EW COFFEE PROPRIETARY LIMITED,
T/A DINALEDI BETS

INTORDUCTION

These rules shall apply to bets on horse races, sporting events or any lawful contingency placed with or through the bookmaker [“Operator”] they have been approved by the Provincial Licensing Authority(“PLA”) having jurisdiction over the bookmaker operator.

These rules do not constitute an offer by the Operator to any person to place a bet on the bookmaker and accordingly, the Operator shall not be obliged to offer any bet type provided for in these rules at any particular race meeting or for any particular horse race, sporting event or lawful contingency.

LOST OR MUTILATED TICKETS: No claim shall be recognised or entertained in respect of a lost or mutilated ticket unless the Operator in its internal control procedures provides otherwise.

PRESCRIPTION: No claim for payment of winnings or for refund shall be admitted unless made within the period prescribed (in the relevant legislation) of the date of issue of the ticket, unless the Operator in its internal control procedures provides otherwise.

Monies unclaimed within the prescribed period after the date of issue of a ticket shall be forfeited and accrue to and become the property of the Operator subject to payment of the prescribed tax.

PAYMENT OF WINNINGS: Subject to the provisions of these rules, payment of winnings shall commence as soon as possible after each event has been decided, results confirmed and declared "official”.

COMPLAINTS: No complaint either in regard to the correctness of a ticket, the correctness of change or the payment of winnings shall be entertained unless it is made before the complainant leaves the teller/Operator’s window.

MINORS: No bet may be made by or on behalf of a minor and no winnings shall be paid to a minor or to anyone on behalf of a minor.

LIMITATION OF LIABILITY: The Operator or any Steward, Official, Member, Independent Authorised Contractor, Agent or Employee shall not be liable for damages resulting from any breach of contract or any act relating in any way to fixed-odds betting for which they are responsible either directly, indirectly, vicariously or in any way, and in particular none of the aforementioned shall be liable in damages either directly, indirectly, vicariously or in any other way for loss, destruction or disappearance of any original betting ticket, or for any error made by any of the aforesaid persons, except in a case of gross negligence.

PROHIBITION OF STAFF BETTING: No employee, whether permanent or temporary of the Operator is entitled to participate, either directly or indirectly, in any way whatsoever in any Fixed odds betting while on duty, subject to the relevant provincial legislation.

CONFIDENTIAL: Information and details gained with regard to any type of betting transaction are strictly confidential and no employee of the Operator may divulge such information unless in the course of duty.

ONUS ON CUSTOMER AND WAIVER OF CLAIM: The onus is on the customer to ensure that a bet slip is correctly completed and that the ticket issued corresponds with the selections requested on that bet slip or in the case of a verbal bet that such ticket issued corresponds to the bet called by the said customer or in the case of a telephone bet that the bet called back by the Operator corresponds to the bet called by the said customer. The Operator shall prominently display this requirement at all of its betting outlets.

ASSISTANCE BY STAFF: Staff who offer any advice on betting and/or assistance to customers in the completion of any bet slip or in the issue of any ticket in accordance with these Rules, shall not be liable for failure to comply with the requirements of such customer, nor shall any claim lie against the Operator.

The Operator likewise is not bound contractually for any default or omission caused by any member of staff dealing with a customer.

1. AMERICAN FOOTBALL

Includes **NFL, NCAA College Football, WLAF, UFL, CFL** and Arena Football. Abandoned or postponed 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 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. 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 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 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.

3-Way markets are settled on the score at the end of regulation time.

Mythical Matches - Push rules apply.

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

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

Winning Margin.

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

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. Divisional and Conference Points Match-Ups.

Player Match-Ups/Performances

Player Props/Performances - All Player Props will be settled according to game stats

on www.NFL.com published on day of the game. Subsequent amendments do not affect settlement. Bets are action if player competes in one Down. Player match-ups are action if both players compete in one Down. Push rules apply.

Quarterback props are based on Gross Passing Yards gained.

First/Last and Anytime Touchdown Scorer - Forecast the name of the scorer of the first/last/anytime touchdown in the game, or whether no touchdown will be scored. The Field refers to any player not specifically listed. Players must be active (as per the official NFL Game Book) for bets to have action.

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

Score cast - Your player must be dressed for bets to stand. If a match is abandoned after a touchdown has been scored all bets will be settled as singles on the selected first touchdown scorer at the appropriate odds.

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

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

<u>Pre-Game Prop Bets Which Exclude Overtime</u>

For the following markets the game must be completed for bets to have action, unless settlement of bets is already determined:

Double Result - Predict the result at half-time and end of regulation time.

Highest Scoring Half - Push rules apply.

Team with Highest Scoring Quarter - Push rules apply.

Highest Scoring Quarter - Dead-heat rules apply.

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.

Result of Current Drive - 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 a punt is fumbled by the receiving team and recovered by the kicking team bets will be settled as punt and a new drive market will be offered.

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.

Parlay Cards

In the case of any of the selections resulting in a tie the selection will be treated as a Push and the parlay will stand on the remaining selections, e.g. a 4 team parlay with 1 tie will revert to a 3 team parlay on the 3 remaining selections, a 2 team parlay with 1 tie will revert to a single wager on the remaining selection, in all cases at the odds

taken at the time the wager was placed.

Teaser Cards

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. If any teaser falls below the required minimum (3 selections for NFL, or 2 selections for NCAAF) the bet will become void.

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 odds.

Season Props

All season props are based on the regular season matches only. Player's stats stand irrespective of any trades during the regular season. All bets are action regardless of number of games.

Futures/Season Bets

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

NFL regular season wins and match-ups are based on teams completing all 16 regular season games, and for CFL all 18 regular season games, unless the remaining games during the course of the season do not affect the result.

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

NFL Divisional winners are determined by games won during the regular season (NFL tie-break rules apply).

Conference Wildcard winners are the 2 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.

NFL/NCAAF regular season wins and match-ups are based on teams completing the minimum number of games specified.

CFL to Reach Grey Cup - The team that progresses to the Grey Cup Final will be deemed the winner of the respective division.

Conference/Division Betting

Teams participating in an outright tournament may be grouped in conferences and/or divisions. For example NFL is grouped into 2 conferences (American Football Conference and National Football Conference) each containing 4 divisions (North, East, West and South). Prices are offered for each participating team to win their respective division and conference.

For all spreads and totals bets Push rules apply.

2. 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

All bets stand except for those placed on participants not competing in first round heats/qualification. 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 (Deductions) in the event of a withdrawn participant prior to the start of an event.

Match-Ups

Both competitors must compete for bets to stand.

3. AUSTRALIAN RULES

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

Match Betting

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.

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 outcome of the specified match at half-time and full-time including overtime if 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.

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 Goal scorer/Last Goal scorer/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 takes the field after a goal has been scored then the first goal scorer bet will be made void. If your

player has taken the field at any time prior to the first goal being scored then your bet stands. Any Other Player option incorporates any player not listed, for settlement purposes.

Each-way bets on goal scorers who have taken no part of the game when the 1st goal is scored will be void regardless whether or not they score later in the game. If there are less goals 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 goals.

Bets will stand on players that take any part in a match for last goal scorer purposes.

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.

Score cast (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 takes the field after a goal has been scored, or does not take part in the game prior to a goal being scored, 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 goal scorer at the appropriate odds.

Win cast (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 takes the field after a goal has been scored, or does not take part in the game prior to a goal being scored, 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 goal scorer at the appropriate odds.

Time cast (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 takes the field after a goal has been scored, or does not take part in the game prior to a goal being scored, 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).

Most Disposals/Most Contested Marks/Total Contested Marks/Most Marks Inside 50m/Total Marks Inside 50m

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 www.afl.com.au. 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 are not amongst the starting 18 or 3 interchange players. For player head to heads both players must be in the starting 18 or be one of the 3 interchange players. The player named as the “sub” will be considered a non-player for betting purposes.

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 afl.com.au. In the event of non-starters (including players named as the “sub’’), 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 3 Interchange Players. If either player is named as the “sub’’ this market will be Void. Results as per 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 3 Interchange Players. If the player is named as the “sub’’ this market will be Void. Results as per afl.com.au.

Brownlow Medal Markets

Brownlow Medal - Winner is deemed the player awarded the medal.

Brownlow Medal Top 3/5 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 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 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.

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 Goal scorer and Quarter Anytime Goal scorer - Bets on players taking no part in the Quarter will be void. If your player takes the field after a goal has been scored then the Quarter first goal scorer bet will be made void. If your player has taken the field at any time prior to the first goal being scored then your bet stands. 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. Regular Season must be completed for bets to stand.

4. ARCHERY

All bets on a competitor who fails to start shall be void. The official result will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

5. BADMINTON

In the event of any of the named players in a match changing before the match starts then all bets on that match shall be void.

In the event of a match starting but not being completed then all bets shall be void, unless they have already been determined.

If a match venue is changed, bets already placed will stand providing the original 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 shall be void.
All games must start on the scheduled date and time for bets to stand.

6. BASEBALL

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) - No listed pitchers and all bets are action regardless of who pitches for each team. 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.

MLB WAGERS

It is the client's responsibility to ensure they are aware of any relevant pitcher changes. For game Money Line/Total/Run Line Betting there are three options to choose from:

Action - Team against team regardless of the starting pitcher. Each team's starting pitcher is defined for wagering purposes as the pitcher that throws the initial pitch. Pitchers can be specified when placing wagers.

One Specified Pitcher - A wager on or against one specific starting pitcher regardless of the other starting pitcher. Specified pitcher must start or wager is deemed no action.

Listed Pitchers Must Start - A wager that specifies both starting pitchers. Any variation constitutes no action. Wagers with One Specified Pitcher and Listed Pitchers Must Start that were placed when the named pitcher was originally listed are no action if the listed pitcher is changed and is then re-listed back to the original pitcher.

Wagers placed on the named pitcher, after being re-listed, are action.

In the event of a change in one or both starting pitchers prior to the start of a baseball game then the Money Line/Total/Run Line Betting may be adjusted. If one scheduled starting pitcher starts against an unscheduled starting pitcher, or both starting

pitchers were unscheduled, then all Action and live One Specified Pitcher wagers will be computed at the opening price/line established with the new starting pitcher(s).

Double pitching change, where a listed pitcher is changed then re-instated for betting purposes, bets will be treated as a normal pitching change.

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 then bets placed based on the original listing will be void.

4½ Innings Rule

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

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 - 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.

Most Hits, Total Hits, Team Hits - Subject to 8½ innings rule EXCEPT where the total has already gone over, where bets on the over will be settled as winners, with bets on the under settled as losers.

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 score 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 Including Player Props

Where Mercy Rule is applied, all bets will stand on score at the time.
Listed pitchers must start for bet to have action. Extra innings count unless specified otherwise.

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

Double Result - Result after 4½ innings, plus result for the whole game.

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

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

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.

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.

Last to Score - 8½ innings rule applies.

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.

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. Bets on “No HR” require the 8½ innings rule to apply to be settled as winners.

Match-ups: Most (Total) Bases*/Most Hits/Most Strikeouts - For these match-ups to have action both players must be in official starting line up. 8½ innings rule applies, unless both players, or the player losing the match-up, have already been substituted out of the game. Both listed pitchers (at time of placing wager) must start for bets to have action.

Player Performance: (Total Bases*/Total Hits/Total Strikeouts/To Hit a HR/Record a Walk/Record an RBI/Score a Run). The player must be in the official starting line up and the opposing listed pitcher (at time of placing wager) must start for bets to have action. 8½ innings rule applies, unless settlement of bets is already determined, either by the player achieving the required outcome or by being substituted out of the game without having done so.

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

Starting Pitcher Completed Innings - Pitcher must start for bets to have action. Bets

will be settled based on the number of full innings that the starting pitcher pitches. Bets will be void if the game is called or suspended with the starting pitcher still in the game and not yet having reached the required number of innings.

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).

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

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

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

Highest/Lowest Score of Night refers to total number of runs scored by any one team and Total Shutouts refers to the number of teams scoring no runs. For these markets only games going at least 8½ innings will be considered for settlement purposes. For these bets to have action a minimum number of games must go 8½ innings as per the following table:

Total Games in Prop - Number Required to Go 8½ for Action
5 and under - All games
6 to 8 - All but one
9 and over - All but two

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.

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.

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 uncompleted innings leader markets, will be deemed to be won by match winner.

Race to Markets/Team Totals/Total Hits - 8½ innings rule applies unless settlement of bets is already determined, or if the natural conclusion of the game would have meant the outcome of bets would be determined.

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

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.

<u>Futures - General Rules</u>

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.

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.

Number of Pitchers to win 20 or more games - Refers to the number of wins credited by the MLB official scorers.

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.

Outright, Pennant and Divisional Betting

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

Wildcard Betting

The team that progresses to the MLB Playoffs via the wild card position will be deemed the winner.

7. 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.

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.

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.

3-Way markets are settled on the score at the end of regulation time.

Player Match-Ups/Performances

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.

Relevant players must be dressed and see court-time for bets to have action. Overtime counts for any player props unless specified otherwise.

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.

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:

Point Spread/To Win the Match/Money Line/Team and Game Totals/Double Result (predict the result at half-time and full-time)/Winning Margin/Game Total Odd-Even.

In-Play Half Bets INCLUDE Overtime

The first half must be completed for first half bets to stand. 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:

Winner 2-Way and 3-Way/Handicap/Total 2-Way and 3-Way/Team and Game Totals/Race to Markets/2nd Half Betting/Total Odd-Even.

In-Play Quarter Bets INCLUDE Overtime

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

Winner 2-Way and 3-Way/Handicap/Total 2-Way and 3-Way/Team and Game Totals/Race to Markets/Total Odd-Even.

NBA Futures/Tournament Props

Regular Season Wins/Match-Ups - Team 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.

To Win Division - NBA tie-break rules apply.

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

Settlement of all markets 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.

Outright, Division, Conference and Regional Betting

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

Series Betting

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

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 odds.

8. BOWLS

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 completed then the player progressing to the next round will be deemed the winner.

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

Will be void if the match is not completed.

Nationality of the Winner

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

In-Play - Next End Winner

In the event of an end finishing in a tie then all bets will be void and stakes returned.

9. BOXING/UFC

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

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.

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. Bets will be settled on the official result announced in the ring. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result).

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

Fight Outcome 5-Way

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.

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.

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

Total Rounds

For settlement purposes where a half round is stated then 1 minute 30 seconds of the respective round will define the half to determine under or over.

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.

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

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.

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.

Prize-fighter 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.

Fight Specials to Score a Knockdown

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).

Harold Lederman Special

Predict who HBO's Harold Lederman will have ahead on his scorecard at the end of the first 3 rounds. The fight must last until the start of the 4th round otherwise bets will be void.

10. CANOE/KAYAK

Competitors must pass the starting line for bets on that competitor to stand failing which any bet on that competitor shall be void. The official result will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets

11. CHESS

Bets are settled according to the controlling authority's results. If either player is substituted with another player all bets on that match shall be void.

12. CURLING

Outright betting

All outright tournament bets shall stand irrespective of whether or not the player competes. These bets will be treated as ante-post bets.

A match must be played within 24 hours or the originally scheduled start date and time for bets to stand.
If a match venue is changed, bets already placed will stand providing the original 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 shall be void.

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).

13. 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.

Batsman Matches

Note that in test and county championship matches only the first innings counts. Both players must reach the crease for bets to stand. In the event of two or more players ending on an equal number of runs then bets void.

Batsman Match Runs

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

Batsman Runs (In-Play)

Over/Under runs bets will stand after batsman has faced one ball or is given out before first ball is faced. Score counts if batsman 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 Cup 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 50/100/150/200

Bets will stand after batsman has faced one ball or is given out before first ball is faced. Score counts if batsman 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 Cup 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.

Player Performance

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 matches where the number of overs has been reduced and the outcome has not already been determined then bets will be void.

1st Over Total Runs

Prices will be offered for the total runs scored during the 1st innings of the match. Extras and penalty runs will be included. The over must be completed for bets to stand unless settlement is already determined.

Team Batsman to Score a Fifty 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 batsman'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.
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.
Test and First Class Matches - The whole match counts. In drawn matches there must be a minimum of 200 overs bowled.

Team Batsman to Score a Hundred in the Match

The following minimum number of overs must be scheduled, and there must be an

official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches - The full 20 overs for each team.
One Day Matches - At least 40 overs for each team.
Test and First Class Matches - The whole match counts. In drawn matches there must be a minimum of 200 overs bowled.

1st Wicket Method

The options available are:
Caught, Bowled, LBW, Run Out, Stumped and Any Other. 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.

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.

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.

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. 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 - 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.

Man of the Match

Bets will be settled on the officially declared man of the match.

Highest 1st Innings Opening Partnership

Bets stand once 1 ball has been bowled in each team's 1st innings. Dead-heat rules apply.

Most Match Sixes

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 that hits the most sixes regardless of amount of overs faced will be the winners. For settlement purposes this is all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows). In matches decided by a Super-Over, sixes hit during the Super-Over will not count for settlement purposes.

Outside interference does not include weather events.

Total Match Sixes

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 match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined. In matches where the number of overs has been reduced and the outcome has not already been determined then bets will be void. For settlement purposes this is all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows).

Next Man Out/Next Batsman Out

If either batsman retires hurt or batsman at the crease is different from those quoted then all bets placed on both batsmen 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 Batsman Out 6-Way

The options available are: Caught, Bowled, LBW, Run Out, Stumped or Any Other. If no further wickets fall all bets will be void.

Method of Dismissal (2-Way)

The options available are: Caught and Not Caught. 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.

Current/Next Innings Runs Odd/Even

Extras and Penalty runs will be included for settlement purposes.

Runs in Next Over/Runs in Next Over Odd-Even

Extras and penalty runs will be included. 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.

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 batsman.

Odd-Even Runs in Next Over

For this market zero will be deemed to be an even number. Extras and penalty runs will be included. 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.

Session Runs

Extras and penalty runs will be included. 20 overs must be complete for bets to stand.

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.

Player of the Series

All-In, play or not. Winner as declared by the ICC.

Series Correct Score

Bets void if the designated number of matches are not completed.

Top Series Batsman/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.

Batsman Matches (Series)

In Test Series, runs scored in both innings will count. In the event of two or more players ending on an equal number of runs then bets void.

Most Sixes (Series)

In the event of two or more players ending on an equal number of sixes then bets void.

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.

One Day/Twenty20 Matches / 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 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.

Series Betting

Bets void if the designated number of matches changes, unless settlement of bets is already determined. If a series is drawn and no draw option is offered, bets will be void.

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 batsmen reaches 10 runs and either are

Not-Out then bets void. If neither of the batsmen reaches 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 Batsman/Bowler

Bets placed on any player not in the starting 11 or nominated as the designated substitute 12th man 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.

One Day Internationals - 20 overs
Pro40 - 10 overs
Friends Provident Trophy - 20 overs
Ryobi Cup - 20 overs
Twenty20 Cup - 6 overs

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.

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 Cup 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.
For Innings Sixes specifically, for settlement purposes the outcome is based on all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows).

For this market only please note that any penalty runs added to a team total because of a slow over rate by the bowling team will not count 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.

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 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 during over 17 then previous quotes less than this total will be settled. However, quotes higher than this will be void.

Runs Off Delivery (Including Alternative Quotes)

For settlement purposes all extras count as deliveries.
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.

Runs off Next Ball

For settlement purposes only legal deliveries count, otherwise bets will be settled as void. If no run is scored off the specified ball, the market will settled as void. Byes, leg byes and penalty runs will be included, provided they are scored off a legal delivery.

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.

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.

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 batsman'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.

Test 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 Batsman/Bowler

Only the first inning counts.

Bets placed on any player not in the starting 11 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.

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 batsman'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 Batsman 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 batsman's score of 50 or above will count.

Team Batsman 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.

For Innings Sixes specifically, for settlement purposes the outcome is based on all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows).

First Innings Lead

Both teams must complete their first innings for bets to stand (including declarations). Dead-heat rules apply.

Series Betting

Bets void if the designated number of matches are not completed. For series batsman total runs and player matches runs scored in both innings of all the matches in the series will count. For player performance the runs scored, wickets, catches and stumpings taken in both innings of all matches in the series will count.

Which Player Will Score the Fastest Fifty in the Series?

This will be measured in terms of balls faced to reach fifty.

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.

Runs in 1st Over (2-Way)

Extras and penalty runs will be included. 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 Batsman (Both Teams)

Top batsman (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 will be settled as losers. Dead-heat rules apply.

Test Match Team Totals (2-Way)

For Test matches totals are settled on the1st 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.

Will There Be a Run Off 1st Ball of Match

Extras and penalty runs will be included. 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 batsman has faced one ball or is given out before first ball is faced. Score counts if batsman is Not-Out including if innings is declared. All bets stand irrespective of delays caused by rain or for any other reason.

County Championship 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.

Top Batsman/Bowler

Only the first innings count.

Bets placed on any player not in the starting 11 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.

First Innings Lead

Both teams must complete their first innings for bets to stand (including declarations). Dead-Heat rules apply.

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.

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 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 during over 17 then previous quotes less than this total will be settled. However, quotes higher than this will be void.

Runs Off Next Ball (Including Alternative Quotes)

For settlement purposes all extras count as deliveries. For example, if an over starts: Wide - No Ball - Four, then the Four is deemed to be the third ball of the over.

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.

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.

Batsman Number of 4's

For settlement purposes this is all deliveries from which a batsman is credited with exactly four runs (including All-run/Overthrows).

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 Cup 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.

Batsman Number of 6's

For settlement purposes this is all deliveries from which a batsman is credited with exactly Six runs (including All-run/Overthrows).

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 Cup 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.

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.

14. CYCLING

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. All bets are settled on the official classification(s) listings, published by the respective race governing bodies, at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

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.

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. For named rider specials, the specified rider must start the respective event/stage for bets to stand. For 'number of rider' specials, the statutory number of teams must start the specified event for bets to stand.

15. 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.

Individual Player Averages

All bets void if the match is not completed. Bets settled from results on official PDC Website: www.planetdarts.tv.

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 Leg/Final 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 Legs

The first 4/6 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

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.

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 Nine fixtures). Dead-heat rules apply.
To Be Relegated - Following the Week Nine fixtures, the bottom two players in the league table (who are subsequently eliminated from the competition), will be deemed winners for settlement purposes.
To Top The League - For settlement purposes this refers to the player who tops the league table following the Week Nine 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.

16. GAELIC SPORTS

Outright Betting

All bets stand regardless of season length, provincial or qualifier format.

Match Betting

All match markets based 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.

If either team does not play then bets will be void.

If game is abandoned prior to completion then bets will be void.

Bets will be settled on official GAA (Gaelic Athletics Association) result only.

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 in the same 'Gaelic Week' (Monday - Sunday inclusive UK time).

Match Markets (including Alternatives)

Total game score is used to settle bets (goal = 3, point = 1).

Double Result

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 Goal scorer/Last Goal scorer/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 Goal scorer/Team Goal scorer - 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 Goal scorer - 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.

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, side-line 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.

Match Total Goals

Own goals count.

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.

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.

Winning Margin

Tie 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.

17. FIELD HOCKEY

Betting is based on regulation time. Extra time (an extension of normal time) is excluded unless otherwise specified.

18. 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 will be considered a loser. If all players miss the cut then the lowest score 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 4/Top 5/top 6/Top 10 Finish

Dead-heat rules apply.

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 then the other player is deemed the winner. If both players miss the cut then the lowest score 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.

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. Players are paired, they may or may not be playing together.

18 Hole - 2 and 3-Ball Betting

Bets stand once all nominated players tee-off the first hole. If a round is abandoned then bets on that round are void.

Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count)

Bets on 2 or 3-balls will stand irrespective of whether the actual pairings/group may differ. 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.

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.

Handicap Betting

Deduct handicap from final total to determine the winner. 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. If scores are level after 18 holes then bets will be made void.

Player to Shoot the Lowest Round

Dead-heat rules apply.

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. Settlement of bets is determined when the players leave the green.

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.

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

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.

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.

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. 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.
Uncompleted single hole bets will be void.

Greensomes

Bets settled on official tour result.

Foursomes

Bets stand once both pairings have teed-off the first hole.

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.

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.

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.

Winner (Day) Markets

Settlement will be based on score after scheduled number of matches 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.

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).

Matches to Go to the 18th Hole

Scheduled number of matches must start for bets to have action. The number of matches where both teams tee-off on the 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.

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).

Matches to Go to the 18th Hole

Scheduled number of matches must start for bets to have action. The number of matches where both teams tee-off on the 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.

Golf Specials

Winning Score - Settlement will be upon the completion of 72 holes (or 90 for tournaments where applicable) otherwise bets are void.

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.

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.

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.

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

Enhanced Win - Refers to tournament outright betting.

19. HANDBALL

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.

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.

Matches postponed, brought forward or abandoned

An un-played or postponed match will be treated as a 'Non-Runner' for settling purposes unless it is played within 24 hours of the original start time.

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 shoot-out goals do not. Dead-Heat rules apply. If a player takes part in the tournament bets have action.

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 - Double result - Race to 5/10/15/20 goals

Tournament top Goalscorer

Goals scored in 60 minutes and extra time count but penalty shoot-out 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.

In-Play betting

All markets are based on regulation time for settlement purposes (overtime does not count). In tournaments, if a new market is formed at the end of regulation time, e.g. To Win in Overtime, penalty shootouts count

20. ICE HOCKEY

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.

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.

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.

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 Handicap
Asian Goal Line
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
To Score Last in Regulation
Next Goal Scored
Who Will Win Most Periods
Total/Home and Away Goals Scored
Period Betting
10 Minute Markets In-Play
Highest Scoring Period

Period Betting - The relevant period must be completed for bets to have action, unless the specific market outcome is already determined.

10 Minute Markets In-Play - The designated 10 minute match duration e.g. 31-40 minutes 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.

Highest Scoring Period Pre-Game - If 2 or more periods have the same score, dead-heat rules will apply.

Highest Scoring Period In-Play - If 2 or more periods have the same score Tie will be settled as the winner.

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.al-bankligaen.dk and www.ishockey.dk
Germany www.del.org and www.hockeyweb.de
Finland www.finhockey.fi and www.sm-liiga.fi
France www.hockeyfrance.com
Italy www.pointstreak.com
Norway www.hockey.no and www.n3sport.no
Poland www.hokej.sport24.pl
Romania www.pointstreak.com
Russia www.khl.ru
Russia www.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) and International Friendlies (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
When Will Game End
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.
Player Points Match-Ups - Player points accrued in a game are the combined sum of goals plus assists. Push rules apply.

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 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.

Series Betting

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

NHL Top Regular Season Points Scorer (Goals + Assists)

Only goals and assists scored in the regular season, within the quoted league are counted for this market, irrespective of the team (within that league) for which they are scored. The team quoted alongside the player is for reference only. Market will be settled as per www.nhl.com official stats. All-in, play or not. 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.

21. 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 Goal scorer

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.

22. Motor Racing

Formulae One Racing

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.

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.

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.

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, times recorded in the third phase count. If for some reason the third phase does not take place we will settle on the official grid as formed by the FIA. Grid position penalties do not apply for settlement purposes. However, qualifying time penalties (as specified by the FIA) will. Drivers must start the first phase of qualifying for bets to stand. For fastest in qualifying session 1 and 2, drivers must start the specified phase of qualifying for bets to stand.

Fastest in Practice Session One/Two/Three

Official lap times as recorded by the FIA will be used for settlement. Drivers must record a lap time in the specified phase of practice for bets to stand.

Fastest Driver in Every Qualifying Phase

Predict whether an individual driver will be the fastest qualifier in all 3 phases of qualifying.

Fastest Qualifying Stage

Predict which qualifying phase will produce the fastest qualifying time. Dead-heat rules apply.

To Reach Qualifying Session Three

Official qualifying times as recorded by the FIA will be used for settlement. Drivers must start the first phase 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

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.

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/Qualifying Winning Margin

Bets will be settled on the official FIA result at the time of the podium presentation.

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.

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.

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.

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.

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 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.

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.

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.

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.

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.

Team Match-Ups

Settlement will be based on the team accumulating the most points at the end of a specified race.

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.

23. 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).

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 be deemed no action.

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 are deemed no action.

In the event of qualifying not being completed then all qualifying bets will be no action. 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.

24. 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.

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.

Touring Cars

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.

A1

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

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.

Super league Formula

All race bets are settled on the official classification from 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.

Team Championship

Each participant is priced to be the top team over the Superleague Formula season in accordance with Championship standings, and rules as specified by the governing body.

Individual Race Betting

All drivers who start the lap preceding the rolling start 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 governing body will be used for settlement. Grid position penalties do not apply for settlement purposes. Drivers must start the group phase of qualifying for bets to stand.

Start of the Race

The start of any race is defined as the signal to start the rolling start lap.

Number of Classified Drivers

Settled on the number of drivers classed as finishers in the 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 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 (Rolling Start Lap Counts)

Bets will have action once the rolling start 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 (rolling start lap not included). In the event of one lap not being fully completed all bets will be void.

25. MOTORBIKES

Championship Betting

All-in, compete or not. 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.

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.

Superbikes - Riders who are in place to start the warm-up lap in Race One are deemed as runners for Race Two as well. No betting deduction - Rule 4 (Deductions) - will be made on the remaining riders in Race two if there are any withdrawals following Race One.

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. If the points are level then dead-heat rules will apply unless the Championship itself is tied. In this event the result will be determined by the competition rules. Any subsequent enquiries will not apply.

Pole Position

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 qualification practice) are deemed to have taken part in the Pole Position market

Pole Match Ups

Both riders must take part in a qualification session, after a bet has been placed, otherwise bets will be void.

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).

26. 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.

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.

OTHER SPORTS

27. ARCHERY

Participants must start one round for bets to have action. Otherwise bets will be void and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

28. BADMINTON

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 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, 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.

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.

29. BANDY

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. All games must start on the scheduled date for bets to have action.

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.

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.

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 www.worldbandy.com

30. BEACH VOLLEYBALL

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.

31. CANOE/KAYAK

Entrants must pass the starting line for bets to have action otherwise bets will be void and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

32. CHESS

Bets are settled according the official tournament results. If either player is replaced with another player all bets will be void and stakes returned.

33. COMBAT SPORTS

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.

34. CURLING

Outright Betting - All-in, compete or not.
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)

35. DIVING

Participants must make one dive for bets to have action otherwise bets will be void and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

36. EQUESTRIAN

Participants must pass the starting line for bets to have action otherwise bets will be void and stakes returned. 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.

37. FENCING

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.

38. FLOORBALL

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 or is not completed in full according to

regulation time then all bets are deemed no action. 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.

39. FUTSAL

All match markets will be settled on regulation time (specific to competition governing body), unless stated otherwise. Regulation time this must be completed for bets to stand unless otherwise stated.

The following In-Play markets will be settled on regulation time (specific to competition governing body), unless stated otherwise. Regulation time must be completed for these bets to stand, unless the specific market outcome is already determined:

Full-Time Result/Handicaps/Next Goal/Total Goals/Race to Markets/Double Result/Winning Margin/Correct Score/Double Chance/Draw-No-Bet/Alternative Handicaps/Team Total Goals/Total Goals Odd-Even/Highest Scoring Half

The following In-Play markets will be settled at the end of overtime/shootouts:
To Qualify/Lift Trophy/Win Shootout

The following props will be offered for each half, and 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:

Race to Markets/Half Winner/Half Handicaps/Half Total Goals/Half Correct Score/Half Team Total Goals/Half Total Goals Odd-Even

40. GYMNASTICS

Competitors must attempt one discipline/round for bets to stand. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

41. HOCKEY

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

If an event is suspended or postponed then bets remain valid provided that the event is completed at the same venue within 36 hours. If the event takes place at a different venue then bets will be made void and stakes returned.

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.

42. 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.

43. LACROSSE

Tournament Outright Betting - All bets will have action.

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.

44. MODERN PENTATHLON

Participants must pass the starting line for bets to have action otherwise bets will be void and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

45. PELOTA

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, all bets will be void.

46. 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.

47. ROWING

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.

48. SAILING - AMERICA'S CUP

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.

49. SHOOTING

Participants must start one round for bets to stand otherwise bets will be void and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

50. SOFTBALL

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.

51. SQUASH

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.

52. 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

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.

53. SWIMMING

Participants must pass the start for bets to stand otherwise bets will be void and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

54. TABLE TENNIS

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.
In-Play 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.

Total Point Betting 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 Handicap Betting - 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.

55. TRIATHLON

Participants must pass the starting line for bets to stand otherwise bets will be void and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

56. WATER POLO

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

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.

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/To go to Overtime/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.

57. WEIGHTLIFTING

Competitors must attempt one lift for bets to stand. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

58. WRESTLING

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.

59. YACHTING

Entrants must pass the starting line for bets to stand otherwise bets will be void and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

60. POKER

Outright Betting/Top Female/Final Table/Top Nationality/To Win Bracelet

Non-runner no-bet. Markets may be subject to a Rule 4 (Deductions).

To Make Final Table

A price will be offered for selected participants to make the Final Table of a specified tournament. Non-runner no-bet. If the named participant qualifies for the Final Table but fails to take any further part, then such bets will be deemed to have won.

Player Match-Ups

Both named participants must take part in the specified tournament or bets will be void. The winner is deemed the highest placed competitor in the final official tournament rankings.

Nationality of Winner

Settlement will be determined by the nationality of the player officially registered with the specified tournament.

To Make the Top 20

Settlement will be determined by the final official tournament rankings.

61. 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/Rack/Total Rack Betting

If the statutory number of racks in a match is not completed then all bets will be void and stakes returned.

Top Points Scorer and Top Team Points Scorer

Dead-heat rules apply.

62. RUGBY LEAGUE

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.

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

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

Are void unless re-arranged and played in the same 'Rugby Week' (Monday - Sunday inclusive UK time).

Outright Betting

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/Last Scoring Play of 1st Half/Last Scoring Play of Match/Team to Score Last - For all these markets try includes penalty try. For all scoring play markets conversions do not count.

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 outcome of the specified match at half-time and full-time.

Winning Margin Including Exact and Alternative - For settlement purposes the margin at full-time is used (Tie option is available).

Race to Markets - Predict the team to reach a specified points total first (Neither is an available option).

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 Man 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.

First Tryscorer (Including Home and Away Team Scorer Markets)/Last Tryscorer (Including Home and Away Team Scorer Markets)/2nd Half First Try scorer

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 the first tryscorer bet 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 tryscorers 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 a try is a penalty try the player who is awarded the try by match officials will be deemed the winner for settlement purposes.

Bets will stand on players that take any part in a match for last tryscorer purposes.

Player to Score a Try at Any Time

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.

Try scorer Shirt Numbers

A penalty try counts as 6.

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.

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.

Will There Be a Sin-Binning/Drop Goal/40-20/Will the 1st Try Be Converted

Will be settled on regulation time only. For settlement purposes drop goal and 40/20 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.

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.

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.

Team to Score Last

Includes extra-time if played.

Highest/Lowest Scoring Team

Only highlighted teams count. Dead-heat rules apply.

Scorecast/1st Half Scorecast

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 try scorer 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 try scorer part of the bet. If there is no try scorer in the match/half then all bets will be settled as singles on the Winning Margin or 1st Half Winning Margin market at the relevant odds quoted at match kick-off time.

Wincast/1st Half Wincast

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 try scorer 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 try scorer part of the bet. If there is no try scorer in the match/half then all bets will be

settled as singles on the Full Time Result or 1st Half Winner market at the relevant odds quoted at match kick-off time.

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.

Super Coach Special Markets

Most Super Coach Points for the Round - The winner is deemed the player with the Most Super Coach points (from the quoted list) for the Round. Results as per nrlfantasy.dailytelegraph.com.au. In the event of non starters a Rule 4 (Deductions) may apply.

Super Coach Most Point Match Ups - Pay on player with most Super Coach points. Both must be in playing 17. Results as per nrlfantasy.dailytelegraph.com.au.

Super Coach Player Total Points - Settlement determined by the quoted player's Super Coach points for the match. Player must be in playing 17. Result as per nrlfantasy.dailytelegraph.com.au.

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 - 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.

63. 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 Rugby sevens match bets are settled on the specific tournament regulation play and exclude extra-time if played.

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

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

Are void unless re-arranged and played in the same 'Rugby Week' (Monday - Sunday inclusive UK time).

Outright Betting

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) - In 2-Way markets bets are void in the event of a tie.

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.

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 Successful Penalties 2-Way - Settlement is based on total successfully converted penalties, not total penalties awarded. Where the total is level with the quote taken then bets will be void.

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/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 outcome of the specified match at half-time and full-time.

Winning Margin inc. Exact and Alternative - For settlement purposes the margin at full-time is used (Tie option is available).

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 if played.

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

<u>First (including home and away team scorer markets)/Last (including home and away team scorer markets)/2nd Half First Try scorer</u>

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 tryscorer 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 tryscorer purposes.

If the last try is a penalty try bets will be settled on the previous try scorer.

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 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:

Money Line (Incl. OT)/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)/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.

Try scorer Shirt Numbers

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.

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 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 to Score Last

Includes extra-time if played.

Highest/Lowest Scoring Team

Only highlighted teams count. Dead-heat rules apply.

Either Team to Be Nilled

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.

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

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 try scorer 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 try scorer part of the bet. If there is no try scorer in the match/half then all bets will be settled as singles on the Winning Margin or 1st Half Winning Margin market at the relevant odds quoted at match kick-off time.

Wincast/1st Half Wincast

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 try scorer 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 try scorer part of the bet. If there is no try scorer in the match/half then all bets will be settled as singles on the Full Time Result or 1st Half Winner market at the relevant odds quoted at match kick-off time.

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.

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.

64. 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.

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.

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. If the first legally potted colour is not shown live on TV then all

bets placed will be made void win or lose. 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. If the first legally potted ball is not shown live on TV then all bets placed will be made void win or lose. Betting does not include foul shots.

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 - 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

65. SOCCER

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.

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 that

were taken or scored during regulation time do not count.

Matches Postponed, Brought Forward or Abandoned

An unplayed or postponed match will be treated as a non-runner for settling purposes unless it is played within 48 hours in which case the bet will stand unless cancelled by mutual consent or by the Scorebet's Discretion.

If a match is rescheduled from the weekend to a Monday night for the purpose of live TV coverage then all bets on that match will stand.

Should any match be played prior to the date or kick-off time denoted then any such match may be included provided the wager 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.

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.

Settlement of Wagers

Where applicable, statistics provided by the Press Association (PA) will be used to settle wagers, unless there is indisputable evidence that the PA statistics are incorrect. Where PA stats are not provided, we will use independent evidence to support bet settlement. If there is conflicting independent evidence, we will settle on the majority independent view. When this is not clear, where applicable the official league Website will take priority.

In the absence of any independent evidence bets will be settled based on our own statistics.

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 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 take part in a match will be considered runners for last player to score betting.

Each-Way First Goalscorer Betting - We pay 1/3 odds 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.

Correct Scores

Predict the score at the end of normal time. Own goals count.

Score casts - 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 goal scorer 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 goal scorer 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 goal scorer 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 goal scorer 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 Goal scorer

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 Goal scorer

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.

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'.

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.

Goal scorer 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).

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 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 void.

Divisional Betting

For settlement purposes, in divisional betting the finishing position of teams at the end of the scheduled programme of matches will determine placing (dead-heat rules apply in the event of two or more teams tying in the standings (according to official competition rules)), and there will be no allowance for playoffs or subsequent enquiries by the respective leagues. Bets will stand on any team which does not complete all of its fixtures.

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.

Top Goal scorer

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.

Season Match Bets/Team Points Totals

If any team does not complete all its fixtures then all match bets and team points total bets involving that team will be made void - win or lose.

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.

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.

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.

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.

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.

Man 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 man 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 man of the match award.

Double Chance

The following options are available:

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

Asian Handicaps

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 ¾ 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 bets 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 or substitutes 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 bets 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

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.

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 Goal scorer

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.

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 where the nationality of the goalscorer is the same as the country selected. Dead-heat rules apply.

Club Goalscorer Match Bet

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.

Season Specials

Bets settled on final league position/points total. Playoff points do not count except where specifically mentioned in the individual special.

Player Scorer Specials - Bets are settled on the number of relevant goals scored for the club(s) and in league(s) indicated in the market title.

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.

To Finish in the Top/Bottom Half

Bets are settled based on the official finishing positions at the end of the season.

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.

Transfer Specials

Club of player refers to club to which the player is permanently contracted. Loan deals do not count.

Soccer Statistics

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 Alternative Corners market is based on the total corner count at the end of the match.

Total Goals/Number of Goals in Match/Alternative Total Goals In-Play

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

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.

Goals Odd/Even

Any match resulting in 0-0 will be settled 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.

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 or substitutes 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.

First Card Received

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 this market.

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.

Next 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

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.

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.

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.

66. SPECIALS

Unless otherwise stated all bets on Specials markets are all-in run, or not.

67. 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 on the day of the election.

Bets on who will win the UK General Election will be based on the party that wins the most seats. The Speaker, if seeking re-election, will not count.

68. 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.

69. 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.

70. SNOW ON CHRISTMAS DAY

Snow to be recorded falling at the London Weather Centre for bets placed on snowfall in London, or at other relevant city airports for bets placed on snowfall at all other cities on dates displayed. British Weather Services will determine the final results. Singles only.

71. 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.

72. 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 Channel 5 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.

73. 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.

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 been 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.

74. 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.

75. 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.

76. 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.

77. 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 www.barb.co.uk. Bets will be settled on the total viewing figures, where a channel has a HD version e.g. BBC 1 and BBC 1 HD viewing figures will be combined for each programme.

78. 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.

79. POLO

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

80. SPECIAL EVENTS

Where other speciality bets are advertised, rules will be displayed on our Website.

81. 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 (league fixtures) or podium presentation (Individual/Grand Prix competitions). Subsequent appeals, disqualifications and point deductions do not count.

In-Play - If match is abandoned before full completion of meeting then all bets on the match 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 (league fixtures) or podium presentation (Individual/Grand Prix competitions). Subsequent appeals, disqualifications and point deductions do not count.

Elite League - Includes end of season playoffs.

Individual Competitions/Grand Prix

Outright Championship - All-in, compete or not. 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 Scores Betting

For individual heat scores only bets are settled on the score of the heat before any points are added through the doubling-up of points.

Individual Heat Winner

All four quoted riders must start the specified heat otherwise bets are void.

Next Heat Winner/Heat 13 Winner

Prices are quoted for Team A, Team B and the Draw; for specified Heats. The quoted Heat must be completed in full otherwise bets are void.

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.

Rider 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 once a rider comes to the tapes. 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 Rider Total Points are offered for Grand Prix events, settlement will be based on points accumulated in the main round (20 heats) only, and excluding the semi-finals and final ride-off.

82. TENNIS

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)

Outright Betting/Without Favourite Betting/Quarter Betting/Half Betting

Non-runner no-bet. Markets may be subject to a Rule 4 (Deductions).

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.

Name The Finalists/Final Forecast/Reach The Final

Non-runner no-bet. The specified tournament must be completed in full for bets to stand.

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.

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.

Set Betting

Bets are void if the statutory number of sets are not completed, or are changed.

Race to 3 Games (Pre-Game)

Either player must win 3 games for bets to stand.

First Set Winner

In the event of the first set not being completed bets will be void.

Tie-Break in First Set

In the event of the first set not being completed bets will be void, unless the score has reached 6-6 in which case the market will be settled as Yes.

Tie-Break in Match

In the event of the match starting but not being completed all bets are void unless a tie-break has already occurred, or it is impossible for a tie-break to occur e.g. during the final set of a Wimbledon Match

Double Result

Prices may be offered on a named player to Win or Lose the 1st set and then go on to Win or Lose the match. In the event of match starting but not being completed all bets are void.

Total Sets

Both 2-Way and 3-Way markets may be offered. 3-Way has ‘Exactly’ as an option. Bets are void if the statutory number of sets are not completed, or are changed.

Most Aces

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.

1st Service Game

2-Way market offered for a named player to hold or break on the 1st Service Game of the match. The 1st Service Game must be completed in full for bets to stand.

1st Break of Serve

Name the first player to break serve in the match. If there is no break of serve in the match, bets will be settled as a push.

Number of Sets Including In-Play

In the event of a disqualification or retirement all bets will be void unless the final set has begun or the settlement of the bet has already been determined.

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.

Nationality of Winner

Nationality as displayed by the sport's governing body. Bets stand irrespective of withdrawals.

Fastest Serve Tournament

Player must serve 1 ball for bets to stand. Bets will be settled on official tournament results.

Number of Aces/Double Faults

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.

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.

Stage of Elimination

Player must play 1 point in the tournament 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.

Match Tie Breaks

In some competitions, matches that reach one set all 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 the 3rd set. Set Betting will be settled as 2-1 to the winner of the Match tie-break.

Any bets taken in error for the Correct Score or Number of Games in the 3rd set will be void.

In-Play Game Markets (Current and Next)

The player who 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, Current or Next Game to Deuce, Point Betting or Next Game First Point will be void, regardless of the result.

In the event of the next scheduled game being a tie-break or Match tie-break all bets on that game will be void, with the exception of Next Game First Point.

Game to Deuce will be settled as Yes if 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 if settlement has already been determined. In the event of forfeited points/games, these will count for final settlement.

In-Play Race Markets

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.

In-Play Set Betting

Match must be completed for bets to stand. In the event of a disqualification or retirement all bets will be void.

In-Play Set Winner (Current and Next)

In the event of a set starting but not being completed then all bets will be void unless settlement of bets is already determined.

In-Play Set Score (Current and Next)

If no next set played then bets on that set will be void. The nominated set must be completed for bets to stand. In the event of forfeited points/games, these will count for final settlement.

In some competitions matches that reach one set 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 the 3rd set. Set Betting will be settled as 2-1 to the winner of the Match tie-break, and 3rd set

winner will also be settled accordingly. Any bets taken on Next Game Winner or Next Game Score will be void if the next game turns out to be a Match tie-break, though any bets on Next Game First Point will stand. Any bets taken in error for the Correct Score or Number of Games in the 3rd set will be void.

In-Play Total Games in Next Set

If no next set played then bets on that set will be void. See also the general rules on Total Games markets. In the event of forfeited points/games, these will count for final settlement.

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. 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.

In-Play Tie-Break Markets (Including Match Tie-Breaks)

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.) Bets on tie-break total points will only be settled if the tie-break has already exceeded the relevant line or would have to exceed the line in order to reach a natural conclusion.

In the event of the tie-break not being completed through disqualification or retirement, all bets

on the tie-break will be void, with the exception of tie-break total points as detailed above.

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.

In-Play - Player to be Broken During Match

In the event of disqualification or retirement, bets will be void if the player has not yet been broken (unless there is no conceivable opportunity for them to serve again - in which case bets will be settled on the player having not been broken).

In-Play - Incorrect Server

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 will be void, regardless of the result.

83. VOLLEYBALL

Pre-Match

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.

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.

An unplayed or postponed match will be treated as a non-runner for settling purposes unless it is played within 48 hours of the original start time.

In-Play

The following markets will be void if the match is not completed:

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.

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

84. WINTER SPORTS

Sports:

Alpine Skiing
Biathlon
Bobsleigh

Cross-Country Skiing
Freestyle Skiing
Luge
Nordic Combined
Skating
Skeleton
Ski Jumping
Snowboarding

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. Subsequent 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. E.g. altered official distance (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. 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/Jump 1 Markets In-Play - If an event is abandoned prior to the completion of Round 1 then bets will be void, unless settlement of the bet(s) is already determined.

If an event re-starts during the 1st Round/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.

Group Betting

If one or more participants fail to take part in a specified event then bets will be void. 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 them 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 dead-heat rules will apply.

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)

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

Settlement will be based on official 1st Shooting range timings provided by www.biathlonworld.com. If the outcome lands exactly on the quoted time then bets will be void.

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 match betting (Run 1 or Jump 1) - both participants must leave the start line/gate for bets to stand. If an event is abandoned prior to completion of the 1st round, 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.

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.

For multiple round events, if both participants fail to qualify for the next round then settlement will be based on official 1st round/run standings. 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 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).

Cross Country Leg Match-Ups - Settlement will be based on fastest specified leg time.

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.

85. HORSE RACING

Fixed price betting will be available on all South African horse racing and also events of international interest.

Pay-outs will be based on the official placings. In the event of a dead heat, the pay-out on the place getters involved in the dead heat will be scaled down based on the number of horses involved in the dead heat.

“All-in” Bets. If a bet is placed before final acceptances and the horse does not start, the wager is forfeited. Maximum punters liability will be limited to R15 000.00 (Fifteen Thousand Rand) per client on first timers for single bets and R10 000.00 (Ten Thousand Rand) per leg on multiple bets.

"Final field betting". Final Field comprises the final acceptors (including emergencies) as advised by the controlling Race Club. Deductions may apply for any runners scratched from the Final Field prior to Race commencement. Any such deductions will apply to the total pay-out value of the ticket on all bets placed prior to the scratching of the runner and reframing of a new market by Dinaledi Bets, regardless of the official scratching time advised by the controlling Race Club. Jockeys’ names, barriers etc are for information purposes only.

Horse Racing - Fixed Odds Place Betting Guide

No of Horses

14 or More Carded (4 Places)

8 To 13 Runners (3 Places)

6 To 7 Runners (2 Places)

5 Runners Or Less There Are No Places

In The Case Of A Multiple Bet Where 6 Or More Runners Where Carded And The

Number Of Runners Becomes 5 Or Less This Part Of The Bet Becomes Null And Void

Nb* All Fixed Odds Place Prices Are Based On The Disseminated Price Of The Horse

Nb*All Place Bets Are Subject To The Rules Relating To Scratchings And Deductions

Deductions will apply to all winning bets in accordance with the following schedule:
ODDS OF WITHDRAWN HORSE DEDUCTION PERCENTAGE
25/1 to BIGGER NO Deductions
13/1 to 20/1 5%
9/1 to 12/1 10%
6/1 to 8/1 15%
4/1 to 11/2 20%
3/1 to 7/2 25%
22/10 to 28/10 30%
16/10 to 2/1 35%
13/10 to 15/10 40%
11/10 to 12/10 45%
1/1 50%
8/10 to 9/10 55%
6/10 to 7/10 60%
5/10 65%
4/10 70%
1/3 AND SHORTER 80%

ODDS	DEDUCTION
25/1 & Bigger	No Deduction
13/1 to 20/1	5%
9/1 to 12/1	10%

6/1 to 8/1	15%
4/1 to 11/2	20%
3/1 to 7/2	25%
22/10 to 28/10	30%
16/10 to 2/1	35%
13/10 to 15/10	40%
11/10 to 12/10	45%
1/1	50%
8/10 to 9/10	55%
6/10 to 7/10	60%
5/10	65%
4/10	70%
1/3 & Shorter	80%

Bookies SP Pot

This Bet type follows the standard totalisator Jackpot rules but is based on the official starting price ("SP") disseminated and concerns the first four local races carded for the day. The pay-out will be determined by the multiplication of the starting price of the winning horses in the first four races, plus twenty percent (i.e.: at full accumulative multiple odds using the SP + 20%.

Lunch Pot

This Bet type follows the standard totalisator Jackpot rules but is based on the official starting price ("SP") disseminated and concerns four selected races carded for the day as close to the hours of 1-2pm. The pay-out will be determined by the multiplication of the starting price of the winning horses in the first four races, plus twenty percent (i.e: at full accumulative multiple odds using the SP + 20%.

BiPOT

1. The BiPOT always starts on the race before Leg 1 of the Place Accumulator.
2. Wagering software constraints may require you to block all other BET options from this field and only allow the exotic Pick 6 type.
3. Only Winning numbers will be sent for each Leg of the BiPOT. 1st and 2nd positions qualify for this bet.
4. Final BiPOT Dividend will be sent when the last leg goes OFFICIAL.
5. Available on SA races ONLY.

86. SPREAD BETTING

Football

1.1 Individual Matches

Bets on football matches are, unless otherwise stated, for the scheduled normal time plus injury time, but excluding extra time. Extra time markets may be introduced at the end of the scheduled period. Bets on the amount of time before the first goal is scored will, in the case of a goalless draw, or of the first goal being scored in second half injury time, be settled at 90 minutes. Bets on the time of the last goal, in the event of a goalless draw, will be settled at zero minutes. If the venue of a game is changed, all bets will stand provided that the ground to which the game is moved is not the ground of either team involved in the match, in which case all bets on that individual game shall be void, whether open or closed.

1.2 Shirt Numbers

When a bet is about the aggregate of the shirt numbers of the goal scorers in a match or matches:

If any goal is an own goal, the shirt number of the scorer of the own goal will be counted. It will count towards whichever side is credited with the goal.
For the purposes of any bet about 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.

1.3 Player Bookings (Yellow & Red Cards)

Markets involving the incidence of cards shown to players during an individual match are traded by reference to all available evidence but are settled on the official result when available from the football authority responsible for organising the match.
Cards shown to non-players (e.g. managers or substitutes who play no subsequent part in the game) do not count for the purposes of bookings markets.

Bets may be provisionally settled by reference to all available evidence but if the official result differs from the result used for provisional settlement, settlement will be retrospectively adjusted so as to reflect the official result.
It should be noted that any bet taken on the basis of a wrong score so far will be re-rated to reflect the actual score so far.

A player receiving a red card as a consequence of receiving a second yellow card will in all cases be deemed to have been shown one yellow card and one red card.
Bookings markets are settled by reference to cards shown during the first or second half of the match including injury time but excluding extra time. Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time, Cards shown to non-players (e.g. managers) do not count. Any card shown after the full-time whistle has been blown shall be disregarded. If after the final whistle a card shown during a game is rescinded, or reduced to a yellow card from a red card, that will not affect the settlement of any markets involving bookings on the game in question.
For markets involving the time of yellow and red cards, these markets will be settled by reference to the time at which the relevant card is shown.

1.4 Tournament Markets

In the case of markets made about the total number of occurrences such as goals or yellow cards which occur in a competition or tournament, extra time will be ignored, except where the contrary is clearly stated. For example, totals of World Cup goals, yellow cards and red cards are calculated by reference to the result in normal time in each completed constituent match. This is by way of contrast to index markets which will be settled according to the ultimate result of the competition and so will be affected by what occurs in extra time.

1.5 Divisional Points and Indices

If any team has points deducted during the season from its total attained on the field of play, the deduction WILL NOT be included in its final points total. Any deduction made in respect of a team after all the games in that teams division have been completed for the season will also have no effect on their final total.
Divisional indicies (Championship, Relegation etc.) are based on the final league positions of the teams. Any points deducted during the season will therefore be included in respect to the teams final finishing position. Any appeal against a points deduction (and its subsequent effect on a team's finishing position) shall be disregarded unless concluded before all the games in the division concerned have been completed for the season.
Any bets on a team removed from a division during the season, whether open or closed, shall be void.

1.6 Abandoned Games

Where a market is traded in-running or at intervals (e.g. a football team performance index updated at half-time) and the underlying event is abandoned, then, if there is a tradable quote on the market when play ceases, the market will be settled at the mid-point of the quote. Where there is no tradable quote at the time when play ceases, any bet on the market, open or closed, shall be void.
Markets traded in running where the result is known at the time of abandonment will be settled on the basis of that result. If markets are not traded in running then, in the case of abandonment, all bets will be void irrespective of whether the markets have made up or not.
Where play ceases at the start of an interval (e.g. half-time) in which a market is to be updated, and the market is then updated, the first tradable quote following the cessation of play is to be treated as the tradable quote on the market when play ceases for the purposes of this condition.

Golf

2.1 Match Bets Scheduled for 36 Holes or Less

If neither player completes one round, all bets on the match, whether open or closed, shall be void.

In the event of a players withdrawal or disqualification after teeing off in the event, a five

stroke victory in the match will be awarded to whichever player has progressed further in the tournament, where progress is measured by full rounds completed. Part-played rounds do not count.

Where the bet concerns a match play tournament, the player whose opponent has withdrawn or been disqualified shall be treated as winning by five holes, and the provision above that part-played rounds do not count is inapplicable.

In the event of each player withdrawing or being disqualified during the same round, all bets shall be void, whether open or closed.

Bets on a match involving a player who, for whatever reason, takes no further part in a tournament following the making of the bet shall, whether opening or closing, be void.
The maximum make-up in matches scheduled to take place over 36 holes or less is 15 shots. Extra holes are irrelevant for the purposes of match bets, unless stated otherwise (see Condition 16, Enhanced Match Betting).
In an 18-hole match bet, any penalty or disqualification will only affect the settlement of a match bet relating to the round in which it occurs if it is announced before the player tees off in his next round.

2.2 Match Bets Scheduled for More than 36 Holes

The same principles governing match bets over 36 holes or less will also apply to match bets over more than 36 holes, except that the margin of victory allocated in the event of withdrawal or disqualification will be ten strokes, provided the bet has not already been settled.

The maximum make-up for matches over more than 36 holes is 25. Extra holes (e.g. play-off holes) are irrelevant for the purposes of match bets, unless stated otherwise.
If either player misses the cut, both players scores will be doubled at that stage (or adjusted, pro rata, where the number of rounds originally scheduled to be played is other than four). Where a match bet has been settled at the cut stage, it is not affected in any way by the subsequent performance of a player who has made the cut, even in the event of his disqualification.

2.3 Finishing Positions

For bets on finishing positions, the position of a player who misses the cut will be deemed the number of players who make the first official cut in tournament + 1, unless stated otherwise. If a player tees off but subsequently misses the cut, withdraws or is disqualified, his finishing position will make up at the number of players who make the first official cut in tournament + 1. Part-played rounds do not count. Bets on a player who fails to tee off in his first round shall be void, as will all bets, whether opening or closing, on a player who takes no further part in a tournament following the placing of the bet. If there is a tie, each of the players involved will be considered to have finished in the position for which there was a tie plus 0.5 for each person above 1 involved in the tie. For example, in a triple tie for 14th place, each of the three players will be considered to have finished 15th, i.e. 14th plus two times 0.5. However, if there is a playoff for first place, that playoff will only count for the purposes of determining the winner. No other ties will be split as a result of that playoff, i.e. in a three-way playoff the eventual winners finishing position will be 1, and those of the other two will be 2.5, regardless of where they were eliminated in the play-off.

2.4 Tournament Index

If a player quoted in a Tournament Index does not tee off for his first round, We take the mid-point of the golfers quote at the time of withdrawal and reduce the points awarded by that amount, scaling down the points awarded for each position in the appropriate proportion. Any resulting decimals will be rounded to the nearest decimal place (halves rounded up). So, in an index where 25 points were awarded to the winner, 10 points for second and 5 points for third, if a golfer with a mid-point of 8 was withdrawn, the rule works as follows: There were (25 + 10 + 5) i.e. 40 points available, and this is reduced by 8, i.e. 20%. The new values for winner, second and third will be reduced by 20%, becoming 20, 8 and 4.

A player who, having teed off, fails to complete a round, withdraws, or is disqualified, will be deemed to have finished last of the players in the Index still playing in the tournament.
A player who makes the two-round cut is always deemed to have beaten a player who misses the two-round cut, whatever his subsequent score, unless that player is disqualified, in which case he will be deemed to have finished last (except that he would be deemed to have finished ahead of any previously disqualified player).

Play-offs will count to split ties for first place only (as in Golf (2.3) above).

If, one or more rounds having been completed and the prices having been updated, a player takes no further part in a tournament owing to withdrawal or disqualification, all bets struck on that player at the updated prices, whether opening or closing, shall be void.

2.5 Reduced Tournament

If a tournament is reduced in length then all markets on the tournament relating to the finishing order of the players will be settled by reference to the official result. The winning score and markets relating to the number of times certain events occur during the tournament will be adjusted pro rata.
In the event of a player's withdrawal or disqualification in a reduced tournament, the number of strokes awarded to the winner of a match involving him will be based on the number of rounds originally scheduled, rather than the number of rounds completed.

Cricket

3.1 One-day Matches

All bets, open or closed, on team innings runs shall be void if a team does not complete 90% of the number of overs originally allotted to it, unless the team has won, is dismissed or declares prior to that point. If the overs allotted to a teams innings are refixed at a level less than 90% of the allocation on which the market has been based, then bets, open or closed, on that teams innings will be void.

3.2 Other Matches
All bets, open or closed, on a teams innings runs shall be void if 50 full overs are not bowled unless the team has won, is dismissed or declares prior to that point.

3.3 Individual Batsmen/partnerships
Bets about the number of runs which an individual batsman will score in an innings are void if he does not go in to bat but the bets otherwise stand, provided that at least one ball is bowled in that innings (whether to him or not) after he has gone to the wicket. If a player retires, for whatever reason, and does not resume his innings his score at the time will be deemed the make-up.

Where a bet consists of a match about the batting performance of two batsmen, each must go into bat, and at least one ball must be bowled in the relevant innings after the batsman

concerned has gone into bat (whether to the batsman concerned or not) for any bet (open or closed) to stand.

When bets on a team's innings are voided, e.g. pursuant to Cricket Rule (3.1) or (3.2) above, all bets on batsmen and partnerships which have not made up at the close of the innings shall be void, whether open or closed.
Bets on partnership totals make up when the next wicket falls. If a batsman in the relevant partnership retires hurt, the partnership is treated as continuing between the continuing batsman and the batsman who comes to the wicket.
A partnership is also treated as being ended by the end of an innings.

3.4 Cricket Supremacy - One-day Match Rule

This rule applies to all one-day matches unless stated otherwise.

A bet may be offered about the margin of victory in a one-day match, awarding points for each run or wicket won by. The official result, in runs won by or wickets won by will determine the make-up of the market where:

i. The game is completed, even if the scheduled number of overs for either side is reduced, or:
ii. The game is abandoned, but an official result is declared by reference to the Duckworth-Lewis method, or such other method as is being applied by the relevant authority, on the basis of whether or not an adjusted target has been attained.

Where a game is abandoned with no official result:

i. If the market is being traded in running, the make-up will be the mid-point of the quote at the time at which play ceases.
ii. If the market is not being traded in running, all bets, whether open or closed, shall be void.

3.5 Individual Performance Index

From time to time a performance index may be offered based on the all-round performance of one or more individuals. Any bet, open or closed, shall be void where the player or (in the case of a match) one of the players in the match takes no part in the match, or where an official result is not declared.

3.6 Long Term Markets

It is the clients responsibility to make himself aware of all rules and stipulations governing long-term cricket markets before trading. Where there are stipulations governing long-term cricket markets (e.g. a player must play at least two tests) and they are not satisfied, all bets, open or closed, shall be void. If a bet is struck on a player who takes no further part in a long-term market that bet, whether opening or closing, shall be void unless expressly stipulated otherwise when the market is first framed.

Rugby Union / League

4.1 General

Where markets on rugby matches or groups of matches are the same, in principle, as those on football matches or groups of matches, the principles set out in the section "Football" above will prevail. This applies equally to tournament markets. For example: in a market about time of the first try, where no try is scored the make-up will be 80 minutes regardless of any injury time added on.

4.2 Penalty Try

If a penalty try is awarded in a Rugby Union match, the shirt number of the try scorer will be deemed to be eight.
If a penalty try is awarded in a Rugby League match, the shirt number of the try scorer will be deemed to be that of the player awarded the penalty try. In the case of no player being awarded a penalty try in a Rugby League match, the shirt number of the try scorer will be deemed to be seven.

4.3 Shirt Numbers

For the purposes of any bet about 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 number bears no number at the start (or, in the case of a substitute, when he comes on to the pitch) will be allocated number 16 for Rugby Union and number 14 for Rugby League.

If any player wears a shirt with letters instead of numbers, the alphabet is taken to correspond with numbers 1 to 26 e.g. A=1, J=10 etc.

4.4 Named Try scorers

Where a bet is offered about the identity of a specified number of try scorers in a Rugby match:
(i) Penalty tries do not count in a Rugby Union match, notwithstanding a broadcasters decision to award them to a named player. In a Rugby League match, the penalty try will be credited to the player who has been awarded the penalty try. In the case of no player being awarded a penalty try in a Rugby League match, that penalty try will not count.
(ii) Unless otherwise stated, a specified point's allocation will be awarded to each of the named players who takes no part in the 80 minutes play, plus injury time.

Motor Racing

5.1 Podium positions
Podium positions are final for settlement of individual race markets. The warm-up lap counts as the start of each race.

5.2 Curtailment or Abandonment

If a race is curtailed or abandoned and no podium ceremony takes place (i.e. no official result is declared) then all bets, open and closed, shall be void, unless there is a#n official result in which case bets will be settled by reference to that result. For the purpose of "yellow flag laps" in NASCAR and Indycar races, the full schedule race distance must be completed for bets to stand.

5.3 Qualifying Markets

Markets on qualifying performance will be settled according to the grid at the start of the warm-up lap for the race, except in the case of a driver being demoted on the grid for a changed engine, in which case his original qualifying position will count.

5.4 Seasonal Points Markets

Seasonal points markets will be advertised on the basis of a specific number of races at the

start of the season. If fewer than the stipulated number of races take place then the drivers and constructors points will be adjusted pro rata. If additional races are added to the schedule, settlement will still be based on the number of races stipulated at the start of the season, irrespective of where they are run. So, if markets are based on the expectation that 16 races will be run, but two additional races are added to the schedule, settlement will be based on the results of the first 16 races to be run irrespective of whether the first 16 races include either of the two additional races.

5.5 Abandonment; Long Term Markets

If any Grand Prix is abandoned, or where no official result is declared, then for the purposes of all long-term markets:
The race in question shall be disregarded, if the number of races completed in the season is not less than the number of races stipulated at the start of the season
The market shall be adjusted pro rata if the number of races completed in the season is less than the number of races stipulated at the start of the season.

5.6 FIA Rules

The rules of the FIA apply. Settlement of seasonal markets will take into account any ruling (at first instance or on appeal) on drivers or constructors points, provided that the ruling is announced before the last race of the season which counts for the purposes of the market.

5.7 Settlement of Points Markets

Podium positions for the final race of the season (or last of the stipulated number of races, where applicable), will be used for settlement of drivers or constructors points, and nothing occurring thereafter shall affect the settlement of those markets.

5.8 Settlement of Championship Markets

For indices based on the Drivers and Constructors championship, settlement will be based on the podium positions at the last race of the season, and nothing occurring thereafter shall affect the settlement of those markets.

5.9 Winning Margin

Markets on winning margins will be settled on the official winning margin as the first and second cars cross the winning line. Any time penalty or disqualification incurred after the race by any drivers who finished the race will not be taken into account for the purposes of this market. If only one car finishes, winning margin bets will be settled at the stipulated maximum make-up.

Lucky Numbers Odds

Dinaledi Bets offers Lucky Numbers Odds betting markets under the following strict rules and guidelines:-

- Please be advised that all Lucky Numbers Odds bets are subject to the draw and draw date.
  - 1 Number 11/2 (Number includes bonus number)
  - 2 Numbers 45/1 (Numbers includes bonus number)
  - 3 Numbers 310/1 (Numbers includes bonus number)
  - 4 Numbers 1900/1 (Numbers includes bonus number)
  - Bonus Ball Lo/Hi 1/1 (Lo (Number between 1-24) Hi (Number between 26-49)
  - Bonus Ball Single No. 4/1 (Number picked has to be a Single Digit)
    o Predict Bonus Ball 45/1 (Number is picked as a Bonus Ball only)

Lucky Letters

Choose any letters of the alphabet between A and Z,

You can select from 1 letter up to a maximum of 9 letters
Draw is every Tuesday, Bets close @18:00

The gameshow on SABC1

Broadcasted every Tuesday at 18h20 on SABC 1, when a random selection mechanism is used to choose the nine winning letters.

Please be advised that all Lucky Letters bets are subject to the draw and draw date

- 1 Letter 18/10

- 2 Letters 6.8/1
- 3 Letters 20/1
- 4 Letters 60/1
- 5 letters 171/
- 6 Letters 480/1
- 7 Letters 1348/1
- 8 Letters 3777/1
- 9 Letters 10577/1

Dinaledi Bets Soccer Sixty Six Dividend

Each bet is 1 Rand and not 6 Rands per line.

The dividend for each winning soccer sixty six combination shall be equal to 1/6th of the dividend e.g. 1/6th of R120 tote dividend = R20 (Dinaledi Bets dividend)

Should there be no winning tickets on the pool on the Totalisator but winning tickets at Dinaledi Bets, the dividends will be determined by dividing the Totalisator pool by 6 and then dividing by the number of Dinaledi Bets Soccer 66 winning combinations.

Point 7 of the Dinaledi Bets Terms and Conditions will apply.

Dinaledi Bets Soccer GG Dividend

Each bet is 1 Rand and not 3 Rands per line.

The dividend for each winning soccer GG combination shall be equal to 1/3rd of the dividend e.g. 1/3rd of R120 tote dividend = R40 (Dinaledi Bets dividend)

should there be no winning tickets on the pool on the Totalisator but winning tickets at Dinaledi Bets, the dividends will be determined by dividing the Totalisator pool by 3 and then dividing by the number of Dinaledi Bets Soccer GG winning combinations.

Point 7 of the Dinaledi Bets Terms and Conditions will apply.

Dinaledi Bets Rugby Fifty Five Dividend

Each bet is 1 Rand and not 5 Rands per line.

The dividend for each winning rugby special combination shall be equal to 1/5th of the dividend e.g. 1/5th of R120 dividend = R24

should there be no winning tickets on the pool on the Totalisator but winning tickets at Dinaledi Bets, the dividends will be determined by dividing the Totalisator pool by 5 and then dividing by the number of Dinaledi Bets Rugby 55 winning combinations.

Point 7 of the Dinaledi Bets Terms and Conditions will apply.

Yankee

A Yankee consists of 11 bets involving 4 selections in different events, i.e. 6 doubles, 4 trebles and 1 four-fold. A minimum of 2 of your selections must be successful to get a return.
A Trixie consists of 4 bets involving 3 selections in different events, i.e. 3 doubles plus 1 treble. A minimum of 2 of your selections must be successful to get a return.

A Canadian (sometimes known as a Super Yankee) consists of 26 bets involving 5 selections in different events, i.e. 10 doubles, 10 trebles, 5 four-folds plus 1 five-fold. A minimum of 2 of your selections must be successful to get a return.

A Heinz consists of 57 bets involving 6 selections in different events, i.e. 15 doubles, 20 trebles, 15 four-folds, 6 five-folds and 1 six-fold. A minimum of 2 of your selections must be successful to get a return.

Dinaledi Bets multiple (all to come) bet maximum playout liability.

Whilst every effort will be made to accommodate our clients, Dinaledi Bets reserves the right to limit maximum pay-outs to the below mentioned maximum pay-out limits on all multiple bets. The legs referred to below are the total amount of markets that are added to a multiple (all to come) bet. Furthermore should a winning bet be struck that exceeds Dinaledi Bets"s multiple (all to come) bet maximum pay-out liability, Dinaledi Bets reserves the right to pay out more than the limited pay-outs, to its discretion. By joining Dinaledi bets, either by way of an internet account or by entering a branch and playing cash and by having any means of betting transactions with Dinaledi Bets, you agree to the Dinaledi Bets's terms and conditions and betting rules, any disputes will be solved strictly by means of reference to Dinaledi Bets's rules and terms and conditions without deviation.

- 2 LEGS R 20 000.00
- 3 LEGS R 30 000.00
- 4 LEGS R 50 000.00
- 5 LEGS R 80 000.00

- 6 LEGS R 130 000.00
- 7 LEGS R 200 000.00
- 8 LEGS R 300 000.00
- 9 LEGS R 500 000.00
- 10 LEGS R 750 000.00
- 11 LEGS and more R1 000 000.00

Disclaimer

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