game. In the event of neither player reaching the number of points required (because of abandonment) then bets on that market will be void. If the relevant game is not played then all race markets for that game will be void.

In-Play Point Betting - Bets are offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void. Specifically for the World Championships of Ping Pong, all points gained from a 'Double Point' ball, count towards settlement.

Total Point Betting (Match and Player – including Alternatives) markets are based on the statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.

Handicap Betting (Games and Points – including Alternatives) - Markets are based on the statutory number of games being played. In the event of the statutory number of games

being changed or differing from those offered for betting purposes then all bets are void.

Game Betting - Bets are void if the statutory number of games are not completed, or are changed.

Correct Score after X Games - Bets are void if the statutory number of games are not completed, or are changed; unless the outcome is already determined.

Settlement of Wagers

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

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

Tennis

General

In the event of any of the following circumstances all bets will stand:

A change of schedule and/or day of match

A change of venue

A change from indoor court to outdoor court or vice versa

A change of surface (either before or during a match)

Specific to Padel, settlement will be based on all standard Tennis Rules.

Bet Builder

Specific to any bet selection that is part of a Tennis Bet Builder bet, if the selected event does not take place due to the match, set or game already being determined or completed, then the selection will be deemed as lost for settlement purposes.

For example, a Tennis Bet Builder bet that includes Player A to win the 3rd Set 6-3 would be settled as lost, if Player A wins the match 6-2, 6-3; as Player A has not won the 3rd set 6-3.

In the event of a match starting but not being completed, bet selections will be void, unless the specific market outcome is already determined.

Match Betting Including In-Play

In the event of a match starting but not being completed then all bets will be void unless after the start of the match a player is disqualified in which case the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

Match Result and Both Players To Win a Set / Match Result and Total Games Including In-Play

In the event of a match starting but not being completed then all bets will be void.

Player to Win from Behind / Straight Sets Markets, Including In-Play

In the event of a match starting but not being completed then all bets will be void, unless settlement of the bet has already been determined.

First Service Game Markets

In the event of a disqualification or retirement during the designated Player's First Service Game all bets will be void unless the final set has begun or the settlement of the bet has already been determined, or unless there is no conceivable way the game could be played to its natural conclusion without unconditionally determining the result of that market.

In-Play Game Markets (Current, Next and Next Two)

The player serving in the relevant game is denoted by (Svr).

If the wrong player is indicated as (Svr), then any bets taken on Current or Next Game, Current or Next Game Score, Point Betting or Next Game First Point, Next Game 'To Win To' or Next Game To Face Break Point will be void, regardless of the result.

In the event of the next scheduled game(s) being a tie-break or Match tie-break all bets on that game(s) will be void, with the exception of Next Game First Point.

Game to Deuce will be settled as Yes if either player/team wins the game to 40 or the score reaches 40-40 at any stage.

If any game includes the awarding of a penalty point(s) by the umpire, all bets on that game will stand. If the umpire awards a penalty game, or in the event of a game not being completed through player injury, all bets on that game will be void, with the exception of Game to Deuce, Next Game to Face Break Point, Next Game – First 'X' Points Correct Score and Next Game Total Points if settlement has already been determined, and Next Game – Handicap where there is no conceivable way the game could be played to its natural conclusion without unconditionally determining the result of that market. In the event of forfeited points/games, these will count for final settlement.

Markets Based on Total Games/Handicap Games Including In-Play

These general rules apply to Games in Individual Sets, Games in Match, Player Games, and Handicap Betting (based on games won). In the event of forfeited points/games, these will count for final settlement.

For the purposes of all such markets a tie-break or Match tie-break is counted as one game.

In the event of retirement, disqualification or change of surface mid-match, bets will be void unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

E.g. (1) A set is abandoned at 4-4: bets on Over/Under 9.5 games or fewer in the set are settled as winners/losers respectively, since any natural conclusion to the set would have at least 10 games; bets on Over/Under 10.5 games or more are void.

E.g. (2) A best-of-3 sets match is abandoned at 6-4 2-6: bets on Over/Under 23.5 games or fewer in match will be settled as winners/losers respectively, since any natural conclusion to the match would have at least 24 games; bets on Over/Under 24.5 games or more are void.

E.g. (3) 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 winners, bets on either player with a handicap of -2.5 or less will be settled as losers, and bets on the tie with a handicap of +/- 3 or more will be settled as losers. All bets on handicaps ranging from -2 to +2 will be void.

The Handicap, Total Games In Match and Player Games markets are based on a statutory number of sets (see related Set Betting). In the event of the statutory number of sets being changed or differing from those offered for betting purposes then all bets are void.

At the end of the match all of the games each individual player wins are totalled and the handicap applied to determine the handicap winner.

Match Total Games Odd/Even Including In-Play

In the event of a disqualification or retirement all bets will be void, unless there is no conceivable way the match could be played to its natural conclusion without unconditionally determining the result of that market.

Set Betting (includes Setcast, Set Double Result) Including In-Play

Bets are void if the statutory number of sets are not completed, or are changed. Match must be completed for bets to stand. In the event of a disqualification or retirement all bets will be void.

Set Markets (Including Current and Next In-Play)

If the nominated set is not played bets will be void. In the event of a disqualification or retirement during a designated set all bets will be void, unless settlement of the bet has already been determined, or there is no conceivable way the set could be played to its natural conclusion without unconditionally determining the result of that market.

In the event of forfeited points/games, these will count for final settlement.

Number of Sets Including In-Play

Bets are void if the statutory number of sets are changed.

Number of Sets Over/Under – In the event of a disqualification or retirement all bets will be void unless settlement of the bet has already been determined.

Number of Sets – In the event of a disqualification or retirement all bets will be void unless the match has already reached the final set.

Player To Win (Sets Markets) Including In-Play

In the event of a disqualification or retirement all bets will be void, unless settlement of the bet has already been determined.

In-Play Point Betting

If the wrong player is indicated as (Svr), then any bets taken on Point Betting will be void regardless of the result.

Bets are offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void. In the event of forfeited points, these will count for final settlement.

If the nominated point is awarded as a penalty point, all bets on that point will be void.

Bets stand regardless of whether or not a point takes place in a tie-break.

Race Markets Including In-Play

Bets are settled based on the first player to reach the nominated number of games in the relevant set. In the event of neither player reaching the number of games required (because of abandonment) then bets on that market will be void. In the event of forfeited points/games, these will count for final settlement.

If the relevant set is not played then all race markets for that set will be void.

Tie-Break Markets Including In-Play

If a tie-break is not played in the nominated set, all bets on these markets are void. All bets stand irrespective of whether or not the tie-break includes the awarding of a penalty point.

If the umpire awards the tie-break as a penalty game prior to the game starting, all bets on the tie-break will be void.

If the tie-break is awarded as a penalty game whilst in progress, bets on tie-break winner will stand, but bets on tie-break score will be void (unless the only way the tie-break could be won was Any Other.)

In the event of the tie-break not being completed through disqualification or retirement, bets will be void unless the outcome is already determined or unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

If the official outcome of a tie-break is unspecified (e.g. either awarded as a penalty game or via disqualification) then all bets on the tie-break will be void, with the exception of tie-break total points as detailed above.

Specifically, for the purpose of 'Tie Break In Match?' market, a Match tie-break will be considered a set, and does not count as a tie-break.

Match Tie Breaks

In some competitions, matches are decided by a Match tie-break.

If a match is decided by a Match tie-break then the Match tie-break will be considered to be a set, for Set Winner, Set Betting and Total Sets for settlement purposes. All other Current/Next Set markets will be void.

Break of Serve/Break Point Markets Including In-Play

In the event of disqualification or retirement, bets will be void if the relevant break of serve/break point has not taken place (unless there is no conceivable opportunity for the relevant break of serve/break point to occur - in which case bets will be settled on no break of serve/break point).

First Mini-Break Markets Including In-Play

Tie Break First Mini-Break, and Match Tie Break First Mini Break market settlement is determined by Mini-Breaks achieved in Tie Breaks and Match Tie Breaks only.

Aces/Double Faults Markets

In the event of a disqualification or retirement all bets will be void, unless settlement of the bet has already been determined. Bets settled from official tournament statistics.

Five Setter?

Bets are void if the statutory number of sets are changed.

Bets will stand once the match reaches a final set. In the event of a disqualification or retirement prior to the final set all bets will be void.

To Go The Distance Market Including In-Play

Predict if a match will reach a tie-break or extra games in the final set.

Bets are void if the statutory number of sets are changed.

In the event of a disqualification or retirement all bets will be void, unless settlement of the bet has already been determined.

Outright Betting/Without Favourite Betting/Quarter Betting/Half Betting

Player must play 1 point in the tournament for bets to stand. Bets on any player not taking part in the tournament will be void. Markets may be subject to a Rule 4 (Deductions).

Tournament Serve

Player must serve 1 ball for bets to stand. Bets will be settled on official tournament results.

How Many Sets Will Player Drop During Tournament

In the event of the player retiring from the match/not starting a match (forfeit) it will count as a loss of 2 sets for best-of-3 matches and 3 sets for best-of-5 matches.

Match with Most Games / Match with Least Games

The designated matches in the specified Round must be completed in full for bets to stand, unless settlement is already determined. Dead-heat rules apply.

Name The Finalists/Final Forecast/Reach The Final/Unseeded Finalist/Qualifier to Reach Final/Wild Card to Reach Final

Non-runner no-bet. In the event of a Player withdrawing prior to the Final; that scheduled match will be used to determine settlement. Specific to Qualifier to Reach Final market, a Lucky Loser or Alternate is not considered a Qualifier for settlement purposes. Specific to Wild Card to Reach Final market, a Protected Ranking is not considered a Wild Card.

Nationality of Winner

Nationality as displayed by the sport's governing body. Bets stand irrespective of withdrawals.

Top Nationality

Player must play 1 point in the tournament for bets to stand. Bets on any player not taking part in the tournament will be void. Markets may be subject to a Rule 4 (Deductions). Nationality, as displayed by the sport's governing body, will be used for settlement purposes. In the event of players being eliminated at the same stage of the tournament, dead-heat rules will apply.

Player to Win Tournament without Dropping a Set

The specified tournament must be completed in full for bets to stand.

Stage of Elimination

Player must play 1 point in the tournament for bets to stand. When the market is revised during the tournament and a specified player withdraws prior to his next scheduled match, any bets placed after his previous round/match will be void.

To Reach Round / To Meet in Round / Number of Top Seeds in Semis / Number of Top Seeds in Final / Number of Nationality in Round

In the event of a disqualification or retirement all bets will be void, unless settlement of the bet has already been determined. When a market is revised during the tournament and a player(s) withdraws prior to the next scheduled round/match, any bets placed after the previous round/match will be void.

Tournament 'All To Win' Round Markets

The designated players' matches in the specified Round must be completed in full for bets to stand.

Tournament Total Games/Sets in Round markets / Seeds Eliminated in Round

The statutory number of Round matches must be completed in full for bets to stand unless settlement is already determined.

Tournament Match Betting

Both players in a specified match-up must play 1 point in the tournament for bets to stand. If players progress to the same round of the tournament bets will be void.

Who Will Go the Furthest?

In the event of both players being eliminated at the same stage of the tournament, then bets will be void. Both players in a specified match-up must play 1 point in the tournament for bets to stand.

Winning Quarter/Winning Half

Name the tournament quarter the winner will come from (1st/2nd/3rd/4th). Name the tournament half the winner will come from (Top/Bottom).

The specified tournament must be completed in full for bets to stand.

Winning Seed

Predict whether the winner will be seeded odd or even. If an unseeded player wins the tournament then all bets will be void.

International Premier Tennis League

Match Tie Betting - Settlement will be based on the official result.

Single-Set Match betting - Specifically for the final single-set match of a Match Tie, settlement of markets will be based on the first player(s) to reach 6 games (and the score at that point), and will ignore any subsequent 'catch up' games played in the set.

If during a set a player is substituted, all bets will stand.

World Team Tennis

Match Tie Betting - Settlement will be based on the official result.

Single-Set Match betting - Specifically for the final single-set match of a Match Tie, settlement of markets will be based on the first player(s) to reach 5 games (and the score at that point), and will ignore any subsequent 'catch up' games played in the set.

If during a set a player is substituted, all bets will stand.

Season Event Betting

For all Season Event specific markets, bets will be void if the scheduled number of events are not completed, unless the outcome is already determined. Subsequent disqualifications and/or appeals will not affect bets.

If a specific series of events; or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant event, bets will be void.

Etennis

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

Settlement of Wagers

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

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

Trotting

Introduction

General

All bets on Trotting will be settled from results as per the official governing body.

Official results are provided at www.atg.se (Swedish Trotting), at www.rikstoto.no (Norwegian Trotting), at www.hippos.fi (Finnish Trotting), at www.dantoto.dk (Danish Trotting).

Individual Races Outright

Win Market (including Win Market Without Favourite)

For settlement purposes the horse with the highest finishing position based on the official result will be deemed the winner.

If a specified race is abandoned or declared void then single bets will be void and any selections involved in accumulative bets will be treated as a non-runner.

Where two selections dead-heat bets will be made void if the selection has odds less than evens (Odds-on). Dead-heat rules will apply to selections with odds of evens or above (Odds-against). If more than two selections dead-heat then all bets on the race will be void.

Place Market

For settlement purposes the place positions will be based on the official result and will be subject to the following guidelines:

Races involving;

2-3 horses (No place betting available, Win only)

4-6 horses (2 places available)
7-15 horses (3 places available)
16+ horses (4 places available)

If a specified race is abandoned or declared void then single bets will be made void and any selections involved in accumulative bets will be treated as a non-runner.

Where two selections dead-heat bets will be made void if the selection has odds less than evens (Odds-on). Dead-heat rules will apply to selections with odds of evens or above (Odds-against). If more than two selections dead-heat then all bets on the race will be void.

Ante-Post Market

bet365's Ante-Post wagers are accepted on the basis of all-in run or not, entered or not. Except where specifically stated stakes are lost on an Ante-Post bet if a selection does not take part. Ante-Post markets can and will be suspended and re-issued with new prices at the discretion of the company. Ante-Post bets are settled at the Price and Place terms applicable at the time of acceptance.

Individual Races Head-to-Heads

Where two horses are paired against each other (for betting purposes) the horse with the highest finishing position based on the official result will be deemed the winner.

Bets will be refunded if one or both of the horses in a head-to-head are declared non-runners, if the specified race is abandoned/declared void or if both horses fail to complete the course/fail to record an official time.

Where two horses paired in a head-to-head dead-Heat then bets will be void and stakes refunded.

Individual Races Triple Headers

Where three horses are grouped against each other (for betting purposes) the horse with the highest finishing position on the basis of the official result will be deemed the winner.

Bets will be refunded if one, two, or all of the horses in a triple header are declared non-runners, if the specified race is abandoned/declared void or if all three horses fail to complete the course/fail to record an official time.

Where two horses grouped in a triple header dead-heat bets will be made void on selections that have odds less than evens (Odds-on). Dead-heat rules will apply to selections with odds of evens or above (Odds-against). Where all three horses in a triple-header dead-heat bets will be refunded.

Odd/Even Market

For settlement purposes the winning horse's official race number will determine the winner. In the event of one or more non-runners all bets will be void if any of the horses are 10/1 or shorter in bet365's race win book at the time of withdrawal.

Not to Place Bets

Rules for lay (Not to Place) bets are the same as for those stipulated above - with the following exceptions:

Not to Place bets are only available on horses which have a win price of 2/1 or less.

Not to Place bets are not available on 2 runner races.

Dead-heat rules apply as normal to Not to Place bets.

Multiple Not to Place bets with selections from the same race are not permitted.

Rule 4 (Deductions)

For Outright Race Betting (both Win and Place markets) - in the event of one or more non-runners the odds on the remaining runners are reduced in accordance with the Rule 4 (Deductions).

Win Betting

Deduction Table for Withdrawals other than Ante-Post

1.30 and lower	- 75%
1.31 to 1.40	- 70%
1.41 to 1.53	- 65%
1.54 to 1.62	- 60%
1.63 to 1.80	- 55%
1.81 to 1.95	- 50%
1.96 to 2.20	- 45%
2.21 to 2.50	- 40%
2.51 to 2.75	- 35%
2.76 to 3.25	- 30%
3.26 to 4.00	- 25%
4.01 to 5.00	- 20%
5.01 to 6.50	- 15%
6.51 to 10.00	- 10%
10.01 to 15.00	- 5%
15.01 and higher	- No deductions made

Place Betting

Deduction Table for Withdrawals other than Ante-Post

1.06 and lower	- 55%
1.07 to 1.14	- 45%
1.15 to 1.25	- 40%
1.26 to 1.52	- 30%
1.53 to 1.85	- 25%
1.86 to 2.40	- 20%

2.41 to 3.15 - 15%

3.16 to 4.00 - 10%

4.01 to 5.00 - 5%

5.01 and higher - No deductions made

Settlement of Wagers

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

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

US Horse Racing

General

Where Fixed Odds are offered and no price is taken, bets will be settled at the last price available with bet365.

Where Fixed Odds are not offered so no price is taken, bets will be settled based upon the Pari-Mutuel (Tote) dividend (declared inclusive of stake).

If on the day of a race the surface is altered (e.g. Turf to Dirt/All Weather or vice versa), then bets will stand.

Best Odds Guaranteed

Where we offer Win and Each-Way betting, Best Odds Guaranteed is available to all new and eligible customers on singles and multiple bets. This refers to bet365 Fixed Odds only and excludes Pools Dividends, Ante-Post, Tote/Pari-Mutuel and Not to Win bets.

Coupled Horses

Some horses may be coupled. If a bet is placed on two or more coupled selections and one is a non-runner then the bet will stand on the remaining selection(s).

Purse Money Only

In the event of the local stewards declaring that a horse is running for purse money only, where fixed odds prices are offered on that selection/race, all bets will stand on the finishing positions of all runners. All tote bets on that declared selection will be made void, and considered a non-runner.

Each Way Betting

Bets are settled to win unless Each Way is selected. An Each Way bet is a bet of twice the selected unit stake. It contains one bet of unit stake on the selection to Win and one bet of unit stake on the selection to be Placed according to the terms advertised for the event. In general, the Place part of Each Way bets will be settled as per the following

Place terms:

Handicaps of 16 or more runners, one quarter the odds, first four places.

Handicaps of 12 to 15 runners, one quarter the odds, first three places.

All other races of 8 or more runners, one fifth the odds, first three places.

Races of 5, 6 or 7 runners, one quarter the odds, first two places.

Less than 5 runner, the place money is invested to Win.

In all races the number of runners shall be the number of runners coming under starters orders. Bets will not be accepted where the Place stake exceeds the Win stake. Each Way doubles, trebles and accumulators will be settled Win to Win and Place to Place in accordance with the above.

Each Way Extra bets are considered an offset to standard Each Way terms. In the event of non-runners, if the standard Each Way terms change, then the Each Way Extra terms will also change accordingly (including changes to the number of places available and/or the market place fraction).

Enhanced Win

Bets on non-runners will be void, and when applicable Rule 4 will apply to all remaining runners based on the price of the withdrawn horse in the normal Win market (not the Enhanced Bet price). Our Double Result offer will apply to this market although Best Odds Guaranteed does not.

Cover Bet 2 Places

The price for the selection to win the race is less than for Win and Each Way markets, but money back if your selection finishes second. Bets on non-runners will be void, and when applicable Rule 4 will apply to all remaining runners based on the price of the withdrawn horse in the normal Win market (not the Cover Bet price). In the event of non-runners the number of places paid will remain the same, unless the number of runners in the race is equal to or less than the number of places paid, in which case all bets will be void. Dead-heat rules apply. Our Double Result offer will apply to this market although Best Odds Guaranteed does not.

Cover Bet 3 Places

As above but money back for finishing second or third.

Cover Bet 4 Places

As above but money back for finishing second, third or fourth.

Place Only / 1-2 / 1-2-3 Betting

Fixed Odds versions of these markets will be offered. These markets are settled according to the terms advertised for the event. Bets on non-runners will be void, and when applicable a deduction will apply to all remaining runners based on the relevant Place Only / 1-2 / 1-2-3 price of the withdrawn horse at the time of withdrawal, using the table below. In the event of non-runners we reserve the right to change the place terms offered for subsequent bets placed. In the event of the number of runners in the race being equal to or less than the number of places offered at time of bet placement

then bets will be void. Normal dead-heat rules apply. Our Double Result offer will apply to this market, however our Best Odds Guaranteed offer and Lucky 15/31/63 bonuses do not apply to Place Only bets.

Place Only Rule 4 (Deductions) Table:

Place odds of non-runner

(2 / 3 / 4 Places)

1/9 or shorter 45p / 30p / 20p

2/11 to 2/17 40p / 30p / 20p

1/4 to 1/5 40p / 25p / 20p

3/10 to 2/7 35p / 25p / 20p

2/5 to 1/3 35p / 25p / 15p

8/15 to 4/9 30p / 20p / 15p

8/13 to 4/7 30p / 20p / 15p

4/5 to 4/6 25p / 20p / 15p

20/21 to 5/6 25p / 15p / 10p

Evs to 6/5 20p / 15p / 10p

5/4 to 6/4 20p / 15p / 10p

13/8 to 7/4 15p / 10p / 10p

15/8 to 9/4 15p / 10p / no deductions

12/5 to 3/1 10p / 10p / no deductions

10/3 to 4/1 10p / no ded / no deductions

9/2 and over no deductions

In the event of two or more horses being withdrawn before coming under starter's orders then the total deductions will not exceed 90%

Not to Be Placed

This market is settled according to the terms advertised for the event. In the event of non-runners we reserve the right to change the place terms offered for subsequent bets placed. In the event of the number of runners in the race being equal to or less than the number of places offered at time of bet placement then bets will be void. Additionally, if there are any non-runners in a race, a reverse Place deduction may apply to lengthen the odds on selections not to be placed. Normal dead-heat rules apply. Our Double Result offer will apply to this market, however our Best Odds Guaranteed offer and Lucky 15/31/63 bonuses do not apply to Not to Be Placed bets.

Betting Without

Dead-heat rules apply. Where we offer prices on an event without a nominated selection(s), for settlement purposes the finishing position of the 'without' selection(s) will be ignored.

In the event of a non-runner(s) a Rule 4 deduction will be applied based on the price (in the specified 'without' market) of the non-runner at the time of withdrawal. In the case of a non-runner(s) leaving only one quoted runner in a 'without' market, then our Walkover rules will apply and bets will be void.

Where there are no finishers in a race, excluding the 'without' selections then all bets will be void.

Any Each Way terms advertised are settled on the actual number of runners who take part in the race, excluding the 'without' selection(s).

Exactas

Should any Exacta contain a non-runner, the bet will be void. If a bet is placed for an Exacta or reversed Exacta and a Quinella is declared, then the total stake will be placed as a Quinella.

Fixed Price Trifecta

When Fixed Odds Betting is available with 3 or more starters, bet365 may offer Fixed Odds Trifecta Wagers. Trifecta betting involves predicting 1st, 2nd and 3rd places in a race.

In the event of a scratching which is 10.00 or less in the bet365 Fixed Odds Win Market, Fixed Odds Trifectas placed prior to the scratching will be paid at the bet365 closing fixed odds trifecta price. For scratchings over 10.00 the quoted price will stand.

In the event of only 2 starters starting a race all Fixed Odds Trifecta bets will be deemed no action.

In the event of only 2 starters completing the race, the result will be settled with a dividend being declared equal to the bet365 closing fixed odds exacta price, assuming the initial Trifecta bet contains the 2 finishers in the correct placings, with any of the other starters to finish third.

In the event of only 1 starter completing the race a dividend will be declared equal to the bet365 closing price in the fixed odds win market.

Dead-heat rules apply.

Quinellas

Should any Quinella contain a non-runner, the bet will be void. If a bet is placed for a Quinella and an Exacta is declared, then the stake will be split and settled as a reversed Exacta.

Fixed Odds Quinellas

Should any Fixed Odds Quinella contain a non-runner then the bet will be settled based on the bet365 starting odds of the remaining selection in the Win market, unless a non-runner results in less than 3 actually running in a race; then bets for that race will be void.

If any non-runners result in a total Rule 4 (Deductions) of 10% or greater, then winning bets (not containing any of the non-runners) will be settled at our recalculated odds

based on the bet365 starting odds of the final field in the Win market.

In the event of two or more horses dead-heating for first or second place then separate recalculated bet365 odds will be declared and paid to each qualifying bet. The full odds will be paid with the stake split according to the number of horses which dead-heat.

Trifectas and Superfectas

Should any Trifecta/Superfecta contain a non-runner, the bet will be void.

Fixed Odds Superfectas

If one selection is a non-runner then the bet will be settled as a Fixed Odds Tricast (for a Fixed Odds Superfecta) at the bet365 model calculated odds. If there are two non-runners in a Fixed Odds Superfecta then the bet will be settled as a Fixed Odds Forecast at the bet365 model calculated odds.

If any non-runners result in a total Rule 4 (Deductions) of 10% or greater, then winning bets (not containing any of the non-runners) will be settled at our recalculated odds based on the bet365 starting odds of the final field in the Win market.

In the event of two or more horses dead-heating for first, second, third or fourth place, then separate recalculated bet365 odds will be declared and paid to each qualifying wager. The full odds will be paid with the stake split according to the number of horses which dead-heat.

Forecast Betting

Forecasts are accepted for all races of 3 or more actual runners and will be settled as a straight forecast (selections to finish 1st and 2nd in correct order) in accordance with the bet365 forecast dividend. If there are less than 3 actually running in a race then all forecasts for that race will be void.

You may take early prices or show prices in straight forecasts when available, in a fixed price forecast. If any withdrawals result in a total Rule 4 (Deductions) of 10% or greater then a fixed price forecast will be settled at our recalculated odds based on the bet365 starting odds of the final field in the Win market.

Where a client selects combination forecasts A B C and stakes for 6 bets this will be settled as 6 straight forecasts as follows:

AB BA
AC CA
BC CB

Forecast bets are not accepted containing unnamed favourites.

Should any forecast contain a non-runner then the total stake will be placed to Win on the other selection, unless a non-runner results in less than 3 actually running in a race; then all forecasts for that race will be void. In fixed price forecasts the remaining

selection will be settled at the last available price with bet365.

In races where a horse finishes alone and no forecast dividend is returned then all forecast bets nominating that horse to finish first will be settled as a Win single at the last available price with bet365 on the winning horse. All other forecast bets in the race are lost.

In the event of two or more horses dead-heating for first or second place then fixed price forecasts will be paid at the full odds with the stake split according to the number of horses which dead-heat.

Tricast Betting

You may take early prices or show prices in straight tricast bets when available, in a fixed price tricast. This is available on all horse races of 8 or more runners. If any withdrawals result in a total Rule 4 (Deductions) of 10% or greater then a fixed price tricast will be settled at our recalculated odds based on the bet365 starting odds of the final field in the Win market.

The following applies to both tricast bets and fixed price tricast bets: if one selection is a non-runner then the bet will be settled as a straight forecast at the bet365 forecast dividend. If there are two non-runners then the bet will be settled as a single on the remaining selection at the last available price with bet365.

Tricast bets are not accepted including unnamed favourites.

In the event of two or more horses dead-heating for first, second or third place then fixed price tricast bets will be paid at the full odds with the stake split according to the number of horses which dead-heat. Tricast bets are accepted for singles only.

Settlement of Wagers

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

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

Withdrawals Other Than AntePost

Where a horse is withdrawn before coming under starter's orders, or is officially deemed by the starter to have taken no part in the race, then stakes will be returned on the withdrawn horse and winning bets will be subject to deductions in accordance with Rule 4 (Deductions). The rate of deduction will be based on the price of the withdrawn horse at the time of its withdrawal on the following scale:

Rule 4 (Deductions) Table

Deduction table for withdrawals other than AntePost

1/9 or shorter	90%
2/11 to 2/17	85%
1/4 to 1/5	80%
3/10 to 2/7	75%
2/5 to 1/3	70%
8/15 to 4/9	65%
8/13 to 4/7	60%
4/5 to 4/6	55%
20/21 to 5/6	50%
EVS to 6/5	45%
5/4 to 6/4	40%
8/5 to 7/4	35%
9/5 to 9/4	30%
12/5 to 3/1	25%
16/5 to 4/1	20%
9/2 to 11/2	15%
6/1 to 9/1	10%
10/1 to 14/1	5%
over 14/1	no deduction

When a horse is withdrawn at odds of between 10/1 and 14/1, bookmakers normally make a 5% deduction to winnings. bet365 has abolished the first such deduction in any race.

In the event of two or more horses being withdrawn before coming under starter's orders then the total deductions shall not exceed 90%.

Should a horse be withdrawn and a new market formed then any bets laid at show prices prior to the new show will be subject to the above deductions. In the event of a further withdrawal after the market has been reformed then bets placed at show prices in the original market will be subject to a further deduction based on the price of the withdrawn horse in the original market. Bets placed in the new market will be subject to a deduction based on the current price.

The above scale will also apply in the case of non-runners in early price races and will be used for other events where we specifically advertise that deductions in line with Rule 4 (Deductions) will apply.

Winning Distance Over/Under In-Play

Where there is a dead-heat, winning bets will be settled under the quote to the full stake. Where a horse finishes alone bets will be settled over the quote. Where a horse finishes exactly on the quote then all bets will be settled as void. Our Double Result offer does not apply to this market.

Match Bet and Threesomes, Including In-Play

All selections must be deemed an official runner or bets are void.

The selection that attains the highest finishing position is the winner. Bets will be settled on the Correct Weight or the All Clear result supplied by the official governing body.

Dead-heat rules apply.

If both or all selections fail to finish all bets will be void and stakes returned.

Our Protest Promise promotion does not apply.

Finishing Position In-Play

Bets will be settled on the official result after the weigh-in. A selection that fails to complete the race is deemed to have finished last for settling purposes. If a horse is declared a non-runner and its price at the time of withdrawal is 9/1 or less, then all bets placed on all selections in the Finishing Position market prior to any new market being formed will be void. If a horse is declared a non-runner and its price at the time of withdrawal is 10/1 or greater then all bets on the Finishing Position market stand with no Rule 4 (Deductions) adjustment. Our Double Result offer does not apply to this market. Dead-heat rules apply.

Fixed Odds Exactas

When Fixed Odds Betting is available with 3 or more starters, bet365 may offer Fixed Odds Exacta Wagers. Exacta betting involves predicting 1st and 2nd places in a race.

In the event of a scratching which is 10.00 or less in the bet365 Fixed Odds Win Market, Fixed Odds Exactas placed prior to the scratching will be paid at the bet365 closing fixed odds exacta price. For scratchings over 10.00 the quoted price will stand.

In the event of only 2 starters starting a race all Fixed Odds Exacta wagers will be deemed no action.

In the event of only 1 starter completing the race a dividend will be declared equal to the bet365 closing price in the fixed odds win market.

Dead-heat rules apply.

Virtual Sports

Virtual Sports

Virtual Sports is the collective name given to any events or markets offered under the Virtual Sports category.

Virtual Sports are a computer generated presentation of a totally random number draw

result where the outcomes are decided by numbers selected by a Random Number Generator (RNG).

The Random Number Generator (RNG) has been independently tested and certified by eCOGRA in compliance with the British Gambling Commission's Technical Standards Document (TSD): Remote Gambling and Software Technical Standards, June 2017.

Results provided by the official Virtual Sports provider will be used to settle wagers on all Virtual Sports offered:

Horse Racing
Greyhounds
Soccer
Cricket
Motor Racing
Speedway
American Football
Trotting
Cycling
Darts
Tennis
Basketball
Baseball

In the event of malfunction bets will be void.

American Football (Virtual Sports)

General

We offer two types of Virtual American Football, a full match or a single drive. Each are scheduled to start every three minutes.

The following markets are available for Virtual American Football:

Full Match

Game Lines

Spread - The team to win after adding or subtracting a specified number of points from the team's final score.

Total - Over/Under market on the total amount of points scored in the match

Money Line - The team to score the most points in the match, with no option for a draw.

Winning Margin

The number of points that the winning team wins by with the options grouped. For example, if the home team win by 8 points, then Home Team by 7-12 is the winning selection.

Total Points (Bands)

The total amount of points scored in the match by both teams with the options grouped. For example, if the total points scored are 32 in the match, then 31-35 is the winning selection.

Spread and Totals

A combination of Point Spread and Game Totals, where both outcomes need to be correct in order to win.

Results And Total

A combination of Money Line and Game Totals, where both outcomes need to be correct in order to win.

Single Drive

Drive Outcome 2-Way

Whether the offensive team will Score (Touchdown or Field Goal) or the drive will end in a Turnover.

Drive Outcome 4-Way

Whether the drive will end with a Field Goal, a Touchdown (Run), Touchdown (Pass) or a Turnover.

Drive Outcome and Number of Plays (Over/Under)

A combination of Drive Outcome 2-Way and Over/Under market for the total number of plays in the drive, where both outcomes need to be correct in order to win.

Drive Outcome (4-Way) and Number of Plays

A combination of Drive Outcome (4-Way) and which play of the drive the outcome will occur, where both outcomes need to be correct in order to win.

Drive Outcome (2-Way) and Number of Plays

A combination of Drive Outcome (2-Way) and which play of the drive the outcome will occur, where both outcomes need to be correct in order to win.

Total Plays in Drive

How many plays there will be in the Drive.

Total Plays in Drive 2-Way

Over/Under market with a selection of lines on the total number of plays in the drive.

1st Down Play

A market to predict the method used to attempt to score a touchdown (Pass or Run), regardless of whether a touchdown is scored or not in the first down.

1st Down Yardage

How many yards the offensive team will gain in their first down. No Gain, Touchdown and Turnover can also be selected.

1st Down Play and Yardage

A combination of 1st Down Play and 1st Down Yardage, where both outcomes need to be correct in order to win.

Horse Racing (Virtual Sports)

Each Way Betting

Bets are settled to win unless Each Way is selected. An Each Way bet is a bet of twice the selected unit stake. It contains one bet of unit stake on the selection to Win and one bet of unit stake on the selection to be Placed according to the terms advertised for the event.

Bets will not be accepted where the Place stake exceeds the Win stake. Each Way accumulators will be settled Win to Win and Place to Place in accordance with the above.

Forecast Betting

Forecasts will be settled as a straight forecast (selections to finish 1st and 2nd in correct order) unless a client selects combination forecast(s), and in accordance with the odds confirmed at the time of bet placement.

Tricast Betting

Tricasts will be settled as a straight tricast (selections to finish 1st, 2nd and 3rd in correct order) unless a client selects combination tricast(s), and in accordance with the odds confirmed at the time of bet placement.

Winning Card Number Markets

Winning Card Number – Odd/Even – Whether the Card Number of the race winner will be an odd or even number.

Winning Card Number – 2-Way – Whether the Card Number of the race winner will be a number between 1-20 or 21-40.

Winning Card Number - 10-Way – Whether the Card Number of the race winner will be between 1-4, 5-8, 9-12, 13-16, 17-20, 21-24, 25-28, 29-32, 33-36 or 37-40.

Greyhounds (Virtual Sports)

Each Way Betting

Bets are settled to win unless Each Way is selected. An Each Way bet is a bet of twice the selected unit stake. It contains one bet of unit stake on the selection to Win and one bet of unit stake on the selection to be Placed according to the terms advertised for the event.

Bets will not be accepted where the Place stake exceeds the Win stake. Each Way accumulators will be settled Win to Win and Place to Place in accordance with the above.

Forecast Betting

Forecasts will be settled as a straight forecast (selections to finish 1st and 2nd in correct order) unless a client selects combination forecast(s), and in accordance with the odds confirmed at the time of bet placement.

Tricast Betting

Tricasts will be settled as a straight tricast (selections to finish 1st, 2nd and 3rd in correct order) unless a client selects combination tricast(s), and in accordance with the odds confirmed at the time of bet placement.

Cricket (Virtual Sports)

Virtual Cricket matches are scheduled to start every four minutes, and each match will last no longer than 3½ minutes.

Each team has one innings, consisting of six balls bowled.

The following markets are available for Virtual Cricket:

Match Winner (3-Way)

Which team will score the most runs. This market includes the option to select a Draw.

Total Match 4's

Over/Under market on the total number of 4's scored in the match.

Total Match 6's

Over/Under market on the total number of 6's scored in the match.

Total Match Boundaries

Over/Under market on the total number of boundaries (total 4's and 6's combined for both teams) in the match.

Total Match Runs

Odd/Even - Whether the total number of runs in the match will be an odd or even number.

Both teams to Hit a 4

Yes/No market on both teams to hit a 4.

Both teams to Hit a 6

Yes/No market on both teams to hit a 6.

Team 1 - Total Runs

Over/Under market on the total number of runs scored by the team batting first.

Team 1 - Total Boundaries

The amount of boundaries scored by the team batting first.

Team 1 - 1st Method of Dismissal

The 1st method of dismissal from Caught, Bowled, Leg Before Wicket (LBW) or No Wicket for the team batting first.

Team 1 - Total Runs Odd/Even

Whether the number of runs scored by the team batting first will be an odd or even number.

Team 1 - Total 4's

The amount of 4's scored by the team batting first.

Team 1 - Total 6's

The amount of 6's scored by the team batting first.

Team 1 - Runs off 1st Delivery (Over/Under)

Over/Under market on how many runs will be scored off the 1st delivery by the team batting first.

Team 1 - Runs off 1st Delivery (Exact)

The exact amount of runs scored off the 1st delivery by the team batting first.

Team 1 - Total Wickets Lost

The number of wickets lost by the team batting first.

Team 1 - To Lose Wicket

Yes/No market on whether there will be a wicket lost by the team batting first.

Motor Racing (Virtual Sports)**Each Way Betting**

Bets are settled to win unless Each Way is selected. An Each Way bet is a bet of twice the selected unit stake. It contains one bet of unit stake on the selection to Win and one bet of unit stake on the selection to be Placed according to the terms advertised for the event.

Bets will not be accepted where the Place stake exceeds the Win stake. Each Way accumulators will be settled Win to Win and Place to Place in accordance with the above.

Forecast Betting

Forecasts will be settled as a straight forecast (selections to finish 1st and 2nd in correct order) unless a client selects combination forecast(s), and in accordance with the odds

confirmed at the time of bet placement.

Tricast Betting

Tricasts will be settled as a straight tricast (selections to finish 1st, 2nd and 3rd in correct order) unless a client selects combination tricast(s), and in accordance with the odds confirmed at the time of bet placement.

Speedway (Virtual Sports)

Forecast Betting

Forecasts will be settled as a straight forecast (selections to finish 1st and 2nd in correct order) unless a client selects combination forecast(s), and in accordance with the odds confirmed at the time of bet placement.

Trotting (Virtual Sports)

Each Way Betting

Bets are settled to win unless Each Way is selected. An Each Way bet is a bet of twice the selected unit stake. It contains one bet of unit stake on the selection to Win and one bet of unit stake on the selection to be Placed according to the terms advertised for the event.

Bets will not be accepted where the Place stake exceeds the Win stake. Each Way accumulators will be settled Win to Win and Place to Place in accordance with the above.

Forecast Betting

Forecasts will be settled as a straight forecast (selections to finish 1st and 2nd in correct order) unless a client selects combination forecast(s), and in accordance with the odds confirmed at the time of bet placement.

Tricast Betting

Tricasts will be settled as a straight tricast (selections to finish 1st, 2nd and 3rd in correct order) unless a client selects combination tricast(s), and in accordance with the odds confirmed at the time of bet placement.

Cycling (Virtual Sports)

Each Way Betting

Bets are settled to win unless Each Way is selected. An Each Way bet is a bet of twice the selected unit stake. It contains one bet of unit stake on the selection to Win and one bet of unit stake on the selection to be Placed according to the terms advertised for the event.

Bets will not be accepted where the Place stake exceeds the Win stake. Each Way

accumulators will be settled Win to Win and Place to Place in accordance with the above.

Forecast Betting

Forecasts will be settled as a straight forecast (selections to finish 1st and 2nd in correct order) unless a client selects combination forecast(s), and in accordance with the odds confirmed at the time of bet placement.

Tricast Betting

Tricasts will be settled as a straight tricast (selections to finish 1st, 2nd and 3rd in correct order) unless a client selects combination tricast(s), and in accordance with the odds confirmed at the time of bet placement.

Darts (Virtual Sports)

Virtual Darts matches are scheduled to start every five minutes.

Each player starts with 501 points and take turns to throw three darts. Each dart scores points based on where it lands on the dartboard, these points are totalled and subtracted from their current total points. The first player to get exactly zero points is the winner, provided their last dart lands on a double or bullseye. The winning dart/s thrown are known as Checkout.

The following markets are available for Virtual Darts:

Match Winner

A bet on which player will be first to Checkout.

Checkout Colour

The double or bullseye colour of where the last dart lands.

Checkout Dart

The double scored, of the final dart thrown to Checkout. This market includes the option to select 'Others', which includes every other outcome not specified, for settlement purposes.

Checkout Total

Over/Under market on the total score of the final dart/s thrown to Checkout.

Player- First Three Darts

The total score of the selected player's first three darts.

180 in Match

Yes/No market on whether either player will throw a maximum score in any shot of the match (3 treble twenties).

9 Dart Finish

Yes/No market on whether Checkout is achieved by either player using only nine darts.

Wincast

A combination bet on the winning player, the Over/Under total score of their final dart/s thrown to Checkout and whether the last dart score will be a double 20/10, 16/8 or Other.

Basketball (Virtual Sports)

General

Virtual Basketball matches are scheduled every four minutes and consist of four quarters.

The following markets are available for Virtual Basketball:

Game Lines

Spread - The team to win after adding or subtracting a specified number of points from the team's final score.

Total - Over/Under market on the total amount of points scored in the match.

Money Line - The team to score the most points in the match, with no option for a tie.

Alternative Game Total

Alternative Over/Under market on the total amount of points scored in the match.

Alternative Point Spread

Alternative spreads for the team to win after adding or subtracting a specified number of points from the team's final score.

Result and Total

A combination of Money Line and Total, where both outcomes need to be correct in order to win.

Spread and Total

A combination of Spread and Total, where both outcomes need to be correct in order to win.

Team Totals

Over/Under market on the total points scored by a selected team only.

Game- Total Bands (5 Points)

The total amount of points scored in the match by both teams combined with the options grouped by 5 points (inclusive). For example, if the total points scored are 195 in the match, then 195-199 is the winning selection.

Game- Total Bands (10 Points)

The total amount of points scored in the match by both teams combined with the options grouped by 10 points (inclusive). For example, if the total points scored are 210 in the match, then 210-219 is the winning selection.

Winning Margin 5-Way

The amount of points that the winning team wins by with the options grouped. For example, the home team to win by 6-10 points (inclusive).

Winning Margin 7-Way

The amount of points that the winning team wins by with the options grouped. For example, the home team to win by 7-9 points (inclusive).

Winning Margin 7-Way & Total Points

A combination of Winning Margin 7-Way and Total, where both outcomes need to be correct in order to win.

Winning Margin 5-Way & Total Points

A combination of Winning Margin 5-Way and Total, where both outcomes need to be correct in order to win.

Double Result

A combination of selecting the correct outcome at the end of the first half (including Tie), and the end of the match, where both outcomes need to be correct in order to win.

Highest Scoring Quarter

The quarter of the game that has the most points scored by both teams combined.

Game Total - Odd/Even

Whether the total number of points scored by both teams combined at the end of the game is an odd or an even number.

1st Half Money Line 3-Way

The team that scores the most points in the first half, including the option for a Tie.

Soccer (Virtual Sports)

General

Virtual Soccer matches are scheduled every three minutes and consist of two halves.

The following markets are available for Virtual Soccer:

Match Winner

A market to predict the final outcome of the game, either the home side to win, the away side to win, or the teams to draw.

Number of Goals

The total number of goals scored in the match by both teams.

Correct Score

The correct full time score for the match.

Correct Score Group

The Correct Score market with the options grouped. For example, the home team to win either 1-0, 2-0 or 2-1.

Double Chance

Two out of the three Match Winner options in one bet. For example, the home team to

win or a Draw.

Total Goals

Over/Under market on the total number of goals scored in the match.

Handicap Result

Selecting a team to win or Tie after adding or subtracting a specified number of goals from a team's final score.

Asian Handicap

A Single or Split Line Asian Handicap bet, selecting a team to win with the handicap/s applied. You can find more information on Asian Handicap betting in our Sports FAQs section.

Result/Both Teams to Score

A combination of Match Winner and Both Teams to Score.

Both Teams to Score, Home Team to Score and Away Team to Score

Yes/No markets on whether or not both teams, the home team or the away team will score at least one goal.

Home Team Goals and Away Team Goals

Markets on the number of goals to be scored by the home team or the away team only.

Winning Margin

The margin of victory for a selected team. For example, the home team to win by 2 goals.

Team to Score First and Team to Score Last

Markets on the team that scores the first goal or the last goal of the match regardless of the final result.

Team Scorecast

A combination of team to Score 1st and Correct Score, where both outcomes need to be correct in order to win.

Half Time Result

The team to win the first half only, including the option to select a Draw.

Half Time/Full Time

A combination of a team to win the first half, or Draw, and a team to win the match, or Draw, where both outcomes need to be correct in order to win.

Half Time Correct Score

The correct half time score for the match, including Other for any score not listed.

First Goalscorer

Select a named player to score the first goal of the match. The list of participants includes a No Goalscorer option.

Team Scorecast

A combination of the Team to score the first goal and the correct full time score for the match. The list of participants includes a No Goalscorer option.

Wincast

A combination of selecting a named player to score the first goal, and the final outcome of the game - either the home side to win, the away side to win, or the teams to draw.

Scorecast

A combination of selecting a named player to score the first goal, and the correct full time score for the match.

Tennis Tie Break (Virtual Sports)

General

Virtual Tennis Tie Breaks are scheduled to start every three minutes and consist of a single Tie Break.

The following markets are available for Virtual Tennis Tie Break:

Tie Break Winner

The player who scores the most points in the Tie Break played, is deemed the winner.

The player must win at least 7 points in total and win by at least 2 clear points.

Tie Break Handicap

The Player to win after adding or subtracting a specified number of points from the player's final score.

Tie Break Total Points

The exact number of points, played in the Tie Break when totalling the number of points won by each player.

Tie Break Score

Predict the winning player, and final Tie Break score; 7-0, 7-1, 7-2, 7-3, 7-4, 7-5, any other Score.

Tie Break Winning Margin

The number of points that the winning Player wins the Tie Break by with the options grouped. For example, if Player 1 wins by 2 points, then Player 1 to win by 3 or less; is the winning selection.

Golf (Virtual Sports)

For all score related markets, there will not be a one shot penalty applied when a shot goes Out of Bounds. For example, if a player misses the Fairway with a tee shot (Out of Bounds), for settlement purposes, the next shot from the tee will be recorded as the second shot taken on the hole.

Hole Winner

A market to predict the outcome of the specified Hole, either Player A to win, Player B to win, or the players to Tie.

Winning Margin

The margin of victory for a selected Player. For example, Player A by 2+ Shots. The Tie is an option.

Hole Winner and Correct Score

A combination of predicting the outcome of the specified Hole, and the Player(s) score on the specified Hole. For example, Player A to win and score Birdie or Better.

Player – Hole Score

The score a Player registers on a specified Hole, with options grouped. For example, Player A to register a Bogey or Worse.

Player – To Make Green in Regulation

A Yes/No option for a Player 'To Make Green in Regulation' on a specified Hole; defined as any part of the ball touching the putting surface while the number of shots taken is at least two fewer than the Par of the Hole played i.e. the second shot on a Par 4.

Player – To Hit the Fairway

A Yes/No option on the outcome of a Players next shot. For example, will a player Hit the Fairway, with the next shot.

Player – To Hit Greenside Bunker

A Yes/No option on the outcome of a Players next shot. For example, will a player Hit the Greenside Bunker, with the next shot.

Player – To Hole Out

A Yes/No option on the outcome of a Players next shot. For example, will a player successfully hole the Putt, with the next shot.

Baseball (Virtual Sports)

General

We offer two types of Virtual Baseball, one player and one team referenced game. On each game version, both participants have five attempts at hitting as many Home Runs as possible.

The following markets are available for Virtual Baseball:

Money Line - The participant (player or team) to hit the most Home Runs is deemed the winner (Tie option included).

Total Home Runs - Over/Under market on the total amount of Home Runs scored by both participants (player or team) combined.

Total Home Runs – Exact – The total amount of Home Runs scored by both participants (player or team) combined.

Participant Home Runs - Over/Under market on the total Home Runs scored by a selected participant (player or team) only.

Correct Score – The exact score after both participants have faced five attempts at hitting as many Home Runs as possible. Tie outcomes are included.

Money Line & Total Home Runs - A combination of Money Line and Total, where both outcomes need to be correct in order to win.

Settlement of Wagers

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

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

Volleyball

Pre-Match

The following markets will be void if the match is not completed, unless the specific market outcome is already determined:

To Win Match

Match Total Odd/Even

Correct Set Score

Double Result (Outcome of 1st Set and Match)

Match Handicap - Sets

Match Handicap - Points

Total Points

Team Total Points

For individual set markets, in the event of the set not being completed bets will be void, unless the specific market outcome is already determined:

First Set Winner

First Set Total Odd/Even

First Set Handicap

First Set Total Points

First Set Winning Margin

First Set Correct Score

First Set to Go to Extra Points

Score After 2/3 Sets

In the event of referee enforced point deductions, official results will be used for

settlement purposes, on all markets.

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.

For competitions where two legged ties have a Golden Set to decide which team progresses (in the event of the tie being tied in matches won), then for settlement purposes the Golden Set does not count.

To Qualify will be settled on the team progressing to the next round of the specified competition, and includes the outcome of a Golden Set if played.

An unplayed or postponed match will be treated as a non-runner for settling purposes unless it is played within 5 days of the original scheduled match time.

If a match is interrupted but subsequently resumed (from the point in the match at which it was interrupted) and played to a finish within 48 hours of the original scheduled match time, all bets will stand on the fixture.

Otherwise if the match is resumed but not finished within 48 hours of the original scheduled match time, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

If a match is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original fixture will be void, except for those bets the outcome of which had already been determined, prior to the initial interruption in fixture.

In-Play

The following markets will be void if the match is not completed, unless the specific market outcome is already determined:

To Win Match/Set Betting/Total Match Points/Team Total Match Points/Handicap Set Betting

For individual set markets, in the event of the set not being completed bets will be void, unless the specific market outcome is already determined.

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

Current/Next Set Leader After: If the quoted number of points is not reached in the

specified set, then the team who wins the set will be settled as the winner.

In the event of referee enforced point deductions, official results will be used for settlement purposes, with the exception of Race to Markets and Point Betting that have already been determined.

For competitions where two legged ties have a Golden Set to decide which team progresses (in the event of the tie being tied in matches won), then for settlement purposes the Golden Set does not count, with the exception of the following markets:-

Tie Winner (Golden Set only counts if played)/Golden Set Total/Golden Set Handicap/Golden Set Odd/Even/Golden Set Extra Points/Golden Set Race To 5-10/ Golden Set Lead After 10-20/Golden Set Winning Margin/Golden Set Correct Score.

Evolleyball

For any event where odds are offered on an electronic sports version of the sport, please refer to the General section of the

Outright Betting

For all Outright and Tournament specific markets, including markets such as To Win Group / To Reach The Final / Name The Finalists, bets will be void if the scheduled number of games are not completed, unless the outcome is already determined. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

If a specific series of fixtures, stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

Settlement of Wagers

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

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

Water Polo

General

For all Outright and Tournament specific markets, including markets such as To Win Group / To Reach The Final / Name The Finalists, bets will be void if the scheduled number of games are not completed, unless the outcome is already determined. Where applicable the podium presentation will determine the settlement of bets. Subsequent

disqualifications and/or appeals will not affect bets.

If a specific series of fixtures, stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant fixture, bets will be void.

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

All games must start on the scheduled date (local stadium time) for bets to have action.

The following market includes overtime/shootout for settlement purposes:

To Win Match 2-Way

Odd/Even Markets - Any score of zero is deemed to be even for settlement purposes.

In-Play Markets - Bets are settled on regulation time, unless stated otherwise.

Regulation time must be completed for these bets to stand, unless the specific market outcome is already determined:

Handicaps/Full-Time Result/Total Goals/Alternative Handicaps/Next Goal/Team Total Goals/Double Chance/Winning Margin/Double Result/Race to Markets/Total Goals Odd-Even/Team Total Goals Odd-Even/Draw-No-Bet

The following In-Play markets will be settled at the end of overtime/shootout:

Match Winner 2-Way/Overtime Total/To go to Penalties/To Win Shootout/Team Score Next Penalty

The following props will be offered for each quarter, and will be settled at the end of the designated quarter. In the event of a specific quarter not being completed bets will be void, unless the specific market outcome is already determined:

Quarter Handicaps/Quarter Winner/Quarter Goals/Team Quarter Goals/Quarter Race to Markets/Quarter Goals Odd-Even/Team Quarter Goals Odd-Even

The following props will be offered for each half, and will be settled at the end of the designated half. In the event of a specific half not being completed bets will be void, unless the specific market outcome is already determined:

Half Handicaps/Half Winner/Half Goals/Half Team Goals/Half Race to Markets/Half Goals Odd-Even/Team Half Goals Odd-Even

Settlement of Wagers

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

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

Winter Sports

Sports:

Alpine Skiing

Biathlon

Bobsleigh

Cross-Country Skiing

Freestyle Skiing

Luge

Nordic Combined

Skating

Skeleton

Ski Jumping

Snowboarding

Overall Markets (including Outright/Podium; excluding Winning Margin)

For multi-stage events, for example Cross-Country Skiing - Tour de Ski, Ski Jumping – 4 Hills; settlement will be based on the official final ranking published by the governing body, irrespective of whether or not all scheduled events are held, providing one stage is completed in full. Where Overall markets are revised in between stages, bets placed after the final completed stage will be void.

Event Markets (including Outright/Podium/Winning Continent/Winning Nationality)

All bets are settled on the official results/rankings of the International Ski Federation (FIS), the International Skating Union (ISU), the International Biathlon Union (IBU), the Official Olympic Committee or any official body deemed to have such authority for competitions and take into account any enquiries/jury-decisions made within 24 hours, of the respective event start time. Beyond this time frame, subsequent enquiries, disqualifications and/or appeals will not affect bets.

If the conditions of a specific event are changed from those originally listed by the official governing body then bets will be void, unless settlement of the bet(s) is already determined. This includes:-

Altered official distance (excluding Alpine Skiing). (Note: for Cross-Country and Biathlon bets will be void if the official (listed) distance is changed, but will stand if the actual course distance is changed).

Fewer rounds or order of events, with the exception of Ski Jumping events, where results will stand for markets providing one round is completed in full (including if the event/round is subject to a re-start, but excluding Winning Margin - see below rule). Specifically for In-Play Ski Jumping, if an event is abandoned during the 2nd round, meaning that 1st round results become the official event result; then any bets placed after the completion of the 1st round will be void.

If a specific event (determined as: after a final competitor list is known) is suspended or postponed bets remain valid provided that the event is completed on the same run/same venue within 36 hours (with the exception of Winter Olympic and World Championship events). If the event takes place on a different run/venue bets will be made void and stakes returned.

Participants must pass starting line/gate for bets to stand otherwise bets will be void and stakes returned. In the case of a competitor withdrawing/being disqualified prior to the specific event a Rule 4 (Deductions) may be applied to bets. Bets on any participant who takes part in qualifying for a specified event but then fails to qualify for the main Round(s) will be classed as losers.

For settlement purposes the result is at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

Specifically for Nordic Combined betting, if the results of the provisional competition round are used for the start of the cross country race, all event bets are void.

Round/Run/Jump 1 Markets In-Play - If an event is abandoned prior to the completion of Round/Run 1 then bets will be void, unless settlement of the bet(s) is already determined.

If an event re-starts during the 1st Round/Run/Jump, all bets placed on markets offered In-Play prior to the re-start will be void, unless settlement of the bet(s) is already determined.

For multi-stage events, for example Cross-Country Skiing - Tour de Ski, Ski Jumping – 4 Hills; for overall match-ups one of the listed participants in a match must complete the event for bets to stand. Where overall match-ups are revised and offered in between stages, bets will be void, if after bet placement one or both of the listed participants take no further part in the competition.

1st Round Group Betting

Offered for Ski Jumping Team events. Groupings and settlement are based on the designated start lists and rank provided by www.fis-ski.com. Dead-heat rules apply.

Winning Margin

Bets will be settled on the winning intervals/ranges listed by an event's official governing body. If the conditions of a specific event are changed from those originally listed by the official governing body then bets will be void, e.g. shorter course distances/fewer rounds or jumps/order of events.

If two or more participant's dead-heat for first place, the winning margin will be determined as the winning interval/range between first place and the next finishing position. E.g. Two participants tie for first place, the winning margin will be the interval/range between those and the participant in third place.

Finishing Position

If a participant fails to finish the specified the event then the result will be settled as the 'X' Position or worse option.

Finish Both Runs

Offered for multiple round/run Alpine events. If an event is reduced to one round/run then bets will be void. Participants must start both runs (unless not qualified for Round 2), otherwise bets will be void.

To Take Overall Lead/To Take Round 1 Lead (Run/Jump 1)

If two or more participants dead-heat the leading time or jump then the 'Yes' outcome, for the specified participants, will be deemed the winner for settlement purposes.

To Take Round 1 Lead market (Run/Jump 1) - If an event is abandoned prior to the completion of Round 1 then bets will be void, unless settlement of the bet is already determined.

To Take Overall Lead - If an event is abandoned prior to the completion of Round 2 (in multiple Round events) then bets will be void, unless settlement of the bets is already determined.

Shooting Performance (Including Head-to-Heads and Total Hits)

Settlement will be based on official Shooting statistics provided by . If a biathlete starts but fails to finish a race then bets will be void except for those bets the outcome of which has already been determined at the time the athlete fails to finish.

Shooting Time in 1st Shoot / Fastest 1st Shooting Time Match Ups

Settlement will be based on official 1st Shooting timings provided by . If the outcome lands exactly on the quoted time then bets will be void. For Fastest 1st Shooting Time Match Ups, if the two quoted skiers record exact times, bets will be void.

Fastest Range Time

Settlement will be based on official combined total Range Time provided by www.biathlonresults.com.

For Fastest Range Time Match-Ups both participants must leave the start line/gate for bets to stand.

Qualification Markets

Where markets are offered (including match betting) specifically relating to qualifying stages/rounds the results of the official governing bodies are used. Qualification rankings are dependant on times/distances and/or points (FIS) where appropriate. (In the event of two participants getting the same time the winner will be deemed the participant with the least FIS points). Where FIS points are not applicable participants with the same time/distance will be settled as a Push.

Match Betting

Both participants must leave the start line/gate for bets to stand. If an event comprises of just one round then official results from that round will be used for settlement purposes. If a player is disqualified or withdraws after starting that round the other player will be deemed the winner.

Round 1 / 1st Jump Match ups - If an event is abandoned prior to completion of the 1st round / jump, then bets will be void.

In-Play Ski Jumping Overall match betting - if an event is abandoned during the 2nd round, meaning that 1st round results become the official event result; then any bets placed after the completion of the 1st round will be void.

For multiple round events, if both participants fail to qualify for the next round then settlement will be based on official qualification or 1st round/run standings.

If both participants fail to register a result in the official 1st round/run standings, either by failing to finish or being disqualified during the 1st round/run, then bets will be void.

If both participants qualify for the next round but neither completes the event then bets will be void. For Cross-Country sprint event match-ups the final official placing for the event will be used to determine settlement.

If a player is disqualified or withdraws after starting either prior to the completion of the first round, or after both players have qualified for a further round, the other player is deemed the winner, assuming that player completes the respective round.

If a player is disqualified during a subsequent round, when the other player in the match bet has already not qualified for that round, the disqualified player is deemed the winner.

If the conditions of a specific event are changed from those originally listed by the official governing body then bets will be void, e.g. shorter course distances/fewer rounds or jumps/order of events; with the exception of ski-jumping events, where results will stand for match betting providing one round is completed in full (including if the event/round is subject to a re-start).

Biathlon Time Match-Ups - Settlement will be based on course time only (not overall time including shooting penalties).

Biathlon Match-Ups after 1st Shoot - settlement will be based on official Loop 1 Rank as provided by www.biathlonresults.com.

Leg Match-Ups (Biathlon and Cross-Country) – Both named participants must start the specified leg, otherwise bets are void. Settlement will be based on changeover order/rank at the end of the specified leg.

1st Leg Podium Finish Yes/No

Offered for Biathlon and Cross Country Relay events. Participants must start the specified leg, otherwise bets are void. Settlement will be based on official rank at the end of the specified leg as provided by www.biathlonresults.com and www.fis-ski.com, with the term 'podium' relating to positions 1st, 2nd and 3rd of the aforementioned ranking. If an event is abandoned prior to the completion of Leg 1 then bets will be void. Subsequent disqualifications and/or appeals will not affect bets.

Medal Specials

The quoted athlete must start at least one race (in the specified competition e.g. Olympics) for bets to stand (qualifying counts as started). Unless otherwise stated team medals count.

Settlement of Wagers

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

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

Part 2

Racing TV end user Terms & Conditions

The Footage is owned by Racing TV. Racing TV shall remain the exclusive legal and beneficial owner of all copyright and intellectual property rights in the Footage in perpetuity. All rights not explicitly granted herein are reserved by Racing TV.

21.4 You may view the Footage once on a personal computer screen or mobile device for personal, private, domestic, non-commercial uses only in accordance with the Rules.

You shall not:

- (a) Make the Footage available to anyone else;
- (b) Use or view the Footage other than as expressly permitted by the Rules, or copy, relay, broadcast, or communicate the Footage to the public, nor may you include any portion of or all of the Footage in any equipment or item save as specifically permitted under the Rules or develop any improvement or derivative works of any part or all of the Footage;
- (c) Save, edit, copy, amend, distort, modify, distribute, reformat, disassemble, delay or repeat the Footage and/or its transmission or do anything that is contrary to any of the moral rights or other rights of the copyright owner of the Footage;
- (d) Remove any product identification (including but not limited to screen icons), legend or notice, or any proprietary or copyright notice from any part of the Footage;
- (e) Represent or claim that you own any part or all of the Footage or otherwise do anything that is inconsistent with TBS' and/or Racing TV's rights in the Footage;
- (f) Store or transmit any Footage to any publication, user group, other website, electronic bulletin board, mailing list, server or other storage device in any form; or
- (g) Sell or commercially exploit any part or all of the Footage in any way.

21.5 Racing TV and each of its group companies may enforce any provision of the Rules against you as a third party contract beneficiary whether in the name of bet365 or in its own name.

Appendix 2 - the Rules for Live Games products

These Rules apply to our Live Games and Slots Games products (including those which are played on our Sports product).

bet365 is entitled to cancel any bets/wagers on any of the games at any time. Bets/wagers on Live Games may also be cancelled by the Live Dealer, for example in the event of a misdeal.

bet365 reserves the right to amend the staking limits of any game at any time. The current staking limits for each game can be found within the game.

bet365 reserves the right to amend the RTP of any game at any time. The current RTP for each game can be found within the game. The RTP, or Return To Player, is the expected percentage of stakes a specific game will return to the player over a period of time.

Additional details of, and information relating, to Live Games are set out in relevant section of the bet365.rs website and mobile application.

Appendix 3 - the Rules for Slots Games products

These Rules apply to our Live Games and Slots Games products (including those which are played on our Sports product).

bet365 is entitled to cancel any bets/wagers on any of the games at any time. Bets/wagers on Live Games may also be cancelled by the Live Dealer, for example in the event of a misdeal.

bet365 reserves the right to amend the staking limits of any game at any time. The current staking limits for each game can be found within the game.

bet365 reserves the right to amend the RTP of any game at any time. The current RTP for each game can be found within the game. The RTP, or Return To Player, is the expected percentage of stakes a specific game will return to the player over a period of time.

Additional details of, and information relating, to Slot Games are set out in relevant section of the bet365.rs website and mobile application.

Appendix 4 - the Maximum Winnings Limits that Apply to our Services

Maximum Winnings

The maximum winnings in any 24 hour period for each sport are detailed below and are exclusive of stake. The maximum winnings are quoted in RSD as a base currency in order to ensure consistency across the world but currency equivalents apply for actual payouts.

Where a multiple bet has been placed which involves events with different maximum winnings limits then the lowest limit will apply. All maximum winnings limits apply to any one customer, or group of customers acting together, who have placed bets containing the same selections, including where placed in a series of bets, at a range of prices, over a number of days using different betting accounts and/or across different betting channels. Should we have reason to believe that a number of bets have been placed this way, the total payment of all those bets combined will be limited to one single maximum winnings payout.

American Football

NFL

Category	Maximum Winnings
Outrights	75,000,000 RSD
Point Spread (2 and 3 way) (excludes Alternatives)	75,000,000 RSD
Game Totals (2 and 3 way) (excludes Alternatives)	75,000,000 RSD
Money Line (2 and 3 way)	75,000,000 RSD
All other markets not listed	7,500,000 RSD

NCAAF

Category	Maximum Winnings
Outrights	15,000,000 RSD

Point Spread (2 and 3 way) (excludes Alternatives)	15,000,000 RSD
Game Totals (2 and 3 way) (excludes Alternatives)	15,000,000 RSD
Money Line (2 and 3 way)	15,000,000 RSD
All other markets not listed	3,750,000 RSD

CFL

Category	Maximum Winnings
Point Spread (2 and 3 way) (excludes Alternatives)	15,000,000 RSD
Game Totals (2 and 3 way) (excludes Alternatives)	15,000,000 RSD
Money Line (2 and 3 way)	15,000,000 RSD
All other markets not listed	3,750,000 RSD

Other

Category	Maximum Winnings
Point Spread (2 and 3 way) (excludes Alternatives)	7,500,000 RSD
Game Totals (2 and 3 way) (excludes Alternatives)	7,500,000 RSD
Money Line (2 and 3 way)	7,500,000 RSD
All other markets/Competitions not listed	3,750,000 RSD

Australian Rules

AFL

Category	Maximum Winnings
Outrights	37,500,000 RSD
Match Handicap (excludes Alternatives)	37,500,000 RSD
Match Totals (excludes Alternatives)	37,500,000 RSD

Match Winner	37,500,000 RSD
All other markets not listed	3,750,000 RSD

Other

Category	Maximum Winnings
All other markets/Competitions not listed	3,750,000 RSD

Baseball

MLB

Category	Maximum Winnings
Outrights	75,000,000 RSD
Run Line (2 and 3 way) (excludes Alternatives)	75,000,000 RSD
Game Totals (2 and 3 way) (excludes Alternatives)	75,000,000 RSD
Money Line (2 and 3 way)	75,000,000 RSD
All other markets not listed	7,500,000 RSD

Other

Category	Maximum Winnings
Run Line (2 and 3 way) (excludes Alternatives)	7,500,000 RSD
Game Totals (2 and 3 way) (excludes Alternatives)	7,500,000 RSD
Money Line (2 and 3 way)	7,500,000 RSD
All other markets/Competitions not listed	1,500,000 RSD

Basketball

NBA

Category	Maximum Winnings
Championship Outrights	75,000,000 RSD
Point Spread (2 and 3 way) (excludes Alternatives)	75,000,000 RSD
Game Totals (2 and 3 way) (excludes Alternatives)	75,000,000 RSD
Money Line (2 and 3 way)	75,000,000 RSD
All other markets not listed	7,500,000 RSD

NCAAB
Euroleague
Spain ACB

Category	Maximum Winnings
Outrights	15,000,000 RSD
Point Spread (2 and 3 way) (excludes Alternatives)	15,000,000 RSD
Game Totals (2 and 3 way) (excludes Alternatives)	15,000,000 RSD
Money Line (2 and 3 way)	15,000,000 RSD
All other markets not listed	3,750,000 RSD

Other

Category	Maximum Winnings
All other markets/Competitions not listed	3,750,000 RSD

Bowls

Category	Maximum Winnings
Tournament Outrights	15,000,000 RSD
Match Winner	15,000,000 RSD

All other markets not listed	3,750,000 RSD
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Boxing

Category	Maximum Winnings
All Markets	37,500,000 RSD

Cricket

Category	Maximum Winnings
All Markets	37,500,000 RSD

Cycling

Category	Maximum Winnings
All Markets	15,000,000 RSD

Darts

PDC

Premier League

WDF

Category	Maximum Winnings
Tournament Outright	37,500,000 RSD
Match Winner	37,500,000 RSD
All other markets not listed	3,750,000 RSD

Other

Category	Maximum Winnings
All other markets/Tournaments not listed	3,750,000 RSD

Esports

Category	Maximum Winnings
All Markets	3,750,000 RSD

Golf

Category	Maximum Winnings
All markets	75,000,000 RSD

Greyhounds

UK and ROW

Notwithstanding any of the below, bet365 reserves the right to void any or all wagers where bet365 reasonably suspects that they have been made by any individual or group of individuals acting together in an attempt to manipulate tote-based dividends or official starting prices.

UK Meetings

PGR

SIS

Sky Sports

Category	Maximum Winnings
Race Winner Singles Forecast Singles Tricast Singles Ante-Post Race Winner Singles	150,000,000 RSD
Multiple bets that include: Race Winner (including Ante-Post) Forecast Selections Tricast Selections	15,000,000 RSD
All other markets not listed	1,500,000 RSD

Irish Meetings

PGR

SIS

Sky Sports

Category	Maximum Winnings
Race Winner Singles Forecast Singles Tricast Singles Ante-Post Race Winner Singles	15,000,000 RSD
Multiple bets that include: Race Winner (including Ante-Post) Forecast Selections Tricast Selections	3,750,000 RSD
All other markets not listed	1,500,000 RSD

NonSIS and PGR meetings

Category	Maximum Winnings
All markets at the following meetings: Crayford Doncaster Hove Kinsley Monmore Newcastle Nottingham Oxford Romford Sheffield Suffolk Downs Sunderland Swindon Valley Yarmouth	3,750,000 RSD
All markets at the following meetings: Central Park Harlow Perry Barr Towcester Any Meetings from Ireland, USA and the Americas	1,500,000 RSD

Other

Category	Maximum Winnings
All other Meetings not listed	3,750,000 RSD
All other Markets not listed	1,500,000 RSD

Australia and New Zealand

Notwithstanding any of the above, bet365 reserves the right to void any or all wagers where bet365 reasonably suspects that they have been made by any individual or group of individuals acting together in an attempt to manipulate tote-based dividends or official starting prices.

The following applies to all racing covered by a TAB.

Category	Maximum Winnings
Win and Place	15,000,000 RSD
All Exotics Bets	3,000,000 RSD

Handball

Champions League (Men and Women)
Denmark Ligaen (Men and Women)
Spain Liga Asobal (Men)
Euro Champs (Men and Women)
World Champs (Men and Women)
Olympic Games (Men and Women)

Category	Maximum Winnings
Outrights	15,000,000 RSD
Match Handicap (2 and 3 way) (excludes Alternatives)	15,000,000 RSD
Match Totals (2 and 3 way) (excludes Alternatives)	15,000,000 RSD
Match Result/Winner (2 and 3 way)	15,000,000 RSD
All other markets not listed	3,750,000 RSD

Other

Category	Maximum Winnings
All other markets/Competitions not listed	3,750,000 RSD

Horse Racing

Notwithstanding any of the below, bet365 reserves the right to void any or all wagers where bet365 reasonably suspects that they have been made by any individual or group

of individuals acting together in an attempt to manipulate tote-based dividends or official starting prices.

UK and ROW

Category	Maximum Winnings
UK and Ireland when an Industry SP is declared	150,000,000 RSD
Overseas when an Industry SP is declared	37,500,000 RSD
All Horse Racing, where any of the selections do not have an industry SP declared	15,000,000 RSD
All other overseas Horse Racing	15,000,000 RSD
Betting Without Favourite(s)	15,000,000 RSD
Cover Bet(s)	15,000,000 RSD
Each Way Extra	15,000,000 RSD
Jollies And Rags	15,000,000 RSD
Match Bets	15,000,000 RSD
Not to Be Placed	15,000,000 RSD
Not To Win	15,000,000 RSD
To Be Placed	15,000,000 RSD

Australia

The following applies to all racing covered by a TAB.

Category	Maximum Winnings
Metropolitan Racing Win and Place	150,000,000 RSD
Metropolitan Racing Exotic bets	37,500,000 RSD
Non-Metropolitan Racing Win and Place	52,500,000 RSD

Non-Metropolitan Racing Exotic bets	15,000,000 RSD
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New Zealand

The following applies to all racing covered by a TAB.

Category	Maximum Winnings
Win and Place	15,000,000 RSD
Exotic bets	3,000,000 RSD

Ice Hockey

NHL

Category	Maximum Winnings
Outrights	75,000,000 RSD
Puck Line (2 and 3 way) (excludes Alternatives)	75,000,000 RSD
Game Totals (2 and 3 way) (excludes Alternatives)	75,000,000 RSD
Money Line (2 and 3 way)	75,000,000 RSD
All other markets not listed	7,500,000 RSD

Finland SM Liga

KHL

Swedish Hockey League

World Championships (Men)

Olympic Games (Men)

Category	Maximum Winnings
Outrights	15,000,000 RSD
Puck Lines (2 and 3 way) (excludes Alternatives)	15,000,000 RSD
Game Totals (2 and 3 way) (excludes Alternatives)	15,000,000 RSD
Money Lines (2 and 3 way)	15,000,000 RSD
All other markets not listed	3,750,000 RSD

Other

Category	Maximum Winnings
All other markets/Competitions not listed	3,750,000 RSD

MMA

Category	Maximum Winnings
All UFC Events and Markets	15,000,000 RSD
All Other MMA Events and Markets	3,750,000 RSD

Motor Sports

Category	Maximum Winnings
Formula 1 Driver Championship winner	37,500,000 RSD
Formula 1 Constructor Championship winner	37,500,000 RSD
Formula 1 Individual Grand Prix race winners	37,500,000 RSD
All other Motor Sports and markets not listed	15,000,000 RSD

Other Sports

Category	Maximum Winnings
Beach Soccer	3,750,000 RSD
Indoor Soccer	3,750,000 RSD
Futsal	3,750,000 RSD
Beach Volleyball	3,750,000 RSD
Table Tennis	3,750,000 RSD
Kabaddi	3,750,000 RSD

Drone Racing	3,750,000 RSD
Cornhole	3,750,000 RSD
Pickleball	3,750,000 RSD
Electronic sports version of a specific sport	3,750,000 RSD

Non-Sport, Specials and Novelty Bets

Category	Maximum Winnings
All Markets	3,750,000 RSD

Rugby League

Super League NRL Internationals World Cup

Category	Maximum Winnings
Outrights	75,000,000 RSD
Match Handicap (2 and 3 way) (excludes Alternatives)	75,000,000 RSD
Match Totals (2 and 3 way) (excludes Alternatives)	75,000,000 RSD
Match Result/Winner (2 and 3 way)	75,000,000 RSD
All other markets not listed	15,000,000 RSD

Other

Category	Maximum Winnings
All other markets/Competitions not listed	15,000,000 RSD

Rugby Union

Internationals World Cup

Six Nations
Four Nations
Premiership Rugby
European Rugby Champions Cup
Super Rugby

Category	Maximum Winnings
Outrights	75,000,000 RSD
Match Handicap (2 and 3 way) (excludes Alternatives)	75,000,000 RSD
Match Totals (2 and 3 way) (excludes Alternatives)	75,000,000 RSD
Match Result/Winner (2 and 3 way)	75,000,000 RSD
All other markets not listed	15,000,000 RSD

Other

Category	Maximum Winnings
All other markets/Competitions not listed	15,000,000 RSD

Snooker

Premier League
World Ranking Tournament

Category	Maximum Winnings
Outrights	37,500,000 RSD
Match Winner	37,500,000 RSD
All other markets not listed	3,750,000 RSD

Other

Category	Maximum Winnings
All other markets/Competitions not listed	3,750,000 RSD

Soccer

Futsal, Beach Soccer and Indoor Soccer are excluded from these limits.

Competition	Maximum Winnings
International Fixtures (Men)	300,000,000 RSD
English Premier League	300,000,000 RSD
English FA Cup	300,000,000 RSD
English Championship	300,000,000 RSD
English League 1	300,000,000 RSD
English League 2	300,000,000 RSD
French Ligue 1	300,000,000 RSD
German Bundesliga I	300,000,000 RSD
Italian Serie A	300,000,000 RSD
Spanish La Liga	300,000,000 RSD
UEFA Champions League	300,000,000 RSD
UEFA Europa League	300,000,000 RSD
Australian A-League	75,000,000 RSD
English League Cup	75,000,000 RSD
English National League	75,000,000 RSD
Norwegian Tippeligaen	75,000,000 RSD
Portuguese Primeira Liga	75,000,000 RSD
Scottish Premiership	75,000,000 RSD
Swedish Allsvenskan	75,000,000 RSD
USA MLS	75,000,000 RSD
Argentinian Liga Profesional	37,500,000 RSD

Brazilian Serie A	37,500,000 RSD
Danish Superliga	37,500,000 RSD
Dutch Eredivisie	37,500,000 RSD
Finnish Veikkausliiga	37,500,000 RSD
French Ligue 2	37,500,000 RSD
German Bundesliga II	37,500,000 RSD
Italian Serie B	37,500,000 RSD
Japanese J-League	37,500,000 RSD
Mexican Liga MX	37,500,000 RSD
Norwegian First Division	37,500,000 RSD
Spanish Segunda	37,500,000 RSD
Swedish Superettan	37,500,000 RSD
Austrian Bundesliga	15,000,000 RSD
Belgian First Division A	15,000,000 RSD
Danish Division 1	15,000,000 RSD
Greek Super League	15,000,000 RSD
Scottish Championship	15,000,000 RSD
Scottish League One	15,000,000 RSD
Scottish League Two	15,000,000 RSD
Swiss Super League	15,000,000 RSD
Turkish Super League	15,000,000 RSD
UEFA Champions League qualifying rounds	7,500,000 RSD
UEFA Europa League qualifying rounds	7,500,000 RSD

FA Cup qualifying rounds	7,500,000 RSD
All other Competitions not listed	7,500,000 RSD

Market Maximum Winnings

Market	Maximum Winnings
Manager Markets	3,750,000 RSD
Player of the Tournament	3,750,000 RSD
Player to be Booked/Sent Off	3,750,000 RSD
Player to Make Squad	3,750,000 RSD
Player to Start Match	3,750,000 RSD
Transfer Specials	3,750,000 RSD

Tennis

Grand Slam Tournaments (Men)

ATP World Tour (excluding Challenger Tour)

Davis Cup Tournaments

Davis Cup Qualifying Round, Finals (Group/Knockout Stages) and World Group 1

Category	Maximum Winnings
Outright Winner	75,000,000 RSD
Match Winner (Main Draw)	75,000,000 RSD
All other markets not listed	3,750,000 RSD

Grand Slam Tournaments (Women)

WTA World Tour

Billie Jean (Qualifying Round/Play-Offs/Finals)

Category	Maximum Winnings
Outright Winner	37,500,000 RSD

Match Winner (Main Draw)	37,500,000 RSD
All other markets not listed	3,750,000 RSD

Other

Category	Maximum Winnings
All other markets/Competitions not listed	3,750,000 RSD

Trotting

Notwithstanding any of the below, bet365 reserves the right to void any or all wagers where bet365 reasonably suspects that they have been made by any individual or group of individuals acting together in an attempt to manipulate tote-based dividends or official starting prices.

Australia, New Zealand and Asia

The following applies to all racing covered by a TAB.

Category	Maximum Winnings
Win and Place	15,000,000 RSD
Exotic bets	3,000,000 RSD

Rest of the World

Category	Maximum Winnings
All Markets	15,000,000 RSD

Virtual Sports

Category	Maximum Winnings
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All Markets	150,000,000 RSD
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Volleyball

Olympic Games (Men and Women)
World Championships (Men and Women)
World Cup (Men and Women)
Nations League (Men and Women)

Category	Maximum Winnings
Outrights	15,000,000 RSD
Match Winner	15,000,000 RSD
All other markets not listed	3,750,000 RSD

Other

Category	Maximum Winnings
All other markets/Competitions not listed	3,750,000 RSD