Betting Rules

I. General rules

1.Introduction

1.1. These Betting Rules govern the use of the Sportsbook. By placing a Bet, the End User confirms that they have read, understood, and agreed to be bound by these Betting Rules. The Betting Rules consist of the following main sections:

- **1.1.1. General Rules** (including Definitions, Settlement logic, and Betting Integrity);
- **1.1.2. Sports Related Rules;**
- **1.1.3. Esports Related Rules;**
- **1.1.4. Esports solution betting rules;**
- **1.1.5. Greyhound, Horse and Harness Racing rules;**
- **1.1.6. Predictions;**

1.2. The use of the Sportsbook is at all times subject to applicable laws and regulations, including those imposed by the regulatory authority overseeing the Operator and/or the Sportsbook.

1.3. The Sportsbook reserves the right to amend these Betting Rules, as well as Sportbook content, betting limits and maximum winnings per Bet or Market at any time. Any material changes will be communicated to End Users via the Operator's platform and will take effect upon publication, unless stated otherwise.

1.4. Severability: If any provision of these Betting Rules is found by any court or regulatory authority or other competent institution of competent jurisdiction to be invalid or unenforceable, such invalidity or unenforceability shall not affect the other provisions of these Betting Rules, which shall remain in full force and effect.

1.5. Any reference to words in the singular shall include the plural and vice versa. References to gender are non-binding and intended for informational purposes only.

The purpose of these Betting Rules is to ensure that all Bets are processed and settled fairly, honestly, and in accordance with these terms.

1.6. These Betting Rules govern exclusively the betting mechanics, market settlement and related sportsbook functionality provided by the Sportsbook. Matters relating to account registration, deposits, withdrawals, KYC and responsible gambling are governed by the Operator's Terms and Conditions. These Betting Rules must be read in conjunction with the Operator's General Terms and Conditions. The Sportsbook bears no responsibility for the content, implementation or compliance of the Operator's General Terms and Conditions or any services provided by the Operator outside the scope of these Betting Rules.

2. Definitions

Entities and Platform

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

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

2.3. End User – An individual who uses the services of the Sportsbook via the Website and has agreed to be bound by these Betting Rules as part of Operator's Terms and Conditions.

Betting Mechanics and Types

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

2.5. Stake – monetary value wagered by an End User on an Event, Market or set of the mentioned forming a proposal for a Bet and in case of acceptance of the Bet - basis for calculating potential Winning or Loss in accordance with these Rules.

2.6. Odds – the coefficient as determined by the Sportsbook related to probability of outcome of an Event or Market expressed in a numeric value.

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

2.8. Loss – The final status of a Bet where the End User's prediction is incorrect, resulting in the total or partial forfeiture of the Stake to the Operator in accordance with these Rules.

2.9. Line – The total set of Events, Markets, and Odds offered at any point in time on the Website of the Operator for fixed odds betting.

2.10. Outright (Long-term Bet) – A Bet placed on the Outcome of an entire tournament, competition, or series (e.g., Winner of the World Cup) rather than an individual match.

2.11. Related Outcomes (Dependent Outcomes) – Market selections where the Outcome of one choice directly influences or is influenced by the Outcome of

another (e.g., a team to win the match and the same team to win by a specific score). Combining such Outcomes into a standard Combo Bet is prohibited unless offered via a specific feature (e.g., Bet Builder).

Event and Market Status

2.12. Event –a sports, esports, virtual sports, political, entertainment or other event (match, game etc.) taking place in a real time on which Odds are offered for fixed odds betting in the Sportsbook.

2.13. Market – A specific betting proposition or type of prediction within an Event (e.g., Total Goals, Match Result, Handicap) on which Odds are offered for fixed odds betting in the Sportsbook.

2.14. Outcome – A specific betting selection or potential scenario within a Market upon which an End User can place a Bet (e.g., Home Win, Over 2.5 Goals).

2.15. Result – The final score, statistics, or official data of an Event or Market as declared by official sources, used to determine which Outcome(s) are winning or losing for the purpose of Bet settlement.

2.16. Abandoned Event – An Event that started but was interrupted before its natural conclusion and was not resumed within the timeframe specified in these Rules (typically 48 hours).

2.17. Postponed Event – An Event that did not start at its officially scheduled time but started at a different time eventually defined by the Organizer.

2.18. Unconditionally Determined – A Market outcome that has already occurred on the field of play and cannot be changed by any further action or by the subsequent interruption/abandonment of the Event (e.g., "First Goal Scorer" once the first goal is scored).

2.19. Runner / Non-Runner – Term defining whether a participant (player or team) has (Runner) or has not (Non-Runner) physically participated in the Event (e.g., entered the field of play, court, or ice) according to the specific rules of that sport , **unless otherwise stated in specific Sport Rules (e.g., Section 12.10 for NRL).**

2.20. Mercy Rule – A provision where a match ends prematurely because one competitor has a very large and insurmountable lead over the other (as per the specific league's regulations).

Data and Informational Services

2.21. Live Scoreboard – An informational tool within the Sportsbook interface showing the live score, elapsed time and other statistics of an Event.

2.22. Broadcast (Live Stream) – Any visual and/or audio transmission of an Event provided through the Sportsbook platform or Operator's Website otherwise (as applicable from case to case). Broadcasts have informational and entertainment character only, may be subject to delays or technical inaccuracies for which neither the Sportsbook, nor Operator is responsible.

Settlement and Integrity

2.23. Settlement – The final process of determining the Outcome of a Bet based on Result of an Event or Market, and consecutive calculation as applicable of a Winning, recording of a Loss or a Refund of a Void Bet in accordance with these Rules.

2.24. Void Bet – A Bet that cannot be settled as a Winning or a Loss and is voided in accordance with the terms of these Rules. Voiding of Bets may occur in the following cases:

- **(i) Administrative/Technical:** When a Bet is declared **Void** or **Cancelled** in accordance with these Rules (e.g., due to an Abandoned Event, a Non-Runner, or an Error).
- **(ii) Market-Based:** As a natural result of the Market's logic where the Outcome leads to a tie or a "no action" scenario (e.g., **Draw No Bet**, or whole-number **Asian Handicaps** and **Totals**). In such instances, the Refund is a legitimate Outcome of the Bet rather than a cancellation.

2.25. Refund – The return of the original Stake of a Void Bet to the End User's account balance, but technically settled at Odds of **1.00**.

2.26. Dead Heat Rule – A settlement rule applied when two or more competitors share a finishing position relevant to a Bet. In this case, the Stake is divided by the number of tied competitors before applying the Odds.

2.27. Syndicate – A group of End Users acting in concert to bypass individual limits or take advantage of an Error or insider information.

2.28. Fair Play Principle – The fundamental requirement that End Users act in good faith, fair manner, without engagement in fraud, Syndicate, abuse of insider information, participation in match-fixing, collusion, arbitrage abuse, use of automated systems (bots) to gain an unfair advantage, abuse of Error or any other activity or method that compromises the integrity of fixed odds betting.

2.29. Error – Any mistake, technical glitch, misprint, or human error (e.g., inverted Home/Away teams, incorrect Odds, or software bugs) that results in Odds, Market parameters, or Bet settlements that differ significantly from the actual Market average or the factual Outcome of the Event.

2.30. Limit – The maximum or minimum values established by the Operator or Sportsbook regarding the amount of a Stake, the maximum Winnings per Bet or per Event, or the maximum Odds permitted for a specific selection or parlay. Limits may

be general (applied to all End Users) or individual (applied to a specific End User account) and may vary depending on the sport, league or Market type.

2.31. Regular Time – refers to the scheduled duration of an Event as defined by the relevant governing body, including any stoppage or injury time where applicable, but excluding any form of Overtime, Extra Time, or Penalty Shootouts, unless otherwise explicitly stated.

3. General rules:

3.1. Any person who has not reached the legal gambling age in the applicable jurisdiction is prohibited from using the Sportsbook services or placing Bets.

3.2. In the event of any discrepancy between the English version of these Betting Rules and any other language version, the **English version shall prevail.**

3.3. Once a Bet is accepted and confirmed by the Sportsbook, it cannot be reversed or changed by the End User. The Operator is not responsible for misplaced or duplicated Stakes made by an End User. The Sportsbook platform will not review any requests for alteration of Stakes for the reason of misplaced or duplicated bets.

3.4. All accepted Bets can be reviewed in the **"My Bets"** section of the End User interface to ensure all requested Bets were successfully accepted.

3.5. Any information provided on the Sportsbook, including but not limited to **Live Scoreboards**, **Broadcasts (Live Streams)**, scores, time, statistical data, or editorial texts, is for informational and entertainment purposes only. The Sportsbook does not warrant the accuracy, completeness or real-time nature of such information. The Operator accepts no liability for any betting decisions based on the data provided on

the Sportsbook. It is the End User's sole responsibility to remain informed about the actual circumstances of an Event or Market.

3.6. The use of any automated systems (including, but not limited to, robots, bots, scanners, or similar automated tools) to place or assist in placing Bets on the Sportsbook is strictly prohibited. Bets placed using such systems shall be Void.

3.7. The use of multiple accounts or third-party accounts for the purpose of bypassing limits, restrictions or these Betting Rules is strictly prohibited. Any Bets placed by an End User or an End User in a **Syndicate** in violation of this clause shall be **void**.

3.8. The availability of Events and Markets on the Sportsbook may vary by jurisdiction, as the offering of Sportsbook services is subject at all times to applicable laws and regulations.

3.9. The Sportsbook uses reputable and legitimate data sources to determine results. While data sources are not always expressly disclosed, they may be provided to the End User upon reasonable request at the Operator's discretion in the event of a dispute.

3.10. Hierarchy of Rules: In case of any contradiction, the order of precedence shall be:

1. **Market Rules** (Specific to a certain market);
2. **Sport Rules** (Specific to a certain sport);
3. **General Rules** (This Section). In the absence of specific Market or Sport rules, General Rules shall apply.

3.11. Any reference to **"X"** within a Market description in these Rules refers to the specific numeric value defined in the Sportsbook offering at the time the Stake is placed.

4. Stake Placement, Bet Types & Features

4.1. General Conditions

- **4.1.1.** All Stakes placed by an End User and all Bets accepted by the Sportsbook are subject to these Betting Rules and applicable law.
- **4.1.2.** For a Bet to be considered valid, it must be expressly confirmed as accepted by the Sportsbook with a respective statement in the betslip and recorded in the End User's account history.
- **4.1.3.** The Sportsbook reserves the exclusive right, at its sole discretion, to accept or reject any Bet or Stake.

4.2. Basic Bet Types

- **4.2.1. Single (Ordinary)** – a Bet placed on a single Outcome within or of an Event. If the choice of the Outcome in the Bet is correct, the Winning equals the Stake multiplied by the Odds.
- **4.2.2. Combo (Parlay/Accumulator)** – A Bet combining two or more independent Market selections from one or multiple Events. All Market selections must be correct for the Bet to win and settled as winning in accordance with these Rules. If any of the Market selections loses, the entire Combo Bet is lost.Winning is calculated as: Stake × Total Odds (where Total Odds equals the multiplication of all included Odds).
- **4.2.3. System** – A Bet consisting of multiple combinations (Combos) generated from Market selection from different Outcomes. Each combination includes a fixed number of Market selections from the total set chosen by the End User. A System Bet uses the same Stake for each combination. The End User must specify the total number of selections and the number of selections included in each combination.

4.3. Named Systems (Multi-Bets)

To simplify the placement of complex Systems, the following standard combinations are available:

Type	Selections	Breakdown of Bets

Trixie	3	3 Doubles and 1 Treble (4 bets total)
Patent	3	3 Singles, 3 Doubles, and 1 Treble (7 bets total)
Yankee	4	6 Doubles, 4 Trebles, and 1 Fourfold (11 bets total)
Canadian	5	10 Doubles, 10 Trebles, 5 Fourfolds, and 1 Fivefold (26 bets total)
Heinz	6	15 Doubles, 20 Trebles, 15 Fourfolds, 6 Fivefolds, and 1 Sixfold (57 bets total)
Super Heinz	7	21 Doubles, 35 Trebles, 35 Fourfolds, 21 Fivefolds, 7 Sixfolds, and 1 Sevenfold (120 bets total)

Goliath	8	28 Doubles, 56 Trebles, 70 Fourfolds, 56 Fivefolds, 28 Sixfolds, 8 Sevenfolds, and 1 Eightfold (247 bets total)

4.4. Payouts and Rounding

4.4.1. If the calculated amount of Winning involves more than two decimal digits, the amount may be rounded to the nearest two decimal places in accordance with standard mathematical rounding rules.

4.5. Cash Out

- **4.5.1.** “Cash Out” is an option offered by the Sportsbook that allows the End User to settle a Bet before the Event is completed on terms offered by the Sportsbook.
- **4.5.2.** The Cash Out offer may be accepted or declined by the End User. By selecting “Cash Out,” the End User agrees to settle the Bet at the offered terms and the Bet is considered settled.
- **4.5.3.** Cash Out may be available for both pre-match and live Bets. The Sportsbook reserves the right to offer, adjust, suspend, or withdraw Cash Out offers at any time and at its sole discretion, without providing a reason.

4.6. Bet Builder

- **4.6.1.** Bet Builder is a Bet combining multiple selections from different Markets within the same Event. To win Bet Builder, every Outcome of selected Markets within the Bet Builder Bet must be predicted correctly.
- **4.6.2.** Bet Builder availability remains at the Sportsbook’s sole discretion. The Sportsbook reserves the right to amend, suspend, or remove the Bet Builder feature at any time.
- **4.6.3.** If any selection within the Bet Builder is settled incorrectly, the provisions relating to Errors under these Betting Rules shall apply.
- **4.6.4.** If any Market selection within a Bet Builder is declared void, that Market selection will be removed from the Bet Builder, and the remaining (non-voided) Market selections will continue to stand.

- **4.6.5.** Bet Builder Bets may be combined within Combo or System Bets, either with other Bet Builder Bets or with standard (non-Bet Builder) Bets.

4.7. Early Payout

Early Payout is a special offer that allows a Bet to be settled as a winner early if predefined settlement conditions (one or several), as listed in the special tag attached to the respective Event and Market, are met , irrespective of the actual final outcome of the Event.

- **a)** Markets eligible for Early Payout will be identified accordingly. The applicable Early Payout conditions will be made available within the Sportsbook interface via special Early Payout tag (including on the Event page or “My Bets” section).
- **b)** The availability of the Early Payout tag, including applicable conditions and eligible Events or Markets, is determined solely at the discretion of the Sportsbook and may vary.
- **c)** Early Payout may apply to Single Bets and multiple Bets (including Combo, System, and Bet Builder Bets), whether consisting entirely of Early Payout selections or a combination of Early Payout and non-Early Payout selections. Early Payout may also be available in conjunction with certain bonus types (e.g., ComboBoost, Bet Refund, Free Money, No Risk).
- **d)** For Single Bets, once the Early Payout condition is met, the Bet is settled as a winning Bet regardless of the final outcome of the Event. No additional payout will be made if the original selection also wins.
- **e)** For multiple Bets (e.g., Combo, System, or Bet Builder Bets) containing both Early Payout and non-Early Payout selections, only the selections meeting the Early Payout conditions will be settled early. The remaining selections will continue to be settled in accordance with these Betting Rules.
- **f)** The Sportsbook reserves the right to suspend, modify or withdraw any Early Payout market at any time including for reasons such as technical issues, human error, betting integrity, legal compliance, or other. Bets on Early Payout markets already accepted shall remain subject to the conditions applicable at the time of acceptance of the respective Bet, unless otherwise stated in these Betting Rules.
- **g)** The Sportsbook reserves the right to reject or void any Bet on Early Payout markets in accordance with these Betting Rules. In such cases, the general provisions relating to void Bets shall apply.
- **h)** In the event of an erroneous settlement due to technical issues, human error, or game-related circumstances (including, but not limited to, VAR decisions), the Sportsbook reserves the right to correct the settlement in accordance with the general Betting Rules regarding settlement of Errors.

- **i)** Any matters not expressly addressed in this section shall be governed by these Betting Rules.

5. Market Types

5.1. Match (1X2)

This market allows betting on the Outcome of a Match or Event within Regular Time.

- **“1”** – Home Team (or the participant listed on the left side).
- **“X”** – Draw (the selection in the middle).
- **“2”** – Away Team (or the participant listed on the right side).

Example: You bet on **"1"** in a football match.

- If the score is **1:0**, your bet **Wins**.
- If the score is **1:1** or **0:2**, your bet **Loses**.

Note: Unless otherwise stated in the specific Sport Rules, this market is settled based on the Result at the end of Regular Time.

5.2. Double Chance

A Market that allows to cover two of the three possible outcomes of an Event in a single Bet.

- “**1X**” – Home Team wins or Draw.
- “**12**” – Either Home or Away Team wins.
- “**X2**” – Draw or Away Team wins.

Example: The Bet on "12". If the match ends 2:1 or 0:3, the Bet Wins. If it ends 1:1, the Bet Loses.

5.3. 2 Way Markets (Winner, Draw No Bet, Head-to-Head)

This Market type offers only two possible outcomes to bet on.

- **The "Missing Outcome" Rule**: If an Outcome occurs that was not available for selection in the Markets (e.g., a Draw occurs in a Market with only "Home" and "Away" options), the Stake is Refunded (Odds 1.00).
- **Timeframe & Extra Periods:** By default, Bets are settled based on **Regular Time**. Additional periods (Overtime, Penalties, Super Overs) are only included if explicitly stated in the Market name.
- **Implicit Inclusion:** Certain 2-way Markets by their nature include all stages necessary to determine a final winner, such as “To Qualify” or “To Lift the Trophy”.

Examples of Settlement:

Example 1

Sport: Basketball

Market : **Winner (incl.overtime)**

Outcomes: Team A vs Team B

- Team A wins 110:105.
- Result: Win for Team A.

Example 2

Sport: Football

Market : **Draw No Bet**

Outcomes: Team A vs Team B

- The match ends 1:1.
- Result: Bet is Void since "Draw" was not a selection, the Stake is refunded.

Example 3

Sport: Formula 1

Market : **H2H**

Outcomes: Driver A vs Driver B

- Driver A finishes 4th, Driver B finishes 7th.
- Result: Win for Driver A.

Example 4

Sport: Football

Market: **To Qualify**

Outcomes: Team A to Qualify

- The match ends 1:1 in Regular Time. Team A eventually wins the Penalty Shootout and progresses to the next stage.
- Result: Win. Markets on tournament progression inherently include all extra stages (Overtime and Penalties) required to determine which team advances.5.4. The result of an Event will be determined on the date of the Event's conclusion, unless the official resulting is provided later. The result of an Event will be the final determination by the Event's governing body on the date of the Event's completion, except where expressly stated otherwise in these Betting rules. In the case if any Event is provided outside of official competitions, then bets shall be settled using the information provided by the Event organizer.

5.4. Totals (Over/Under)

A Bet on the total number of occurrences (goals, points, corners, bookings, rebounds, assists, fouls, etc.) in an Event. The End User predicts whether the final count will be higher (**Over**) or lower (**Under**) than the specified Line.

5.4.1. Standard Fractional Totals (e.g., 0.5, 1.5, 2.5)

For this Market the Market outcomes have no "middle ground." The Bet either wins or loses.

Example: Total Over 2.5 goals

- **3 or more goals were scored in the Match (e.g., 2:1, 3:0): The Bet Wins.**
- **2 or fewer goals were scored in the Match (e.g., 1:1, 2:0): The Bet Loses.**

5.4.2. Whole Totals (e.g., 1.0, 2.0, 3.0)

These Market outcomes allow for a Void if the final count exactly matches the relevant Market outcome.

Example: Total Over 2.0 goals

- **3 or more goals were scored in the Match: the Bet Wins.**
- **Exactly 2 goals (e.g., 1:1, 2:0) were scored in the Match: The Bet is Void.**
- **1 or 0 goals were scored in the Match: the Bet Loses.**

5.4.3. Asian Totals (Quarter lines: e.g., 2.25, 2.75)

In these Markets, the Stake is automatically **divided into two equal halves** between the two closest half-number Market outcomes.

A) Market outcomes ending in .25 (e.g., 2.25) ***One half of the Stake is on a whole number (2.0), the other half of the Stake is on the fractional number (2.5).***

Example: A Stake in amount of $100 is placed on "Total Over 2.25" *(Part of the Stake in amount of $50 goes to Over 2.0 and part of the Stake in amount of $50 goes to Over 2.5). The Bet is accepted.*

- 3 or more goals are scored in the Match: Both halves of the Stake win.
- Exactly 2 goals are scored in the Match: The Over 2.0 part of the Stake is a Void Bet, but the Over 2.5 part of the Stake is a Loss. The Bet gets $50 back (Half Loss).
- 1 or 0 goals are scored in the Match: Both halves of the Stake lose. The Bet loses in full.

B) Lines ending in .75 (e.g., 2.75) ***One half of the Stakeis on a fractional number (2.5), the other half of the Stake is on a whole number (3.0).***

Example: A Stake in amount of $100 is placed on "Total Over 2.75" *($50 goes to Over 2.5 and $50 goes to Over 3.0). Bet is accepted.*

- 4 or more goals are scored in a Match: Both halves of the Stake win. Bet wins in full.
- Exactly 3 goals are scored in a Match: The part of the Stake on Over 2.5 part wins, but the part of the Stake on Over 3.0 part is a Refund. The Bet gets a winnings for $50 + $50 as a Refund (Half Win).
- 2 or fewer goals are scored in a Match: Both halves of the Stake lose. Bet loses in full.

5.5. Handicaps

“Handicap” is a Market where a selected Outcome is adjusted by a predefined Handicap, which is added to or subtracted from the final score of the Event, Period, or Total, as applicable, to determine whether the selection Wins or Loses**.**

5.5.1. European Handicap (3-Way Handicap)

In this format, the Handicap is presented as a score (e.g., **0:1, 1:0, 0:2**) in the description of the Market. Three outcomes are available: **Home, Draw or Away**.

- **Settlement Rule:** Result of the Match + Handicap = Result for Settlement.
- **No Refunds:** If the Result for Settlement is a Draw, only Bets on the "Draw" selection wins.

Example: Team A vs Team B | Handicap 0:1

(This means Team B starts the Match with a 1-goal advantage)

- **Result of the Match 1:0**, Add the Handicap (0:1) = Result for Settlement **1:1**.
    - **Bets on "Draw"** win. Bets on Team A or Team B **lose**.
- **Result of the Match 2:0**, Add the Handicap (0:1) = Result for Settlement **2:1**.
    - **Bets on "Team A"** win.
- **Result of the Match 0:0**, Add the Handicap (0:1) = Result for Settlement **0:1**.
    - **Bets on "Team B"** win.

5.5.2. Asian Handicap (Whole and Half Market selections)

This is a 2-way market (no "Draw" option).

- **The "Void" Rule:** If the Result for Settlement after applying the Handicap is exactly equal to the relevant Market selection, all Bets placed on this Market selection are **Void** and refunded at Odds 1.00.

Example 1 (Half Line -1.5): > * Team A wins by 2 or more: **Win**.

- Team A wins by 1 goal, draws, or loses: **Loss**.

Example 2 (Whole Line -3.0):

- Team A wins by 4 or more goals (4:0, 5:1): **Win**.
- Team A wins by **exactly 3 goals** (3:0, 4:1, 5:2): **Void/Refund**. Since the victory margin is exactly equal to the Line, the Stake is refunded.
- Team A wins by 2 goals or less, draws, or loses: **Loss**.

5.5.3. Asian Handicap (Quarter Lines: e.g., -0.75, +1.25)

The Stake is divided into two equal halves between the two closest half-number Market selections.

A) Lines ending in .25 (e.g., -1.25) *One half of the Stake is on -1.0, the other half of the Stake is on -1.5.*

Example: A Stake in amount of $100 is placed on Team A (-1.25). Bet is accepted.

- **Win by 2+ goals**: Both halves win. **Full Win**.
- **Win by exactly 1 goal**: The -1.0 part is a Refund, the -1.5 part is a Loss. You get **$50 back** (**Half Loss**).

B) Lines ending in .75 (e.g., -0.75) *One half of the bet is on -0.5, the other half is on -1.0.*

Example: $100 on Team A (-0.75)

- **Win by 2+ goals**: Both halves win. **Full Win**.
- **Win by exactly 1 goal**: The -0.5 part wins, the -1.0 part is a Refund. You get your **winnings for $50 + your $50 refund** (**Half Win**).

5.6. Correct Score

This Market requires predicting the exact final Result of a Match or a specific part of it (e.g., 1st Half, 2nd Half, Set, or Period).

- **5.6.1. Selection List:** The Sportsbook offers a list of Markets - Potential Scores. For a Bet to win, the Result of the Match has to be equal to the potential score mentioned in the Market.
  “Any other score”/”Other”. In addition to Markets with a defined score, Sportsbook may offer a Market "Any Other Score" (or "Other") . In case the Result of the Match was none of the scores mentioned in the Markets of the Selection list Bets (if any) placed on “Any other score” (or “Other”) win. If no such option is provided and the final Score is not listed among the Selection List Markets, all the relevant Markets will be settled as Lost, subject to the specific sport rules.
- **5.6.2. Team Order:** All Scores are settled based on the official order of teams or participants (**Home Team score : Away Team score**).
  Example: A Bet on **2:1** is only a Winner if the Home team scores 2 and the Away team scores 1. A Bet on a Score of **1:2** results in a **Loss**.
- **5.6.3. Regular Time:** Unless the Market name explicitly states otherwise (e.g., *"Correct Score incl. OT"*), all Bets are settled based on the Result at the end of Regular Time.

- **5.6.4. Specific Periods (Quarter, Set, Period etc.):** Correct Score can be offered for specific segments of a match/game/Event e.g.:
    - **Half-Time Correct Score:** Only goals scored in the first half count.
    - **2nd Half Correct Score:** Only goals scored in the second half count (the "score" for this market starts at 0:0 at the beginning of the half).

Example 1 (Standard): A Bet is on "2:1" for a Soccer match.

- Final score of the match is 2:1. Result: The Bet wins.
- Final score is the match 1:2 or 1:1. Result: The Bet is lost.
- Final score is of the match is 2:1 in Overtime (after 0:0 in regular time). Result: The Bet is Lost (since the regular time score was 0:0).

Example 2 ("Any Other Score"): A Bet is on "Any Other Score". The offered

Selection List went up to 6:6.

- The Match ends 7:3 or 8:2. Result: The Bet wins since the Results of the Match were not individually listed in the Selection List and the Results of the Match fall under "Any Other Score".

5.7. Both Teams to Score (BTTS)

A Market where the End User predicts whether both Teams will score at least one

goal/point each within the specified timeframe.

- **5.7.1. Market "Yes" Outcome:** Bets on this Market win if both Teams score at least one goal/point during the selected timeframe each. For settlement purposes, **own goals** are counted to the Team that receives the point on the scoreboard.
- **5.7.2. Market "No" Outcome:** Bets on this Market win if at least one team (or both) fails to score.
- **5.7.3. Score 0:0 settlement:** If the match ends **0:0** in regular time, the "No" selection is deemed the winner.

Example: A Bet is on **"BTTS: Yes"**.

- Match ends **1:1**. **Result: The Bet wins**.
- Match ends **2:0**. **Result: The Bet is lost**.
- Match ends **1:1 in Overtime** (after 0:0 in Regular Time). **Result: The Bet is lost** (Should the Market explicitly include Overtime, the Bet would win)

5.8. Odd/Even

The Market provides betting on whether the total number of goals, points, or other specified stats (e.g., corners, cards) in a Match or a specific period of a Match will be an **Odd** or **Even** number.

- **5.8.1. Odd:** Any Total Result that results in an odd number (1, 3, 5, 7, 9, etc.).
- **5.8.2. Even:** Any Total Result that results in an even number (0, 2, 4, 6, 8, etc.).
- **5.8.3. The "Zero" Rule:** For the purposes of Settlement, a total Result of **zero (0)** is always considered an **Even** number. This applies to Markets of all sports and all stat categories (e.g., 0:0 score, 0 corners, 0 cards).

Examples of Settlement:

Example 1 (Football): The Bet is on **"Total Goals: Odd"**.

- The match ended **2:1**. Total goals scored during the Match 3. The Bets placed on this Market win.

Example 2 (Basketball): The Bet is on **"Total Points: Even"**.

- The match ends **102:98**. Total points scored during the Matchs is 200.The Bets placed on this Market win.

Example 3 (The 0:0 Scenario): The Bet is on **"Total Goals: Even"**.

- The match ends **0:0**. Total goals scored during the Match is 0. The Bets placed on this Market win.

5.9. Period & Interval Markets

These Markets provide betting on the Outcome of specific timeframes (Halves, Quarters, Periods) or minute intervals (e.g., "Total after 75 minutes").

5.9.1. Half Time / Full Time (HT/FT)

The Market offers predicting the Result at half-time **and** the final outcome of a Match.

Format Protection: If the Match format changes (e.g., 3 periods instead of 2 halves), Bets on the relevant Match are **Void**.

5.9.2. Independent Period Betting (e.g., "2nd Half Winner")

For this Market only events occurring **strictly within that timeframe** count for the purposes of Settlement - as if the score "resets" to **0:0** at the start of that period.

5.9.3. Result at end of Period (Cumulative)

The Bets on this Market are settled based on the **total Result on the scoreboard** at the moment the specified period ends (i.e. the Result includes all points/goals scored from the start of the Match).

5.9.4. Minute Intervals (e.g., "1-15 min", "after 75 min")

Bets on these Markets are settled based on Results in accordance with the official mMatch clock. For the avoidance of doubt, the following timing rules apply:

- **Minute Definition:** The **1st minute** is from **00:00 to 00:59 of the Match time**.
    - The **15th minute** is from **14:00 to 14:59 of the Match time**.
    - The **75th minute** is from **74:00 to 74:59 of the Match time**.
- **Interval Boundaries: "1-15 min" interval:** Includes all betting Events and Market Outcomes occurring strictly from **00:00 to 14:59 of the Match time**. A goal at **15:00 of the Match time** is considered to have occurred in the **16th minute** (the next interval) of the Match time.
- **"After 75 minutes":** The interval includes all betting Events and Market Outcomes occurring strictly from **75:00 until the end of the Match time**. Any event occurring up to 74:59 is outside the Market interval.
- **Injury Time (Stoppage Time):** Events taking place during the injury time are settled as having occurred at the **final second of the last minute** of that half of the Match.
    - A goal at **45+1' of the Match time** is settled as occurring at **44:59** (45th minute) of the Match time.
    - A goal at **90+3'** of the Match time is settled as occurring at **89:59** (90th minute) of the Match time.

For the avoidance of doubt, injury time is not included in single-minute markets or intervals of one minute or less unless expressly stated otherwise.

Examples of Settlement:

Example 1 (The 15:00 Rule): The Bet is on **"Goal between 1-15 min"**.

- Goal is being scored at **14:59 of the Match time**: **Result: The Bet wins**.
- Goal is being scored at **15:00 of the Match time**: **Result: The Bet is lost.** The goal was scored during the start of the 16th minute of the Match.

Example 2 (Total after 75 minutes): The Bet is on **"Over 2.5 goals after 75 minutes"**.

- The 3rd goal is scored at **74:59 of the Match time**: **Result: The Bet is lost** .

The 3rd goal is scored at **75:00 of the Match time**: **Result: The Bet wins .**

Example 3 (Single-Minute Market): Bet on "Goal in the 15th Minute" (covers the exact timeframe from 14:00 to 14:59).

- Goal scored at 14:59. **Result: The Bet Wins.**
- Goal scored at 15:00. **Result: The Bet Loses** (this is the start of the 16th minute).

5.10. Dynamic & Event Markets

These Markets provide betting on specific occurrences or reaching specific milestones during the Match.

5.10.1. Race to X (Points, Goals, Corners, etc.)

Market provides betting on which Team or participant will be the first to reach a specific tally of a predefined occurrence by the end of the Match or in a specified timeframe.

- **Settlement:** The Bet is settled as won as soon as one participant reaches the specified number.
- **The "Neither" Condition:** If the specified tally is not reached by the end of the Match or the specified timeframe and no "Neither" or "None" Markets were offered, all Bets on that Market are declared **Void** .

5.10.2. Next Occurrence (Next Goal, Next Point, Next Scorer)

Market provides betting on which participant will be responsible for the very next specific Event in the Match as defined in the description of the Market.

The "No Event" Rule: If the Match ends or the specified timeframe expires before the relevant Event occurs, the Bet is **Void**, unless a "No further goal/point" (or similar) option was available for selection.

5.10.3. Chronological Events

Market provides betting on which Team or participant will be the "First" or "Next" to achieve a specific Event (e.g., First Card, First Corner, First Penalty).

Settlement: Settlement of the Market is based on the chronological order in which the Event mentioned in the description of the Market occurs according to official Match data.

Simultaneous Events Rule: If it is not possible without any reasonable doubt to determine the winning Outcome (for example, in the case of players from different Teams being shown a card simultaneously in the same interruption of play), all affected Bets will be **Void**.

5.11. Outright & Comparison Markets

These Markets provide betting on the final results of a tournament, league, or specific competition, rather than a single Match.

5.11.1. Outright (Winner)

The Market provides betting on the winner of a specific competition, tournament, or league.

Settlement: The Market is settled based on the official final standings or podium at the time of the Event's conclusion.

Non-Runner Rule: If a participant listed in the Market does not take any part in the competition (e.g., withdraws before the tournament starts), bets involving that participant are **Void,** unless Specific-Sports rules determine otherwise.

5.11.2. Place (Top Finish)

Market provides betting on participant finishing the Event within a specified range of positions in the final classification (e.g., Top 3, Top 5, Top 10).

Settlement: The Bets on the Market are settled as winning as long as the participant finishes within the defined range (e.g., 2nd place for a "Top 3" market).

5.11.3. Head-to-Head (H2H)

The Market provides betting on a comparison between two specific participants - which of the two will achieve a better final position or result in an Event.

Settlement: If one participant finishes higher than the other according to the official Result of the Event, Bets on the participant finishing in the higher position win.

Both must start: For the Bet to stand, both participants must start the Event. If one or both do not participate, the Market is **Voided**.

5.11.4. Triple-Head

The Market provides the betting on which one of the three listed participants will achieve the best result among them.

If one participant finishes higher than the others according to the Result of the Event, Bets on the participant finishing in the higher position win.

Participation Rule: All three participants must start the Event for the Bet to stand; otherwise, the Bets on this Market shall be **Voided**.

5.12. Special Team Markets

These Markets provide betting on specific performance conditions for a Team or participant during an Event.

5.12.1. Team to Score First and Win

The Market provides betting on that the specified Team will score the very first goal (point and other type of scoring metrics) of the Match and also will win the Match.

- **Settlement:** Both conditions must be met for the Bet to win.
- **The "No Goal" Rule:** If the Match ends in a **0:0** draw , all Bets on this Market are **Voided.**

5.12.2. Clean Sheet

The Market provides betting on that a specific Team will not concede a single goal during the entire Match (Regular Time).

- **Market Selection "Yes":** The specified team must keep its score at zero for the specified opponent team (e.g., Match ends 1:0, 0:0, 3:0).
- **Market Selection "No":** The specified Team concedes at least one goal.

5.12.3. Team to Win From Behind

The Market provides betting on that a specific Team mentioned in the Market description will win the Match after having trailed by at least one goal at any point during the Event.

- **Winning Condition:** The Team must be losing (e.g., 0:1, 1:2) at some point, but the final result must be a win for them.
- **Draws/Losses:** If the Team makes a comeback but only manages a draw, the Bet is a **Loss**.

5.12.4. Team to Win All Halves/Periods (e.g., "Win Both Halves")

The Market provides betting on that a Team will score more goals than its opponent in **every** stipulated period of the Match separately.

- **Independent Calculation:** For the purposes of this Market, each half/period is treated as a separate "mini-match" starting at 0:0.
- **Settlement:** For a Bet to be settled as winning, The team mentioned in the Market must "win" the first half **and** "win" the second half independently.

Example (Team A Win Both Halves):

Scenario A 1st Half score: **1:0** (Team A wins the half). 2nd Half score: **1:0** (Final Score 2:0. Team A wins the half).

Result: Bets placed on the Market are settled as winning.

Scenario B: 1st Half ends **2:0**. 2nd Half ends **0:0** (Final Score 2:0).

Result: Bets placed on the Market are settled Lost, because Team A did not "win" the second half; it was a draw.

5.13. Additional Market Definitions

5.13.1. Injury Time (Stoppage Time)

Any reference to "Injury Time" in a Market refers to the amount of time displayed by the designated official (e.g., the fourth official's board) and not to the actual duration of match.

5.13.2. Awards (Man of the Match, MVP, etc.)

Settlement of Bets on Markets such as "Man of the Match", "Most Valuable Player" (MVP), etc., shall be based solely if and to whom any respective awards are awarded based on the official Event Organizer’s decision, unless expressly stated otherwise in the Market.

6. Events and Resulting

6.1. Result Determination & Finality

6.1.1. Informational Data (Dates, Times and Live Scores): The dates,times, live scores, clocks, match statistics of Events posted in the Sportsbook are strictly for informational purposes. Neither the Sportsbook nor the Operator guarantees the accuracy of such information. An time or date incorrectly posted in the Market description is not a valid reason for voiding bets, with the exception of Late Bets. Incorrectly posted dates or times, or live scores, clocks, or statistics, are not valid reasons to void Bets.

6.1.2. Basis for Settlement All Bets on an Event (including all Markets within such an Event) shall be settled after the respective Event has completed and the official Result has been announced.

- **Timeline of Result:** The official Result is determined on the date of the Event's completion, unless the governing body provides the Result at a later date.
- **Governing Body Authority:** The official Result as determined by the Event's governing body is final for settlement purposes, except where these Betting Rules expressly state otherwise.
- **Non-Official Events:** Bets on Events outside of official professional competitions (e.g., friendly or exhibition matches) shall be settled based on information provided by the specific Event organizer.

6.1.3. No Recognition of Protests (The "First Official Result" Rule) For settlement purposes, the Sportsbook recognizes only the result achieved on the field of play. Any subsequent protested, overturned, or overturned decisions (due to doping, technical appeals, or disciplinary actions) that change the result after the official announcement will not be recognized.

6.1.4. Finality of Settlements (The 72-Hour Window) Settled Markets are final after 72 hours from the Settlement. Within this period, the Sportsbook may only correct Settlements due to human error, system error, or errors in the referenced source of Results. After 72 hours from Settlement, all Settlements are final, and no queries regarding Settlement will be accepted.

6.1.5. Changes of Venue

- **Neutral Ground:** If an Event is moved to a neutral venue, all bBets will stand, provided the Home and Away teams are still designated as such.
- **Swapped Teams:** If the Home and Away teams for a listed match are reversed (i.e., the match is played at the original Away team's ground), bets placed based on the original listing will be **Voided**.
- **City Change:** If an Event is moved to a different city but the designated Home team remains unchanged, Bets will stand.

6.1.6. Inclusion of Overtime. All Match Markets **DO NOT** include overtime, unless expressly stated otherwise in the Market name or in the applicable Sport-Specific Rules.

6.2. Postponements, Cancellations, and Delays

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

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

6.2.2. Interrupted, Postponed, or Suspended Events If an Event has started but is interrupted, postponed or suspended, and is not completed within **48 hours** of its official start time, all Bets placed on the respective Event shall be voided, with the following exceptions:

- **Settled Periods:** Bets on Markets related to completed periods, sets, rounds, or segments of the Event that have been completed and settled prior to the interruption or suspension (e.g., 1st Half in football).
- **Decided Outcomes:** Markets where the Result is already determined by the official score at the time of interruption or suspension (e.g., "Total Over 2.5" if 3 goals were already scored).
- **Long-duration Events:** Markets related to Events which, under their official format, normally extend beyond 30 hours (e.g., golf tournaments).

Sport-Specific Settlement: If Sport-Specific Rules provide otherwise, those rules shall prevail. Where no such rules apply, this clause shall govern the Settlement.

6.2.3. "Unconditionally Determined" Outcomes

For the avoidance of doubt, a Bet is considered Unconditionally Determined if no possible future Events in the match can change the relevant outcome.

- **Example 1 (Over/Under):** The Bet is on **"Total Over 2.5 goals"**. The match is interrupted at the 60th minute with a score of **2:1**.

    - **Result:** The Bet is settled as **winning** Since 3 goals have already been scored, the Outcome relevant to the Market has already taken place regardless whether the match continues or not.
- **Example 2 (Over/Under):** The Bet is on **"Total Over 2.5 goals"**. The match is interrupted at the 60th minute with a score of **0:0**.
    - **Result:** The Bet is **Void**. The Outcome relevant to the Market was not decided at the time of interruption, but should the match be continued - the end Result might be different.
- **Example 3 (1X2):** The Bet is on **"Team A to win"**. The match is interrupted at the 80th minute with a score of **3:0**.
    - **Result:** The Bet is **Void**. Even though Team A was leading, the Event was not completed to its official duration and the final Result of the match as it would be upon completion thereof remains unknown.

6.3. In-Play Scores and Period Settlement

6.3.1. Scores at Time of Placement

Any incorrect scores displayed during the match or roll back of the in-play score (with the exception of soccer goals and red cards, which may lead to Market suspension) are not grounds for voiding Bets.

6.3.2. Independence of Periods

Bets placed on Markets relevant to a specific period shall apply only to the events occurring within that period and shall not be affected by events in any prior or subsequent periods , unless the Market name or Sport-Specific Rules state otherwise.

6.4. Draw Scenarios and Winner Markets

6.4.1. Outcome when "Draw" is Offered

If a Draw outcome is offered within a Winner Market and the Event ends in a Draw, all Bets placed on the competing teams of a Winner market shall be settled as lost.

6.4.2. Outcome when "Draw" is NOT Offered

If a Draw outcome is not offered within a Winner Market and the Event ends in a Draw, all Bets on the relevant Market shall be voided, unless expressly stated otherwise in the applicable Sport-Specific Rules.

6.5. Technical Issues and Forfeits

6.5.1. Forfeits and Walkovers

If any Event involves a forfeit, walkover, or any other situation where the Event is considered complete without having been played, all Bets on that Event and its Markets will be void, regardless of the score awarded by the Event organizer.

6.5.2. Errors in Names and Leagues

Misspellings, typographical errors, teams changing names, and incorrect leagues shall not be a reason for a Bet to be voided, as long as it is reasonably clear which Event and competitors were initially intended and they reasonably judging have not changed, **unless otherwise stated in specific Sport Rules**.

6.5.3. Incorrect Match Format If an Event takes place with an incorrect number of sections (e.g., periods, sets, etc.) or a non-standard duration, and this deviation is not indicated in the Market, all Bets on such an Event shall be void.

6.6. Aggregate and Multi-way Markets

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

- "Completion" for the purpose of this clause is defined according to the rules in Section 6.2 (e.g., played within 48 hours or according to sport-specific duration).

Example: In a "Football Matchday: Home vs Away goals" Market, if 9 out of 10 matches are finished, but one match is abandoned and not completed within the

timeframe of 48 hours from its scheduled time, all Bets on the aggregate Market shall be void.

6.6.2. Multi-way Betting Action For the Market “Multi-way betting”, Bets shall be valid, unless the Market specifies that a particular competitor must participate for action. If such a stipulation exists and the competitor does not start, then all Bets on that Market shall be void.

6.6.3. Multi-way Payouts:

This rule applies to Markets designed for multiple winners (e.g., "Top 3 Finish"). The Settlement shall be based on full amount of the relevant Odds for all Markets where the relevant competitors finish **clearly** within the designated range. However, if there is a tie for the **final remaining position(s)** in such a Market (e.g., three players tie for the 3rd spot in a "Top 3" market), **Dead Heat rules (Section 6.7.2) will be applied only to those participants involved in the tie.**

6.6.4. “The Field” Selection If a Market is offered with “The Field” as a betting option, the team or competitor named in the Market must beat every other competitor for a Bet on that competitor to win. If a competitor named in the Market ties for a win, the relevant Bets will be void, and Bets on “the Field” will be lost.

Example: In a "Top Scorer" Market a Bet on Player A, Player B, and "The Field" (all other players) are offered.

- If Player A scores 5 goals and everyone else scores 4 or less during the same Event, Bets on Player A for this Marketshall win.
- If Player A and Player B both score 5 goals (a tie), bets on both A and B shall be void.

6.7. Outright Markets, Racing, and Dead Heat Rules

6.7.1. Outright Betting (Participation and Finality) The Market provides betting on the winner of a competition or a specific placement within an Event.

- **Non-Runner Rule (Refund):** If a participant or a team listed in an Outright market does not take any part in the competition (does not start), all Bets on the relevant Market selections shall be **voided.**
    - *Note:* If the participant competes in any part of the Event (e.g., plays one second or starts one qualifying heat) and then withdraws or is disqualified, the Bet stands and will be settled as a **Lost**.
- **Steward Inquiries & Pending Decisions:** Settlement may be delayed if the official Result is subject to an ongoing investigation or "steward inquiry" by the governing body. In such cases, The Sportsbook will settle Bets upon the first official confirmation.
- **The Podium Rule:** All Outright markets are settled based on the official Result at the time of the podium presentation, medal ceremony, or official award announcement.
    - Any subsequent disqualifications, appeals, or changes to the standings made after the initial official result (e.g., due to doping or technical breaches discovered days later) **will not be recognized** for betting purposes.
- **Shortened Competitions:** If a tournament or season is shortened or interrupted, Bets will be settled according to the official winner declared by the governing body. If no official winner is declared, all Bets shall be void.

6.7.2. Dead Heat Rule

Dead heat rules apply where there is more than one winner in an Event for a specific position.

Settlement Logic: If multiple participants tie for a position, for the purposes of Settlement the Stake is divided with a number of participants who tied the relevant position. The portion of the Stake attributable to the Market selection is settled at the full Odds as a Win; the remainder of the Stake is settled as a Loss.

Example 1: 2 Winners:

The amount of the Stake in a Bet is **$100** at Odds **6.00**.

- Two participants tie for 1st place.
- Calculation: $100 / 2 = 50$
- $50 is settled as a **Win** at 6.00 ($50 x 6.00 = 300$)
- $50 is settled as a **Loss**.
- Total Payout: **$300**.

Example 2: Top 5 Finish

The amount of the Stake in a Bet on Player D **is:** $100 at Odds **5.00**.

- **Market:** Top 5 Finish.
- **Scenario:** Positions 1, 2, 3, and 4 are clearly occupied by individual players. However, for the **5th (and final)** position, five players (including Player D) have finished with the exact same score/time.
- **Settlement:**
    - The Stake is divided by the number of participants tied for the remaining winning position -> **100/5 = 20**
    - **$20 is settled as a Win at odds 5.00 -> 20 x 5 = 100**
    - **$80 is settled as a Loss.**
- **Total Payout: $100**

6.7.2.1. Dead Heat in Combo (Accumulator) Bets

If a selection within a Combo Bet is settled under Dead Heat rules, the potential winnings are adjusted according to the Dead Heat factor applicable to that specific selection.

Example:

- **Total Combo Odds:** 2.44
- **Stake:** €172.00
- **Dead Heat Event:** One of the selections in the combo resulted in a tie where 2 participants shared 1 position (Factor = 2).

Settlement: If the relevant Combo Bet is winning, The Dead Heat terms are applied to the entire Combo Bet. The calculation can be expressed in two equivalent ways:

1. **Settlement based on Stake Adjustment:** (€172.00 / 2) × 2.44 = **€209.84; or**
2. **Settlement based on Odds Adjustment:** €172.00 × (2.44 / 2) = **€209.84**

Important Note: For the purposes of Combo Bets, the Dead Heat Rule does not Void the relevant Market selection. Instead, the Stake or Odds (either of them) for that Combo Bet isproportionally reduced based on the number of tied participants. If multiple legs in a Combo are subject to Dead Heat rule, all reductions are applied cumulatively.

6.7.3. Head-to-Head (H2H) and Triple-Head Participation A "Head-to-Head" and/or "Triple-Head" allows betting on a competition between two or three participants/Outcomes.

- **Non-Starter Rule:** If one of the competitors of an Event did not start, the Sportsbook shall void Bets on this head-to-head Market.
- **Exact Names Rule:** If a Market includes exact names of one of two competitors, then all listed competitors must participate in the Event for the Bet to be stand.

6.7.4. Racing Sports (F1, MotoGP, Cycling, etc.) Unless otherwise expressly provided in the respective Sport-Specific rules, the following rules apply for Head-to-Head (H2H) markets in racing:

- **Better Position:** If both competitors finish the race, the winner is the one who achieves the higher official position.
- **Number of Laps:** If both competitors of an Event did not finish, the winner of the Event will be the competitor who has completed more laps.
- **Same Lap Rule:** If both competitors are out in the same lap (or retire during the same lap), the Sportsbook shall void Bets on this head-to-head Market.

6.7.5. Ties in H2H Position If competitors are in the same position at the end of the Event (e.g. same time, same points, same rank), and no "Draw" or "Tie" option was offered among the Market selection, the Sportsbook shall void Bets on this head-to-head Market. If a Draw/Tie option is offered among the Market selection, the Bets shall be settled according to Draw/Tie option.

6.8. Placeholder and Bracket-Based Resulting

- **6.8.1. Slot Priority:** In tournaments or events where participants qualify through a bracket or group stage, the Sportsbook may offer markets before the specific participants are confirmed. In such cases, the Bet is placed on the **bracket position (slot)**, regardless of which team or individual eventually fills it.
- **6.8.2. Confirmation of Teams:** Once the official participants for a bracket position are confirmed by the governing body of the respective tournament, the competitor titles will be updated respectively. For the purpose of this

market the identity of the specific participants at the time the Bet was accepted is irrelevant and does not affect the validity of the Bet.

- **6.8.3. Change of Participant:** If a team/player is replaced, disqualified, or substituted by the tournament organizer **after** they have been confirmed for a slot but **before** the match starts (e.g., a "Lucky Loser" in tennis or a replacement team in a cup), all Bets remain valid and will be settled based on the performance of the actual competitors of the match.

6.8.4. Finality of Position: Settlement is based strictly on the official progress of the tournament according to the initial rules of the respective tournament. If due to the change of the tournament rules prior or during the tournament the bracket is fundamentally changed in comparison to the initial version (e.g., the tournament format is altered from knockout to round-robin), the Sportsbook shall void all affected Bets.

7. Bet Acceptance, Integrity, and Prohibited Practices

7.1. Acceptance, Limits, and Right of Refusal

7.1.1. Discretionary Acceptance

All Bets will be accepted or rejected purely at the Sportsbook's sole discretion and subject to these Rules and the Sportsbook's risk management policies (as applicable from time to time).

7.1.2. Right to Refuse or Limit

The Sportsbook reserves the right to refuse, restrict, cancel, or limit any Bet or Stake for any Event, Market, or End User.

7.1.3. Maximum Stake Limits

Maximum Bet/Stake limits are subject to change without prior written notice at the Sportsbook's discretion for any Event, Market, Operator, or End User individually. Any such changes will not apply to Bets that have already been accepted.

7.1.4. Suspension of User IDs

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

7.1.5. Live (In-Play) Delay

Acceptance of live (in-play) Bets may be delayed or temporarily held suspended during high-risk situations (e.g. free-kick, 1:1 attack, etc.) at the Sportsbook's discretion.

7.2. Errors, Software Faults, and Data Gaps

7.2.1. General Right to Void due to Error

The Sportsbook reserves the right to void Bets (or a part of them) or to suspend Settlement until the end of a trial (including judicial) due to Errors or deviations from the Rules during acceptance.

7.2.2. Typographical and Visual Errors

Bets may be voided in cases of obvious software or website Errors, such as typographical mistakes in offered Events, Markets, discrepancy of Odds, or unusually (in comparison to the situation in the betting market in general) high/low odds.

7.2.3. Late Bets (Past-Posting)

If for any reason a Bet is accepted after an Event has started (other than clearly indicated Live In-Play Betting) or taken place, the Bet will be declared void.

7.2.4. Known Outcomes and Technical Lag

The Sportsbook reserves the right to void any Bet if the Outcome of the Event or Market was known at the time the Stake was placed or Bet accepted, or if Odds were not correctly updated due to technical issues or delayed data feeds.

7.2.5. Obvious Errors, Limits, and Material Advantage

If a Market contains an obvious Error in the Odds or exceeding the limits of the Market determined by the Sportsbook, Bets placed on such a Market shall be void. Bets accepted after an Event has started (other than clearly indicated Live In-Play Bets) will remain valid unless the End User gains a material or unfair advantage. In such cases, the Sportsbook reserves the right to void the Bet acting reasonably.

Material and Unfair Advantage: For the avoidance of doubt, an unfair or material advantage is considered to be gained in scenarios including, but not limited to:

- **Post-Event Placement:** Betting on an Event (occurence) that has already taken place (e.g., a goal scored, a red card shown, a point won) while the market remains open or the Odds had not yet been updated.
- **Information Asymmetry:** Placing a Stake based on information or a broadcast that is significantly ahead of the Sportsbook's data feed or odds updates.
- **Market Errors:** Placing a Stake on Odds that are clearly "stuck" or failed to update after a significant event (e.g. goal scored, a point won etc.).
- **Limit Circumvention:** Exceeding established Market Limits through technical exploits or multiple placements.

7.2.6. Software Abuse and Reporting Duty

Abuse of gaming software Errors or mistakes in translation is strictly prohibited. An End User who discovers any Error in the gaming software must immediately report it to the Operator. If an End User abuses such Errors, the Operator reserves the right to suspend the account, freeze funds, and Sportsbook reserves the right to cancel all accepted Bets and/or already resulted Bets, if such Bets are directly related to the abuse of the respective gaming software Error or mistake in translation.

7.2.7. System and Data Malfunctions:

The Sportsbook shall not be responsible for loss or damage incurred as a result of system malfunctions, defects, delays, manipulations, or errors in data transfer. Bets affected by unrecoverable transactions or missing official time-sensitive data shall be void.

7.2.8. Other Incorrect Bets

The Sportsbook reserves the right to void Bets in any other circumstances confirming that the Bet is deemed incorrect or based on unfair practices, including inaccurate or misrepresented Odds (including "bad odds" or switched odds).

7.3. Syndicate, Group, and Multiple Account Betting

7.3.1. Individual Betting Only

End Users are allowed to bet only as individuals, exclusively on their own behalf, benefit and risk, using their own funds, decision - making, without coordination, acting in syndicate, automated betting operations and shared account arrangement. Group Bets are not allowed. Repeated Bets on the same outcome made by the same or different End User may subsequently be declared void at Sportsbook’s sole discretion.

7.3.2. Collusion and Syndicate Detection

The Sportsbook reserves the right to void Bets if it reasonably suspects collusion or Syndicate activity, including cases where multiple End Users place Bets on the same Outcome within a short time frame, even after the official result is known.

7.3.3. Multiple Accounts and IP Identification

The Sportsbook may refuse Bets or declare already accepted Bets Void if they are placed from multiple accounts originating from the same IP address.

7.4. Integrity, Fixed Matches, and Arbitrage

7.4.1. Unfair Activity and Withdrawal Suspensions

In case of suspicion of an unfair activity, Sportsbook reserves the right to void any Bet and the Operator reserves the right to suspend any withdrawal requests for up to **31 calendar days** while the investigation is ongoing.

7.4.2. Integrity and System Faults Sportsbook may make Events or Markets unavailable for betting in case of suspected integrity issues, fairness concerns, game or system fault. In such cases, the Sportsbook may, acting fairly, reasonably and in good faith suspend betting on the Event or Market, withhold Settlement of Bets, and decline acceptance of new Bets until the issue is resolved.

7.4.3. Prohibition of Fixed Matches

Placing Stakes on fixed matches is strictly prohibited on the Sportsbook. Any attempt to place a Stake on Events or Markets that have been predetermined or manipulated in any way undermines the integrity of the sports betting ecosystem and is a violation of these Betting Rules. End Users found to be involved in betting on fixed matches will face immediate restrictions and cancellation of the affected Bets.

The Sportsbook is committed to upholding the integrity of sports betting and has zero tolerance for activities that compromise fair play and the trust of the End Users. By using the Sportsbook, End Users agree to refrain from participating in any form of betting related integrity abuse and betting to fixed matches and understand that violation of this clause may result in permanent restriction from betting in the Sportsbook. Any disputes regarding suspected involvement in betting on fixed matches will be thoroughly investigated by the Sportsbook's team, and decisions will be made in accordance with the relevant policies. The Sportsbook encourages End Users to report any suspicious activity related to fixed matches to the support team for investigation.

7.4.4. Arbitrage Betting

The use of arbitrage strategy, which involves exploiting differences in Odds across different bookmakers/sportsbooks to guarantee profit, is strictly prohibited on the Sportsbook. We do not condone any form of betting activity that aims to manipulate odds or exploit discrepancies for guaranteed profit. By using Sportsbookour services, End Users agree to refrain from employing arbitrage strategies. End Users found engaging in arbitrage betting will face immediate cancellation of the Bets and permanent restrictions.

Any disputes regarding suspected arbitrage activity will be resolved at the discretion of the Sportsbook, and Sportsbook decisions will be final.

7.5. General Grounds for Voiding and Sanctions

7.5.1. Improper Practices and Rule Deviations The Sportsbook reserves the right to declare any Bet or a part thereof void or to suspend Settlement where:

- there is evidence of unfair or fraudulent practices (including exploitation of obvious Errors, incorrect or “bad” Odds, or switched Odds).
- there has been a deviation from these Betting Rules during the Bet acceptance process.
- there are other circumstances that reasonably indicate that the Bet was placed incorrectly or in breach of these Rules.

7.5.2. Impact of Sanctions

For the avoidance of doubt, any sanctions imposed after the official result has been declared (including penalty points, relegations, or other disciplinary measures) will not affect the Settlement of Bets, unless expressly stated otherwise in these Betting Rules.

7.5.3. Negative Balances:

In the event of a negative balance on an End User’s account, the Sportsbook reserves the right to void any pending Bets, regardless of whether or not such Bets were placed using funds derived from an Error.

7.6. Related Contingencies (Related Outcomes)

In Combo bets (accumulators, parlays, multis). If in a Combo bet there are two or more Markets with related Contingencies (Related Outcomes), such Combo Bets will be declared Void.

***Example**:* End User places Stake on a Combo Bet "Barcelona to win La Liga" combined with a "Barcelona win in the deciding game." Both Outcomes are about the same Event and essence, thus the relevant Combo Bet will be Void.

7.7. Bet Settings (Odds Changes).

The following options may be available to the End User regarding acceptance of Odds changes:

- **Accept Any Odds Changes:** Bets accepted irrespective of whether the Odds increase or decrease in between placing the Stake and Bet acceptance(Default).
- **Accept Higher Odds Changes:** Bets accepted only if the Odds increase in between placing the Stake and Bet acceptance.
- **Don't Accept Odds Changes:** Bets will not be accepted if any change in Oddis occurs after placing the Stake unless re-confirmed by the End User.

8. Bonuses

8.0. Bonus-related Bets and their settlement are subject to these Betting Rules; however, the full terms governing Bonuses (including eligibility, wagering requirements, and withdrawal conditions) are determined by the Operator and set out in the Operator’s Terms and Conditions.

8.1. "System Bets" are excluded from contributing toward any bonus wagering requirements.

8.2. Comboboost.

8.2.1. Number of selections = Multiplier

Number of selections	Multiplier
2	1.01
3	1.02
4	1.04
5	1.05
6	1.07
7	1.1
8	1.15
9	1.17

10	1.2
11	1.25
12	1.3
13	1.35
14	1.4
15	1.45
16	1.5
17	1.65
18	1.75
19	1.85

20	2

8.2.2. The final bonus amount is calculated based on the final **O**dds of the Combo Bet once all Market selections are settled.

8.2.3. Cashed Out Bets are not eligible for Comboboost.

8.2.4. The availability and terms of ComboBoost are determined at the Sportsbook's discretion.8.2.5. Comboboost is available only for Market selections with minimum Odds of 1.50.

8.2.5. Comboboost is available only for Market selections with minimum Odds of 1.50.

8.3. Freebet, freemoney, bet no risk

8.3.1. Freebet - In a Freebet, only the net winnings are credited by the Operator to the End User's account (the Stake is not returned).

Example: Freebet of 5 at Odds 3.5 → payout = (5 × 3.5) – 5 = 12.5.

8.3.2. Freemoney - In a Freemoney Bet, both the Stake and winnings are credited.

Example: Freemoney of 5 at Odds 3.5 → payout = 5 × 3.5 = 17.5.

8.3.3. Bet no risk. A Bet No Risk functions as a standard Bet; however, if the Bet loses, the Stake is refunded.

II. Special rules for sports

1. Soccer:

Soccer Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common football terms and do not constitute the definitive criteria for the Settlement of Bets. For final Settlement rules and specific conditions, please refer to the applicable General and Sport-Specific Settlement rules.*

- **Abandoned Match:** A Match that has started but has stopped before completion and is not resumed within the timeframe defined in these Betting Rules.
- **Assist:** The final pass or touch of ball from a player that directly leads to a teammate scoring a goal.
- **Bookings:** A term referring to the disciplinary cards (yellow or red) issued by the referee to individuals during a match.
- **Booking Points:** A numerical representation of quantity of disciplinary cards shown during a match for betting purposes, calculated in accordance with the specific Market rules.
- **Corner:** A method of restarting play when the ball has completely crossed the goal line (outside the goal frame) having last been touched by a player of the defending team.
- **Clean Sheet:** A Market where a team prevents the opposing team from scoring any goals during the match.
- **Free Kick:** A method of restarting play following an infringement, which can be either direct or indirect.
- **Foul:** Any infringement of the laws of the game penalized by the referee with a free kick or penalty.
- **Goal:** When the ball has completely crossed the goal line between the goal posts and under the crossbar, provided no infringement was committed by the attacking team.
- **Goal Kick:** A method of restarting play when the ball has completely crossed the goal line (outside the goal frame) having last been touched by an attacking player.
- **Injury / Stoppage Time:** Minutes added to the end of each half by the referee to compensate for time lost due to substitutions, injuries, or other stoppages.
- **Intervals:** Specific time segments of a match (e.g., 00:00 to 14:59) used for settlement of time-based markets.
- **Kick-off:** The method of starting play at the beginning of each half or restarting play after a goal is scored.
- **Neutral Venue:** A stadium where a Match is played that is not the home ground of either participating team.

- **Official Result:** The final score or Outcome of a Match as determined and officially declared by the relevant governing body or competition organizer and used for settlement purposes.
- **Overtime (Extra Time):** Two additional periods of play (usually 15 minutes each) played after Regular Time to determine a winner after a daw in the Regular Time
- **Offside:** An infringement where a player is caught in an offside position at the moment the ball is played to them, as signaled by the referee.
- **Own Goal:** A goal credited to a player who accidentally puts the ball into their own team's net.
- **Pass:** Any intentional ball played from one player to another teammate.
- **Penalty:** A 11-meter kick awarded to the attacking team for a foul committed by the defense inside their own penalty area during Regular Time or Extra Time.
- **Penalty Shootout:** A series of kicks taken from the penalty mark after Extra Time to determine a winner in a knockout competition.
- **Postponed Match:** A Match that does not start at its officially scheduled date and time as defined in these Betting Rules.
- **Regular Time:** The standard 90-minute duration of a match (two 45-minute halves) plus any Injury/Stoppage Time added by the referee.
- **Save:** A goalkeeper preventing the ball from entering the net with any part of their body after an intentional shot from the opponent.
- **Shot:** Any clear attempt to score a goal by a player directing the ball toward the opponent’s goal.
- **Shot on Target:** A goal attempt that goes into the net, or would have gone into the net but for being saved by the goalkeeper or blocked by a "last-man" defender.
- **Starting XI:** The eleven players selected by each team to begin the match on the pitch at the moment of kick-off.
- **Substitute:** A player who is included in the official Match lineup but does not start the match and may enter the field of play later to replace another player during the game.
- **Tackle:** A challenge where a player connects with the ball and successfully takes possession or clears the ball from an opponent.
- **Throw-in:** A method of restarting play when the ball has completely crossed the touchline (side-line).
- **To Qualify:** The outcome of a team or player progressing to the next round of a specific competition (includes Extra Time and Penalty Shootouts if necessary).
- **VAR (Video Assistant Referee):** An official process where the head referee reviews a decision using video footage.
- **Woodwork (Post/Crossbar):** A situation where the ball hits the goal post or the crossbar and remains in play.

- **xG (Expected Goals):** A statistical metric estimate of goal-scoring chances based on historical data. This metric is for informational purposes only and is not used for settlement unless explicitly stated.

General Soccer Rules

1.1. Bets on the Outcome of a match will be settled based on two halves of the scheduled number of minutes each *(standardly 90 minutes, consisting of two halves of 45 minutes each)* including any Injury/Stoppage Time added by the referee. It does not include periods of Overtime nor penalty shootouts unless expressly stated.

- **Separation of Halves:** Each half must be played to its full scheduled duration (e.g., 45 minutes). Any Injury/Stoppage time added by the referee is deemed part of the respective half to which it is added and *cannot be added to the duration of the second half* to satisfy the 90-minute requirement.
- **Interrupted Matches:** If a match is interrupted before completion of the scheduled duration (e.g., 45 minutes for each half), settlement shall be governed by Rule 6.2.2 of the General Rules, regardless of any subsequent decision by a governing body to validate the score as final result or declare the match completed.
- **Completion Requirement:** For a match to be considered complete for settlement purposes, the full scheduled duration of each half must be played on the pitch, unless otherwise provided under Rule 6.2.2.

1.2. If the match format was changed, the Sportsbook shall void all affected Bets.

1.3. If a friendly match ended by referee decision earlier than the scheduled duration (e.g. before 80 minutes of play), the Sportsbook reserves the right to void the bets.

1.4. Own goals will not be considered for the purposes of settling "Anytime Goalscorer", "Player to score X", "Next Goalscorer" or similar player-specific goalscorer Markets and shall be ignored. For Markets where the sequence or numbering of goals is specified (including team-specific markets), own goals do not count towards the goal numbering sequence.

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

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

1.5. If the Market was opened with a missing or incorrect red card, the Sportsbook reserves the right to void Bets of respective Market as far as such Bets are affected by the missing or incorrect red card.

1.6. If an incorrect in play event or match time was displayed in the Sportsbook and such discrepancy had a material impact on the Odds, the Sportsbook reserves the right to declare the respective bets Void.

1.7. If a wrong score is entered in the scoreboard of the Sportsbook, the Sportsbook reserves the right to declare void all Bets placed during the period in which the incorrect score was displayed.

1.8. If the team names or tournament are displayed in the Sportsbook incorrectly, the Sportsbook reserves the right to void the respective Bets.

1.9. Interval markets will be settled based on the match time as provided by the Sportsbook data sources. Where unavailable, TV broadcast information and match clock may be used.

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

1.11. The use of the Video Assistant Referee (VAR) ("Video Review") is considered official when confirmed by the referee through a formal review signal (e.g., drawing a rectangle in the air) or by reviewing the incident on the pitch-side monitor.

N.B. The notification "Goal Check" on the scoreboard, or informal gestures (such as hand to ear by the referee) do not constitute an official VAR review. Conversations between referees and their associates are also not considered for official VAR reviews. More on the official video review system (VAR) Inside FIFA .

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

1.12. Penalty Markets will be settled based on the time at which the referee awards the penalty, including decisions confirmed via VAR.

1.13. Penalties awarded but not taken are not considered.

1.14. Venue changes. If a match is moved to a neutral venue, all Bets will stand. If the home and away teams for a scheduled match are reversed (the home team plays away and vice versa), Bets placed on the original Market selection will be voided.

Statistical Markets Rules

1.15 Corners Markets

1.15.1 Settlement Sources & Priority

Corners Markets shall be settled based on visual evidence from the official match broadcast and/or real-time match reporting data provided by the Sportsbook's data providers. In the event of a discrepancy between these sources and statistics published on official league or competition websites, visual evidence and/or match results and event data from the Sportsbook data providers shall prevail for settlement purposes.

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

1.15.2. Awarded vs. Taken Rule

- **General Rule:** Only corners that are actually taken (executed) count for settlement. A corner awarded but not taken before the end of the half or match is disregarded.
- **Exceptions:** Markets specifically related to time intervals (e.g., *"Corner Awarded in the Next 1/5 Minutes"*) are settled based on the moment the referee **awards** the corner, regardless of whether it is subsequently taken.

1.15.3. Re-taken Corners

Corner interval Markets are settled based on at what time the corner is awarded and not the time it was taken. Corners awarded, but not taken, do not count. A corner that is re-taken counts as a single corner for settlement purposes.

1.15.4 Interval & Timestamp Logic

For interval-based Markets (e.g., 1-minute or 5-minute intervals), settlement is determined by the **timestamp when the corner is awarded** by the referee, not when it is taken.

- *1-minute intervals:* 1:00–1:59, 2:00–2:59, etc.
- *5-minute intervals:* 1:00–5:59, 6:00–10:59, etc.

1.15.5. Unconditionally Determined (Interrupted Matches)

The Sportsbook adheres to the "Unconditionally Determined" principle as defined in Section 2.17. If a match is abandoned, any corner Markets where the outcome is already determined (e.g., "Total Corners Over 8.5" when 9 corners have already been taken) will be settled as per the result. Markets that have not reached a natural conclusion will be voided in accordance with Rule 6.2.2.

1.16 Bookings (cards) markets

1.16.1 Settlement Sources & Priority

Bookings Markets shall be settled based on visual evidence from the official match broadcast and/or real-time match reporting data provided by the Sportsbook's data providers. In the event of a discrepancy between these sources and statistics published on official league or competition websites, visual evidence and/or match results and event data from the Sportsbook data providers shall prevail for settlement purposes.

- *Finality*: Settlement determined in accordance with this rule shall be final. Subsequent corrections, amendments, or discrepancies on third-party or official websites shall not constitute grounds for re-settlement of a Bet.

1.16.2. Card Counting (Standard Markets)

For most Markets, a yellow card counts as **1** and a red or yellow-red card (second booking) counts as **2**. The second yellow card for a single player is ignored for settlement purposes. As a result, a single player can receive a maximum of 3 card points.

1.16.3. Market Duration

All Bets are settled based on cards shown during **Regular Time** (90 minutes plus Injury Time), as determined by the settlement sources defined in Rule 1.16.1. Any card shown after the Regular Time whistle is disregarded.

1.16.4. Half-time and Stoppage Periods

For the purposes of Bookings Markets cards shown during the half-time interval are attributed to the **2nd half** for settlement purposes, provided that the player receiving the card was listed as an active participant in the match at the start of the second half.

1.16.5. Eligible Participants (Non-Players)

Only cards shown to players who are officially participating in the match (including those on the field of play or temporarily off the field during normal match intervals such as half-time) shall count for the purposes of Settlement. Cards shown to managers, coaching staff, or non-participating players (e.g., unused substitutes) are not considered.

1.16.6. Booking Points System In Markets using the points system the following number of points shall be attributed:

- Yellow Card: **10 points**.
- Red or Yellow-Red Card: **25 points**.
- Maximum points per player: **35 points** (10 for the first yellow and 25 for the subsequent red/yellow-red).

1.16.7. Intervals and Timestamps

Booking interval Markets (e.g., "Card in the Next 1/5 Minutes") are settled based on the **time the card is shown by the referee**, not the time the actual foul/infringement was committed.

1.16.8. Exceptions for Specific Markets (Color-Independent)

For specific Markets such as **Next Carded Team** or **Most Carded Team**, every card event is counted as **1 card**, regardless of its color (yellow or red).

1.16.9. Natural Conclusion (Abandoned Matches)

If a Match is abandoned (In accordance with **Rule 6.2.2)**, Markets where the Outcome has already been unconditionally determined at the time of abandonment shall be settled. All other Markets relevant to the Match shall be declared Void.

1.16.10. Bookings 1X2 (Most Bookings)

This Market allows predicting which team will receive more cards during the match, based on the counting logic defined in Rule 1.16.2. This Market uses a simplified

counting method and does not apply the Booking Points System defined in Rule 1.16.6.

- **"1" (Home):** The Home team is credited with more cards than the Away team.
- **"X" (Draw):** Both teams are credited with an equal number of cards.
- **"2" (Away):** The Away team is credited with more cards than the Home team.

Settlement Logic: For the purpose of this Market, cards are weighted as follows:

- **Yellow Card** = 1 card.
- **Red Card (Direct or Yellow-Red)** = 2 cards.
- **Maximum per player** = 3 cards (e.g., a player receiving a yellow card and then a straight red card is credited with 1 + 2 = 3 cards).

Example: If the Home team receives 1 Red card (counted as 2 cards) and the Away team receives 2 Yellow cards (1+1 = 2 cards), the resulting outcome is **"Draw (X)"**.

1.17 Team Stats Markets

1.17.1. Priority of Sources

All markets within this section (Team Stats) shall be settled according to the following strict priority of sources:

1. **Official source** (official league or competition website).
2. **WhoScored** (Football Statistics | Football Live Scores | WhoScored.com).
3. **365 Scores** (https://www.365scores.com/).
4. **Sofascore** (Football Live Scores, Fixtures & Odds | Sofascore | Championship League, Premier League).

This order is final. If a higher-priority source provides the data, lower-ranked sources are disregarded. Settlement is based on the initial official publication; subsequent changes (disciplinary decisions, etc.) do not constitute grounds for re-settlement.

This source hierarchy applies exclusively to Team Stats markets. For other statistical markets (e.g., Corners, Bookings), settlement shall follow the specific rules defined in the relevant sections.

1.17.2. General Settlement Logic

- **1X2 Markets:** Bet on which team will achieve a higher count of the specified stat during Regular Time.
- **Total Markets:** Bet on whether the combined count for both teams (or the count for one specific team) will be Over or Under the specified Line.
- **Scope limitation:** Markets in this section refer strictly to team-level statistics . Individual player performance Markets are governed by the **Player Props** section.
- Settlement: All statistical Markets in this section shall be settled strictly in accordance with the priority of sources defined in Rule 1.17.1.

1.17.3. Offsides

An offside is counted for settlement purposes only if it is officially awarded by the referee and results in a restart of play.

1.17.3.1. Decision Timing: Offsides are settled based on the time when the referee gives the decision. This rule applies to all Video Assistant Referee (VAR) situations, regardless of when the actual infringement occurred.

1.17.3.2. Validation Requirement: An offside is only counted for settlement purposes if a free kick is subsequently awarded (or the play is officially restarted due to the offside call).

1.17.4. Shots

Total attempts to score, including shots on goal, shots wide, and blocked shots.

1.17.5. Shots on Goal (Target)

Attempts that go into the net, or would have gone in if not for a goalkeeper save or a "last-man" block.

1.17.6. Throw-ins

Total number of throw-ins awarded and taken. Throw-ins awarded but not taken are disregarded.

1.17.7. Fouls

Any infringement whistled by the referee as a foul.

1.17.8. Saves

Any intentional intervention by a goalkeeper to prevent a goal.

1.17.9. Goal Kicks

Total number of goal kicks awarded and taken. Goal Kicks awarded but not taken are disregarded.

1.17.10. Total Passes Total number of passes attempted by a team during Regular Time.

- **Counting Logic:** Includes both successful and unsuccessful passes.
- **Exclusions:** The classification of passes and exclusions shall follow the methodology of the designated data source as per Rule 1.17.1.

1.17.11. Specials and Combo Markets If a "Special" or "Combo" Market includes one or more statistical components (e.g., Shots, Offsides, Fouls, etc.), each statistical element within that Market will be settled strictly according to the priority of sources and specific rules defined in this Section (1.17).

- *Note:* Each statistical component within such markets shall be settled in accordance with the specific rules and source priorities applicable to that statistic (e.g., Section 1.15 for Corners, Section 1.16 for Bookings, and Section 1.17 for other team statistics).

1.18 Expected Goals (xG) Markets

1.18.1. Definition Expected Goals (xG) is a statistical metric that measures the quality of scoring chances. Each shot is assigned an xG value based on the probability of it resulting in a goal.

1.18.2. Reference Source All xG Markets are settled strictly based on the data provided by **Fotmob** (FotMob). No other sources (Official league sites, WhoScored, etc.) shall be considered for xG settlement unless Fotmob fails to provide data for a specific Event.

1.18.3. Settlement Precision Bets are settled using **absolute values in hundredths** (e.g., an xG of 1.45).

- *Example:* If a team's xG is 1.45 and the betting line is Over 1.5, the Bet Loses. If the xG is 1.51, the Bet Wins.

1.18.4. Market Types

- **1.18.4.1. Full Time xG (1X2 / Totals):** Predict the xG values accumulated during the entire Regular Time.
- **1.18.4.2. 1st Half xG (1X2 / Totals):** Predict the xG values accumulated strictly during the first half (including injury time).

Player Props Markets

1.19. Player goals / Player goals (incl. Overtime)

Market Description: Predict whether the selected player will score **at least one or more** goals during the match. Options are offered as totals (e.g., **1+ / 2+ / 3+** etc.). This includes goals scored during Regular Time and, if specifically mentioned in the Market description, Overtime (extra time).

Settlement Nuances: All Bets on this Market are valid **only for players who are in the starting lineup**. If a player is not in the starting lineup, all Bets on that player are declared **Void**, regardless of whether they enter the field of play as a substitute later. Own goals do not count towards the player's total.

Settlement Source: Livescores - Soccer - Betting Showcase .

Calculation Examples:

1. **Example 1:** A Bet is placed on Player A to score **1+** goals. Player A starts and scores **two** goals. Both **1+** and **2+** Market selections are settled as a **Win**.
2. **Example 2:** A Bet is placed on Player B to score **2+** goals. Player B starts and scores only **one** goal. The Bet is settled as a **Loss**.
3. **Example 3:** A Bet is placed on Player C to score **1+** goals. Player C is not in the starting XI. The bet is settled as **Void**.

1.20. Player assists / Player assists (incl. overtime)

Market Description: Predict whether the selected player will record **at least one or more** assists during the match. Options are offered as totals (e.g., **1+ / 2+ / 3+** etc.). This includes assists provided during Regular Time and, if applicable, overtime (extra time).

Settlement Nuances: All Bets on this Market are valid **only for players who are in the starting lineup**. If a player is not in the starting lineup, all Bets on that player for this Market will be **Void**, regardless of whether they enter the field of play as a substitute later. An assist cannot be credited for an own goal.

Counting Logic: The assist is defined as the final deliberate touch (pass, cross-shot, or any other touch) by a player that directly leads to a teammate scoring a goal. If the final touch is deflected by an opposing player, the original action is still considered to have directly contributed to the goal without materially altering its intended direction or Outcome.

Exclusions: No assist is awarded for own goals, direct free kicks, direct corner goals, or penalties. **Additionally, "Fantasy Assists" are strictly excluded from stats for Settlement purposes.** This includes, but is not limited to:

- Fouls won that lead to a scored penalty or free kick.
- Shots hitting the woodwork or being saved by the goalkeeper, resulting in a goal from the rebound.
- Deflections off an opposing player that significantly alter the ball's trajectory.

Settlement Source: Livescores - Soccer - Betting Showcase .

Settlement Examples:

1. **Example 1:** A Bet is on Player A to record **1+** assist. Player A starts and provides **two** assists. Both **1+** and **2+** Market selections are settled as a **Win**.
2. **Example 2:** A Bet is on Player B to record **1+** assist. Player B starts but the match ends without them providing an assist. The Bet is settled as a **Loss**.

1.21. Player shots / Player shots (incl. overtime)

Market Description: Bet on whether the selected player will have **at least one or more** shots during the match. Options are offered as totals (e.g., **1+ / 2+ / 3+** etc.).

This includes all shot attempts (shots on target, shots off target, and blocked shots) made during Regular Time and, if applicable, overtime (extra time).

Settlement Nuances: All Bets on this Market are valid **only for players who are in the starting lineup**. If a player is not in the starting lineup, all Bets on that player for this Market are **Void** , regardless of whether they enter the field of play as a substitute later.

What counts as a Shot: Any intentional attempt to score a goal that results in a goal, is saved by the goalkeeper or “last man” block, or goes wide, over, or hits the frame (post or crossbar).

Exclusions: Blocked shots that do not reach the goal area or are blocked by any player who is not the “last man” are not counted as shots.

Settlement Source: Livescores - Soccer - Betting Showcase .

Calculation Examples:

1. **Example 1:** A Bet is on Player A to have **2+** shots. Player A starts the match and records **three** shots in total. Market selections for **1+**, **2+**, and **3+** are all settled as a **Win**.
2. **Example 2:** A Bet is on Player B to have **1+** shots. Player B starts the match but is substituted at half-time without having taken a shot. The Bet is settled as a **Loss**.
3. **Example 3:** A Bet is on Player C to have **1+** shots. Player C is not in the starting XI. The Bet is settled as **Void**.

1.22. Player shots on goal/ Player shots on goal (incl. overtime)

Market Description: Bet on whether the selected player will have **at least one or more** shots on goal during the match. Market options are offered as totals (e.g., **1+ / 2+ / 3+** etc.). This includes all shots on target made during Regular Time and, if the Market description includes overtime - this includes all shots on target made during Regular Time and overtime (extra time).

Settlement Nuances: All Bets on this Market are valid **only for players who are in the starting lineup**. If a player is not in the starting lineup, all Bets on that player for

this Market are declared **Void**, regardless of whether they enter the field of play as a substitute later.

What counts as a Shot on Goal:

Any attempt that results in a goal or would have resulted in a goal but for a save by the goalkeeper or a goal-line intervention by a defending player ("last line block").

Shots that hit the frame (woodwork) or net and do not result in a goal are not considered shots on goal unless the ball goes in.

Settlement Source: Livescores - Soccer - Betting Showcase .

Calculation Examples:

1. **Example 1:** A Bet is on Player A to have **1+** shots on goal. Player A starts and has one shot saved by the keeper and scores one goal. Both **1+** and **2+** Market selections are settled as a **Win**.
2. **Example 2:** A Bet is on Player B to have **1+** shots on goal. Player B starts and hits the post, but the ball goes out of play. The Bet is settled as a **Loss** (as hitting the woodwork is not a shot on target).
3. **Example 3:** A Bet is on Player C to have **1+** shots on goal. Player C is not in the starting XI. The Bet is settled as **Void**.

1.23. Player cards / Player cards (incl. overtime)

Market Description: Bet on whether the selected player will receive **at least one or more** cards during the match (typically offered as **1+**). This includes cards shown during Regular Time and, if the Market description includes overtime - cards shown during Regular Time and overtime (extra time).

Settlement Nuances: All Bets on this Market are valid **only for players who are in the starting lineup**. If a player is not in the starting lineup, all Bets on that player for this Market are declared **Void**, regardless of whether the player enters the field of play as a substitute later.

- **Counting Logic:** For the purpose of this Market, cards are weighted as follows: **Yellow Card = 1 card**, **Red Card (Direct or Yellow-Red) = 2 cards**. The maximum number of cards credited to a single player is **3**.

- **Active Players Only:** Cards shown to a player are only counted if the player is actively participating in the match at the time the card is issued. Cards issued after a player has been substituted or the player is on the bench or after Regular time are not counted for settlement purposes.

Settlement Source: Livescores - Soccer - Betting Showcase .

Calculation Examples:

1. **Example 1:** A Bet is on Player A to receive **1+** card. Player A starts and receives a yellow card. The Bet is settled as a **Win**.
2. **Example 2:** A Bet is on Player B to receive **1+** card. Player B starts and receives a straight red card. Since a red card counts as 2, the condition "1+" is met, and the Bet is settled as a **Win**.
3. **Example 3:** A Bet is on Player C to receive **1+** card. Player C is not in the starting XI. Even if the player enters as a substitute and receive a card, the Bet is settled as **Void**.

1.24. Player passes / Player passes (incl. overtime)

Market Description: Bet on whether the selected player will record **at least one or more** passes during the match. Market options are offered as totals (e.g., **20+ / 30+ / 40+** etc.). This includes passes made during Regular Time and, if the Market description includes overtime - passes made during Regular time and overtime (extra time).

Settlement Nuances: All Bets on this Market are valid **only for players who are in the starting lineup**. If a player is not in the starting lineup, all Bets on that player for this Market are declared **Void**, regardless of whether they enter the field of play as a substitute later.

- **Counting Logic:** Settlement is based on **Total Attempted Passes**. This includes both successful and unsuccessful (intercepted) passes.
- **Important Exclusions:** According to Opta definitions, **Crosses (crosses into the box), Throw-ins, and Goal Kicks** are **NOT** counted as passes and thus will not be counted for Settlement purposes as passes. Only intentional balls played from one player to another (excluding the aforementioned) are included.

Settlement Source: Livescores - Soccer - Betting Showcase .

Calculation Examples:

1. **Example 1:** A Bet is on Player A to have **30+** passes. Player A attempts **35** passes, but **5** of them are intercepted. Total = 35. The Bet is settled as a **Win**.
2. **Example 2:** A Bet is on Player B to have **30+** passes. Player B makes **28** passes and **5** crosses. Total passes = 28 (crosses are ignored). The Bet is settled as a **Loss**.

1.25. Player tackles / Player tackles (incl. overtime)

Market Description: Bet on whether the selected player will record **at least one or more** tackles during the match. Options are offered as totals (e.g., **1+ / 2+ / 3+** etc.). This includes all successful tackles made during Regular Time and, if the Market description includes overtime - all successful tackles made during both Regular Time and overtime (extra time).

Settlement Nuances: All Bets on this Market are valid **only for players who are in the starting lineup**. If a player is not in the starting lineup, all Bets on that player for this Market are declared **Void**, regardless of whether they enter the field of play as a substitute later.

- **Counting Logic:** A tackle is where a player connects with the ball in a ground challenge and successfully takes it from the opponent in possession.
- **Tackle Won vs Lost:** Both are successful tackles. A **Tackle Won** is when the tackler's team gains possession or the ball goes "safe" out of play. A **Tackle Lost** is when the tackle is made but the ball goes to an opponent. **Both count toward the total.**
- **Exclusions:** Cutting out a pass (interception) is **not** a tackle.

Settlement Source: Livescores - Soccer - Betting Showcase .

Calculation Examples:

1. **Example 1:** A Bet is on Player A to record **2+** tackles. Player A starts the match and records **3** tackles. Bets for Market selections for **1+**, **2+**, and **3+** are all settled as a **Win**.
2. **Example 2:** A Bet is placed on Player B to record **1+** tackle. Player B starts the match but finishes the game with 0 tackles recorded by Opta. The Bet is settled as a **Loss**.

3. **Example 3:** A Bet is placed on Player C to record **1+** tackle. Player C is not in the starting XI. Even if the relevant player enters the game as a substitute and records multiple tackles, the Bet is settled as **Void**.

1.26. Special Player Markets (Match-ups, Groups, and Combos)

Market Description: This category includes Markets involving two or more players, such as Player Match-ups (Head-to-Head), Player Groups, or combined statistical totals (e.g., "Player A, Player B, and Player C to have 3+ shots on goal combined").

Settlement Nuances: All Bets in this category are settled based on the same logic as individual player props.

- **Starting XI Requirement:** Every player mentioned or included in the specific "Special Market" must be in the **starting lineup**.
- **Void Rule:** If **any one (or more)** of the players included in the Market is not in the starting lineup, all Bets on the relevant Market are **Void**.

Settlement Source: Livescores - Soccer - Betting Showcase .

Calculation Examples:

1. **Example 1 (H2H):** A Bet is on "Player A vs Player B: Most Shots." Player A starts the match, but Player B is on the bench. The entire Market is settled as **Void**.
2. **Example 2 (Combo):** A Bet is on "Player A and Player B to have 1+ shots on goal each." Both players start the match. Player A has 2 shots on goal, but Player B has 0. The Bet is settled as a **Loss**.
3. **Example 3 (Combined Total):** A Bet is placed on "Player A, Player B, and Player C to score 3+ goals combined."
    - If any of the players mentioned in the Market description is not in the starting XI, the Bet is settled as **Void (Refunded)**, even if the other players mentioned in the Market description together score 5 goals.
    - If all three players mentioned in the Market description start and score 1 goal each (Total 3), the Bet is a **Win**.
    - If all three players mentioned in the Market description start and score only 2 goals combined, the Bet is a **Loss**.

1.27. Anytime Goalscorer

Market Description: This Market provides a list of players for the selection. The Bet is on whether a selected player will score at least one goal at any time during the match.

Settlement Nuances: Participation Rule: Bets remain in force if the player enters the field of play at any time during Regular Time, whether as a starter or a substitute.

- **Void Rule:** Bets on Markets involving players, who were listed in the team but remained on the substitute bench and did not participate in the game, will be **Void.**
- **Runners:** All players who have taken part in the match since kick-off or the previous goal are considered as "Runners" (active participants).
- **Unlisted Players:** If a player who was not listed in the match-day team scores a goal, all Bets on that player for this Market remain valid and shall stand.
- **Own Goals:** Own goals are **not considered** for the purpose of settling this Market and do not affect goal numbering sequence. settlement of player goal totals.

Settlement Source: Bet on this Market are settled based on TV broadcasting and statistics, available on https://optaplayerstats.statsperform.com/en_GB/soccer,or the Press Association, unless there is clear evidence that these statistics are incorrect.

Settlement Examples:

1. **Example 1 (Substitute):** A Bet is on Player A to score. Player A starts on the bench, enters the game as a substitute and scores. The Bet is settled as a **Win**.
2. **Example 2 (Own Goal):** Player B scores an own goal. This goal is ignored. The Bet on Player B to score remains open until that player scores a goal, or the match ends.

Example 3 (Unlisted Scorer): A player not included in the original list scores the first goal. Bets on all other listed players' Market for "Anytime Goalscorer" stay active.

1.28. First Goalscorer

Market Description: Bet on which player from the provided list will score the first goal of the match.

Settlement Nuances: Partipation Rule: Bets on this Market for all player selections remain in force if the relevant player named in the Market description enters the field of play at any time **before** the first goal is scored, whether as a starter or a substitute.

- **Void Rule:** If a player enters the field of play **after** the first goal has already been scored, or remains on the substitute bench for the entire match, all Bets on that player for this Market are **Void** .
- **Runners:** All players who have taken part in the match since the kick-off and before the first goal are considered as "Runners" (active participants).
- **Unlisted Players:** If a goal is scored by a player who was not listed in the match-day team, all Bets on listed players for this Market remain valid and shall stand.
- **Own Goals:** Own goals are **not considered** for the purposes of settling this Market. If the first goal of the match is an own goal, the market remains open until a player scores the first non-own goal.

Settlement Source: The Bets for this Market are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcase , or the Press Association, unless there is clear evidence that these statistics are incorrect.

Calculation Examples:

1. **Example 1 (Substitute Win):** A Bet is on Player A to be the First Goalscorer. Player A starts on the bench, enters the game as a substitute in the 20th minute, and scores the first goal in the 30th minute. The Bet is settled as a **Win**.
2. **Example 2 (Late Substitute Void):** A goal is scored in the 10th minute. Player B enters the field of play as a substitute in the 15th minute. The Bet on this Market involving Player B is settled as **Void** because he entered the field of play after the first goal.
3. **Example 3 (Own Goal Scenario):** The first goal of the match is an own goal. Player C then scores a non-own goal. Bets on this Market involving Player C are settled as the win.

1.29. Last Goalscorer

Market Description: Bet on which player from the provided list will score the final goal of the match.

Settlement Nuances:

- **Participation Rule:** Bets remain in force if the player mentioned in the Market selection enters the field of play at any time during Regular Time, whether as a starter or a substitute, provided the relevant player is on the field when the last goal is scored.
- **Substituted Out Rule:** If a player is substituted out of the game **before** the last goal is scored, all Bets on that player for this Market are **Void** .
- **Void Rule:** Bets on Markets involving players, who were listed in the team but remained on the substitute bench and did not play in the game, will be **Void**.
- **Non-fielder:** For the purposes of this rule, a "Non-fielder" is defined as a player who was not listed in the match-day team. Bets on Markets involving such players are **Void.**
- **Own Goals:** Own goals are **not considered** for the purpose of settling this Market . If the last goal of the match is an own goal, the Bets on Market on the player who scored the previous non-own goal Win. If all goals in the match are own goals, the Bets on this Market are settled according to the "No Goalscorer" result (if offered) or **Void.**

Settlement Source: The Bets on this Market are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcase , or the Press Association, unless there is clear evidence that these statistics are incorrect.

Settlement Examples:

1. **Example 1 (Winning Substitute):** Player A enters as a substitute in the 85th minute and scores the final goal in the 92nd minute. The Bet on this player A for this Market is settled as a **Win**.
2. **Example 2 (Void due to Substitution):** A Bet is on Player B for this Market. Player B starts the match but is substituted out in the 70th minute. A goal is then scored by another player in the 80th minute. The Bet on Player B for this Market is settled as **Void**.

Example 3 (Own Goal): The match ends 2-1. The goals were scored by Player A (1-0), Player B (2-0), and then an Own Goal (2-1).Bets on Player B for this Market are settled as the Win.

1.30. Next Goalscorer (e.g., 2nd Goal, 3rd Goal, etc.)

Market Description: Bet on which player from the provided list will score the specific designated goal in the match sequence (e.g., the 2nd goal of the match).

Settlement Nuances:

- **Participation Rule:** Bets remain in force if the player mentioned in the Market description is on the field of play at any time between the previous goal (or the start of the match for the 1st goal) and the scoring of the designated "Next Goal."
- **Void Rule (Not on pitch):** If a player enters the field as a substitute **after** the designated goal has already been scored, or remains on the bench for the entire duration of the match Bets on the relevant player for this Market are **Void**.
- **Void Rule (Substituted out):** If a player is substituted out of the game **before** the designated "Next Goal" is scored, all Bets on that player for that specific goal number for this Market are **Void** .
- **Runners:** All players who have been on the field of play since the kick-off (for the 1st goal) or since the previous goal was scored are considered "Runners."
- **Unlisted Players:** If a goal is scored by a player who was not listed in the match-day team, all Bets on listed players for this Market remain valid and shall stand.
- **Own Goals:** Own goals are not **considered** for the purpose of settling this Market . If the designated "Next Goal" is an own goal, the Bets for that goal number on this Market remain open. Bets on the player who scores the nextnon-own goal for this Market shall be settled as Win.

Settlement Source: Bets on this Market are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcase , or the Press Association.

Settlement Examples:

1. **Example 1 (Winning Substitute):** The score is 1-0. Player A enters the game in the 60th minute. Player A scores in the 70th minute to make it 2-0. Bets on Player A for Market "2nd Goalscorer" are settled as a **Win**.
2. **Example 2 (Void due to Substitution):** The score is 0-0. Player B starts the game but is substituted out in the 30th minute. The first goal was scored in the 40th minute. Since Player B was not on the field when the goal was scored, the Bet on Player B for Market "1st Goalscorer" is **Void** .
3. **Example 3 (Own Goal Scenario):** A Bet is on Player C to score the "3rd Goal." The current score is 2-0. A player from the opposite team scores an own goal (2-1). The own goal is not considered for the settlement of the "3rd Goal" Market. Player C then scores (3-1). Bets onPlayer C for Market "3rd Goalscorer" are settled as Win.

1.31. Player to score 2 or more / Player to score 3 or more (Player to score X)

- **Market Description:** Bet on whether a selected player from the provided list will score X or more goals (e.g., 2 or more goals, 3 or more goals) during the match.
- **Settlement Nuances:**
    a. **Distinction from "Player Goals":** Unlike the "Player Goals" Market (Section 1.19), which is valid only for starters, this market follows the **Any Participation** rule.
    b. **Participation Rule:** Bets on this Market remain in force if the player mentioned in the Market description enters the field of play at any time during Regular Time, whether as a starter or a substitute.
    c. **Void Rule:** If a player remains on the bench for the entire match or is not included in the match-day squad, all Bets on that player for this Market are **Void**.
    d. **Runners:** All players who have taken part in the relevant match are considered as "Runners" (active participants).
    e. **Own Goals:** Own goals are **not considered** for the purpose of settling this Market and do not count toward the player's total.
- **Settlement Source:** Bet on this Market are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcase , or the Press Association.
- **Settlement Examples:**
    a. **Example 1 (Winning Substitute):** A Bet is on Player A to score "2 or more goals." Player A starts on the bench, enters as a substitute in the 70th minute, and scores two goals. The Bet on the Player A for Market "2 or more goals" is settled as a **Win**.
    b. **Example 2 (Loss):** A Bet is on Player B to score "2 or more goals." Player B starts the match and scores only 1 goal. The Bet on the Player B for the Market "2 or more goals" is settled as a **Loss**.

Example 3 (Void): A Bet is on Player C to score "2 or more goals." Player C is in the squad but does not enter the field. The Bet on Player C for the Market "2 or more goals" is settled as **Void**.

1.32. Player to receive a Card

Market Description: Bet on whether a specific player will receive a card during the match. This typically is a "Yes/No" Market or offered as "Player to be Carded".

Settlement Nuances:

- **Participation Rule (Any Participation):** Bets for a specific player for this Market remain in force if the player enters the field of play at any time during Regular Time, whether as a starter or a substitute.
- **Void Rule:** If a player is included in the team's official squad for the match but remains on the substitute bench and does **not** enter the field of play at any time, all Bets on that player for this Market are **Void**.
- **Active Players Only:** Only cards shown to a player while the player is active on the field of play count. Cards shown to a player who is on the bench (before entering or after being substituted) or shown after the final whistle are not considered for the purpose of settlement of this Market.
- **Counting Logic:** For the "Yes" outcome, the Bet is settled as a **Win** if the player mentioned in the Market description is shown any card (Yellow or Red) while active on the field of play. The specific weight or color of the card does not affect the outcome of this specific Market.

Settlement Source: The Bets are settled based on **TV broadcasting and statistics available on** Livescores - Soccer - Betting Showcase **, or the Press Association**, unless there is clear evidence that these statistics are incorrect.

Settlement Examples:

1. **Example 1 (Substitute Win):** Player A starts on the bench, enters the game in the 75th minute, and receives a yellow card in the 80th minute. The Bet on this Player A for this Market is settled as a **Win**.
2. **Example 2 (Void):** Player B is on the official team sheet as a substitute but stays on the bench for the full 90 minutes. The Bet on this Player for this Market is settled as **Void**.

Example 3 (Inactive Card): Player C starts, is substituted out in the 60th minute, and then receives a yellow card while sitting on the bench in the 85th minute. This card does **not** count for settlement purposes of this Market. The Bet in Player C for this Marketis settled as a **Loss**.

Specific markets

1.33. Total VAR / Video Review

Market Description: Bet on the total number of official Video Assistant Referee (VAR) reviews conducted during a match (including Overtime if applicable per specific Market description).

Settlement Nuances:

- **Official Confirmation:** A VAR review is counted only where officially confirmed through visual evidence on the official broadcast through one of the following visible actions:
    - The head referee makes the "television signal" (drawing a rectangle/box in the air with their hands).
    - The head referee personally checks the incident at the pitch-side video review monitor (**On-Field Review**).
- **Exclusions (Strictly NOT counted):**
    - The message "Goal Check" or "Penalty Check" on the stadium scoreboard or TV graphics.
    - The referee putting their hand to their ear or talking to assistants via the headset.
    - Background VAR checks not accompanied by an official review signal or on-field review are disregarded.

Settlement Source: Official **TV Broadcasting.**

Settlement Examples:

1. **Example 1 :** The referee whistles, draws a "box" in the air, and runs to the screen. This is **1 VAR Review**.
2. **Example 2 :** There is a long pause, the referee is clearly talking to someone via his earpiece for 2 minutes, but then just restarts the game without any signals or going to the monitor. This is **0 VAR Reviews**.

1.34. Post or Crossbar (Woodwork)

Market Description: Bet on the total number of times the ball hits the goal frame (post or crossbar). The goal frame includes both goalposts and the crossbar.

Settlement Nuances:

- **In Play Requirement:** A hit is only counted if the ball **remains in play** after striking the frame (e.g., it bounces back to a player, the referee, or hits another post). Balls that hit the goal frame and go out of play, are not considered for the purpose of settlement this Market.

- **Double Hits:** If the ball hits one part of the frame (e.g., the post) and then immediately hits another (e.g., the crossbar) without being touched by anyone in between, it counts as **one (1)** hit.

Settlement Source: TV Broadcast / Visual Evidence.

Settlement Examples:

1. **Example 1:** A player shoots, the ball hits the post and bounces back to the goalkeeper. This is **1 hit**.
2. **Example 2:** A player shoots, the ball hits the post, then the crossbar, and then goes out of play. Since no one touched it between hits, this is **1 hit**.

1.35. Medical Team Entry

Market Description: Bet on the total number of times a medical team enters the field of play to assist a player.

Settlement Nuances:

- **Conditions for Count:** An entry is only counted if the referee **grants permission** and the player actually **receives assistance on the field**.
- **Simultaneous Entries:** If the referee calls medical teams for both soccer teams at the same time (e.g., after a head-to-head collision), this is counted as **one (1)** entry.

Settlement Source: TV Broadcast / Visual Evidence.

Settlement Examples:

1. **Example 1:** A player goes down, the referee waves the medical staff enter the field, and they treat the player. This is **1 entry**.
2. **Example 2:** Two players from opposite teams collide. The referee signals for both medical teams to enter simultaneously. This is **1 entry**.

Example 3: Medical staff runs toward a player, but the referee has not given permission, or the player gets up and refuses help before they reach him. This is **0 entries**.

1.36. Next Scoring Type

Market Description: Bet on the specific method by which the next goal in the match will be scored.

Settlement Nuances:

- **Free kick/Corner:** The goal must be scored **directly from the free kick/corner spot (as applicable)**. If the ball is deflected, it still counts as a free kick goal as long as the player taking the free kick or corner is officially awarded the goal.
- **Penalty:** The goal must be scored **directly** from the penalty spot. Goals scored from a rebound (after a save or hitting the woodwork) do not count as penalty goals.
- **Header:** The final touch resulting in the goal must be made with the head.
- **Shot:** Any non-header, non-penalty, non-free-kick, and non-own goal scored from open play or regular play restart.
- **Own Goal:** Any goal officially declared as an own goal.
- **No Goal:** If the specified goal is not scored by the end of the match.

Settlement Examples:

1. **Example (Penalty):** A player takes a penalty, the keeper saves it, and the same player scores from the rebound. Market "Next Scoring Type" is settled as a **Shot** (or Header), not a Penalty.
2. **Example (Freekick):** A player hits a free kick, it clips a defender's shoulder and goes in. If the goal is awarded to the free-kick taker, it is settled as a **Freekick**.

1.37. Will be scored a headed goal

Market Description: Bet on whether at least one goal in the match will be scored with a head.

Settlement Nuances: Headed Goal: The scorer's final touch resulting in the ball crossing the goal line must be with the head.

- **Own Goals:** Own goals are **excluded** from this market. Even if a player scores an own goal with player's head, it will **not** count toward the "Yes" outcome.

Settlement Source (Priority):

1. **WhoScored**

2. **FotMob**
3. **Sofascore**

Settlement Examples:

1. **Example 1 (Win):** An attacking player heads the ball into the opponent's net from a cross. The Bet on this Market is settled as a **Win**.
2. **Example 2 (Loss):** A player attempts to clear a cross with his head but accidentally scores a goal into his own net. This is an Own Goal and a Bet on this Market is settled as a **Loss**.
3. **Example 3 (Loss):** A player scores a goal with his shoulder or chest. Since the final touch was not the head, the Bet on this Market is settled as a **Loss**.

1.38. Penalty Shootout Markets

- **General Market Description:** These Markets apply only to penalty shootouts (after Regular Time or extra time, depending on the tournament format) conducted under the official competition rules to determine the winner of a match.

Core Settlement Principle: For all statistical Markets (Totals, Handicaps, Odd/Even, etc.), only **successfully converted penalties** are counted. Missed and saved penalties, or wood-work strikes are not counted as goals but remain relevant for determining the outcome of individual kick markets. If a penalty shootout is abandoned, suspended, or not completed, unsettled Markets shall be void unless the outcome has already been determined.

- **Settlement Source:** TV Broadcast / Official Match Feed.

1.38.1. Team & Match Totals (Over/Under, Odd/Even)

- **Logic:** Bet on the number of penalties **scored** by the Home team, Away team, or both combined.
- **Odd/Even:** Bets are settled based on the final number of converted penalties. If a team scores 4 penalties, the result is **Even**. If 3 — **Odd**.

1.38.2. Sudden Death (Yes/No)

- **Logic:** Bet on whether the shootout will reach the "Sudden Death" stage.
- **Condition:** “Sudden death” is deemed to be reached if the score remains equal after both teams have taken their first five penalties each .
- **Note:** If the shootout ends before or exactly at the 10th kick because one team has an insurmountable lead, the result is **No**.

1.38.3. Correct Score & Winning Margin

- **Correct Score:** Bet on the exact final score of converted penalties (e.g., 4–3, 5–4). Any score not explicitly listed in the Market falls under "Any Other Score."
- **Winning Margin:** Bet on the difference in the number of **scored** penalties between the winner and the loser.

1.38.4. Last Penalty Markets

- **Last Penalty Team:** Bet on which team will take the final penalty kick of the shootout. This Market is This is settled based on which team takes the kick that mathematically ends the shootout.
- **Last Penalty Outcome:** Bet on whether the very last kick of the shootout will be **Scored** or **Missed** (includes saves/off-target).

1.38.5. Numbered (Indexed) Penalties (Home/Away)

- **Logic:** Bet on whether a specific penalty (e.g., "Away Penalty 3") will be scored (**Yes**) or not (**No**).
- **Note:** These Markets are settled in real-time as soon as the specific kick is completed. If the specified indexed penalty is not taken, all Bets on that Market selection are Void.

Settlement Examples:

1. **Example (Total Goals):** In a shootout, 9 penalties are taken in total. 5 are scored, 4 are missed. The "Total Goals" Market is settled as **5**.
2. **Example (Sudden Death):** The score is 4–4 after 10 penalties (5 each). The shootout continues to the 11th and 12th kicks. "Sudden Death" is settled as **Yes**.
3. **Example (Last Penalty Outcome):** The score is 4–2. Team B takes their 4th penalty and misses. The shootout ends there. The "Last Penalty Outcome" is settled as **Missed/No**, and the "Last Penalty Team" is **Team B**.

1.39. First to happen / Last to happen

Outcomes: Throw-in, Foul, Goal kick, Corner, Offside, Goal.

Settlement Logic:

- **First to happen:** The Market is settled based on which of the listed Events occurs first in chronological order.

- **Last to happen:** The Market is settled based on which of the listed Events occurs last before the end of the match. Unless otherwise stated, settlement applies to Regular Time only.

Settlement Nuances: Events are counted at the moment they are **awarded or signaled** by the referee (e.g., the whistle for a foul), not when they are actually taken.

- Events subsequently overturned or cancelled following VAR review are disregarded for settlement purposes.

Settlement Source: TV Broadcast or official feed provider data.

1.40. Clean Sheet

Market Description: Bet on whether a specific team will prevent their opponent from scoring any goals during the match.

Outcomes: Yes / No.

Settlement Nuances:

- **Yes:** The team must concede **zero (0)** goals.
- **No:** The team concedes **one (1) or more** goals.
- **Own Goals:** Any own goal scored by the selected team is treated as a goal conceded by that team. In this case, the "Clean Sheet - Yes" Bet is settled as a **Loss**.
- **Timeframe:** Applies to Regular Time only, unless the Market name specifically states "including overtime."

Settlement Source: Match Result / TV Broadcast.

Settlement Examples:

1. **Example (Win):** The Bet on "Team A Clean Sheet - Yes." The match ends 0-0 or 2-0- the other team did not score goals. The Bet is settled as a **Win**.
2. **Example (Loss):** The Bet on "Team A Clean Sheet - Yes." Team A scores an own goal, and the match ends 1-1. The Bet is settled as a **Loss**.

1.41. Which team will win the rest (Rest of the Match)

Market Description: Bet on which team will score more goals from the moment the Bet is accepted until the end of the match (within Regular Time). If the Bet is

accepted after the match has ended or after the Market is no longer valid, the Bet is void.

Settlement Logic: At the time the Bet is accepted, the score is considered to be **0-0**, regardless of the actual current score in the match.

- Only goals scored **after** acceptance of the Bet has been accepted count toward the settlement of this Market.

Outcomes: Home, Draw, Away.

Settlement Source: TV Broadcast / Official Match Feed.

Calculation Examples:

1. **Example (Draw):** The current score is 2-0. You bet on "Draw" for the rest of the match. The game ends 2-0. Since no more goals were scored, the "rest of the match" score is 0-0. The Bet is a **Win**.
2. **Example (Away):** The current score is 1-0. You bet on "Away" for the rest of the match. The game ends 1-1. Since the Away team scored 1 goal and the Home team scored 0 after your Bet, the "rest of the match" score is 0-1. The Bet is a **Win**.
3. **Example (Loss):** The current score is 0-0. You bet on "Home" for the rest of the match. The game ends 0-1. The Bet is a **Loss**.

1.42. Bore Draw

The Bore Draw is a promotional feature applicable to selected pre-match soccer Markets. Where the feature is active, qualifying Bets will be refunded in the event that the specified match ends in a 0–0 final score.

Settlement Rule

a) Markets eligible for Bore Draw will be identified accordingly. The applicable Bore Draw conditions will be made available within the Sportsbook interface via special Bore Draw tag (including on the Event page or “My Bets” section).

b) The availability of the Bore Draw tag, including applicable conditions and eligible Markets, is determined solely at the discretion of the Sportsbook and may vary.

c) If a qualifying match ends in a final score of 0–0, all eligible losing Bets placed on supported Markets will be voided.

d) Market selections that are winning at the time of settlement (including Bets correctly predicting a 0–0 outcome, where applicable) will be settled as per Rules and are not affected by this feature.

e) The Sportsbook reserves the right to suspend, modify or withdraw any Bore Draw Market at any time including for reasons such as technical issues, human error, betting integrity, legal compliance, or other. Bets on Bore Draw markets already accepted shall remain subject to the conditions applicable at the time of acceptance of the respective Bet, unless otherwise stated in these Betting Rules.

f) The Sportsbook reserves the right to reject or void any Bet on Bore Draw Markets in accordance with these Betting Rules. In such cases, the general rules relating to void Bets shall apply.

g) In the event of an erroneous settlement due to technical issues, human error, or game-related circumstances (including, but not limited to, VAR decisions), the Sportsbook reserves the right to correct the settlement in accordance with the general Betting Rules regarding settlement of Errors.

h) Any matters not expressly addressed in this section shall be governed by these Betting Rules.

2. Tennis.

Tennis Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the*

understanding of common tennis terms and do not constitute the definitive criteria for the Settlement of Bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

- **Ace:** A legal serve that lands in the service box and is not touched by the receiver's racket, resulting in a point for the server.
- **Abandonment:** When a match is stopped before its scheduled completion (e.g., due to weather, darkness, or player retirement) and is not resumed or completed within the timeframe provided under Rule 6.2.2 or the applicable tennis-specific rules. .
- **Break Point:** A situation where the receiving player is one point away from winning the game and "breaking" the opponent's serve.
- **Break Point Won (Converted):** A statistic credited when a receiving player successfully wins a game in which they had a break point opportunity.
- **Double Fault:** Two consecutive illegal serves (e.g., hitting the net or landing outside the service box) by the same player during a single point, resulting in the loss of that point.
- **Game:** A scoring unit within a set. A player must win at least four points (15, 30, 40, Game) and be leading by at least two points to win a game.
- **Match Tie-break (Super Tie-break):** A special tie-break (usually played to 10 points) used in some tournaments in place of a deciding final set. For Settlement purposes, a Match Tie-break counts as one set won by the winning player and as one game in total games Markets, unless expressly stated otherwise.
- **Natural Conclusion:** A settlement principle where a Bet is resulted if the Outcome was already unconditionally determined at the time of retirement/abandonment and could not have changed regardless of further play.
- **Penalty Point/Game:** A point or game awarded by the chair umpire to a player due to a code violation by the opponent. Such points/games count toward the final score and settlement.
- **Retirement:** When a player officially withdraws from a match while it is in progress (after the first point has been played), usually due to injury or illness.
- **Set:** A scoring unit consisting of a sequence of games. Most professional matches are "Best of 3" (first to win 2 sets) or "Best of 5" (first to win 3 sets).
- **Short Sets:** A modified match format where a set is won by the first player to reach 4 games (instead of the traditional 6).
- **Tie-break:** A deciding game played when the score in a set reaches 6-6 to determine the winner of that set (usually played to 7 points).
- **Void :** The cancellation of a Bet occurring when a Match is abandoned or a player retires before a Market's Outcome is determined where the Stake is returned to the End User.

- **Walkover:** When a player withdraws from a Match before it has started (before the first point of the Match is played), all Bets on the Match in case of a Walkover are Voided.

2.1. General Match Conditions

2.1.1. Change of Circumstances:

Unless otherwise expressly stated, all Bets on relevant Match remain valid notwithstanding:

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

2.1.2. Delays and Interruptions:

In the case of any delay or interruption (e.g., rain, darkness, etc.), all unsettled Markets shall remain pending , and trading will resume as soon as the match continues. Unsettled Bets will not be voided unless the tournament is officially cancelled or postponed indefinitely.

2.1.3. Incorrect Information:

- If the players or teams are displayed in the Market incorrectly, the Sportsbook reserves the right to void respective Bets.
- If Markets remain open with an incorrect score in comparison to actual score in the live Match, the Sportsbook reserves the right to void the respective Bets.

2.2. Scoring and Format

2.2.1. Match Tie-break (Super Tie-break): If a match is decided by a Match Tie-break (often used instead of a final set), it will be considered and settled as the **3rd set**. For set-based markets, the Match Tie-break counts as one completed set.

For game-based markets (including Game Handicap and Total Games), the Match Tie-break will be counted as one game only, unless otherwise stated.

2.2.2. Game Counting: Every Tie-break or Match Tie-break counts as **one game** for the purpose of settling "Total Games" and "Handicap" Markets.

2.2.3. Penalty Points: If penalty point(s) are awarded by the umpire, all Bets on that specific game or point will stand.

2.3. Retirement, Walkover, and Abandonment

2.3.1. General Rule:

In the event of a Retirement, Walkover, or early Match termination before the scheduled number of sets/games is completed, all unsettled Markets for the relevant Match not already determined under Rule 2.3.3, will be **Voided**.

2.3.2. Walkover: If a player or team withdraws before the Match starts (before the first point is played), it is considered a **Walkover**, and **all Bets** on the Match are **Voided**.

2.3.3. Natural Conclusion Principle:

A Market shall be settled if, at the time of Retirement or Abandonment, its Outcome has already been unconditionally determined and could not be altered by any remaining possible play should the Match be played to its natural conclusion.

2.3.4. Calculation Examples (Natural Conclusion):

- **a) Set Totals:** If a set is abandoned at 4-4, Bets on **Over 9.5 games** are settled as **Won**, and **Under 9.5** as **Lost** (since any finish requires at least 10 games). Bets on Over/Under 10.5 are **Void**.
- **b) Match Totals (Best of 3):** If a match is abandoned at 6-4, 4-6, Bets on **Over 25.5 games** are settled as **Won**, and **Under 25.5** as **Lost** (since at least 26 games are required to finish). Bets on Over/Under 26.5 are **Void**.
- **c) Handicaps:** A match is abandoned at 6-4, 4-6, 5-5. Bets on a player with a **+2.5 handicap** (or higher) are **Won**, and **-2.5 handicap** (or lower) are **Lost**. All handicaps between -2 and +2 are **Void**.

- **d) Individual Player Totals:** Match abandoned at 6-4, 2-0. Player A has won 8 games. Bets on **Player A Over 7.5 games = Won**; **Under 7.5 = Lost**. Bets on Over 8.5 are **Void**.

2.4. Statistical Markets (Aces, Double Faults, Break Points)

2.4.1. Settlement Sources:

All statistical Markets are settled based on official tournament data (e.g., Official Site of Men's Professional Tennis | ATP Tour | Tennis , The Official Home of the Women's Tennis Association | WTA Tennis) or data providers.

2.4.2. Retirement or Disqualification:

If a Match is not completed due to retirement or disqualification, all statistical Markets relevant to that Match and not already determined under the Natural Conclusion Principle shall be Void.

- *Example:* If a Bet is placed on "Over 5.5 Aces" and the player has already served 6 aces before retiring, the Bet is settled as a **Win**. If they had only 3 aces before retiring, the bet is **Void**.

2.4.3. Break Points:

Break Points Won: Only successfully converted break points are counted.

- **Total Break Points:** Refers to the total number of break point opportunities created, regardless of whether they were converted.

2.4.4. Match Tie-break (Super Tie-break):

All aces, double faults, and other statistics recorded during a Match Tie-break (Super Tie-break) **count** toward the final match totals.

2.4.5. First to occur (First Ace / First Double Fault):

These Markets are settled as soon as the Event occurs.

- If a player retires **before** the first ace or double fault has occurred, all Bets on this Market are **Void**.
- If the Event has already occurred before the retirement, all Bets on this Market stand.

2.4.6. Most Stats (1X2 / Handicaps):

Markets such as "Most Aces", "Most Double Faults", or "Aces Handicap" are declared **Void** if the Match is not completed due to retirement or disqualification.

- *Logic:* A 1X2 or Handicap result cannot be unconditionally determined because the player who is trailing could theoretically have overtaken their opponent had the match continued.

2.5. Change of Match Format

2.5.1. General Logic:

If the official format of a Match is changed (e.g., the number of sets is reduced from Best of 5 to Best of 3, or "Short Sets" are introduced), the following rules apply:

- **Match Winner & Set Winner:** Bets on these Markets stand.
- **Totals & Handicaps:** All Bets on Match Totals (Games/Sets) and Handicaps are **Void**, unless the outcome has been unconditionally determined at the time of format change.

2.5.2. Note on Surface/Venue:

As stated in Rule 2.1.1, changes in surface or moving from indoor to outdoor courts do **not** constitute a change of format, and all Bets on the relevant Match stand.

2.6. Tie-break in Match (Yes/No)

2.6.1. Definition:

This Market refers strictly to a standard tie-break played when the score reaches **6-6** in any set.

2.6.2. Match Tie-break Exception:

A **Match Tie-break** (Super Tie-break) played in place of a final set (as per Rule 2.2.1) does **not** count as a tie-break for the purposes of settlement of this Market.

2.6.3. Abandonment:

If a standard tie-break has already occurred in the Match before Abandonment, the Market shall be settled as **Yes**.

- If the Match is abandoned before a tie-break had occurred, the Market shall be Void unless a tie-break can no longer occur under any remaining possible scoring scenario.

2.7. Set Betting (Correct Score)

2.7.1. General Rule:

All Bets on the Correct Set Score (e.g., 2-0, 2-1, 1-2, 0-2) are **Void** if the match is not completed.

2.7.2. Natural Conclusion (Impossible Outcomes):

If the Match is abandoned, any correct score Outcomes that are no longer unconditionally achievable based on the current set score shall be settled as a **Loss**.

- *Example:* In a best-of-3 match, Player A has already won the first set (1-0). The match is then abandoned. The Bet on "Player B to win 0-2" is settled as a **Loss**, while all other score lines (2-0, 2-1, 1-2) are **Void**.

2.8. Current / Next Game Winner

2.8.1. Completion Requirement:

If a player retires or is disqualified during a specific game, all Bets on the winner of that game (Current or Next) will be **Void**, regardless of the score within the game at the time of retirement.

2.8.2. Penalty Points/Games:

If a game is completed by the awarding of a penalty point(s) or penalty game by the umpire, all Bets on that game shall stand.

2.9. Specific Point Betting

2.9.1. Point Winner:

Predict which player will win the designated point (e.g., Set 1, Game 3, Point 4).

2.9.2. Penalty Points:

If a point is awarded by the umpire as a penalty point, the Market will be settled based on that award.

2.9.3. Abandonment during Point:

If a player retires or a match is abandoned during the play of a specific point, all Bets on that point winner will be **Void**.

3. Basketball

Basketball Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common basketball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **2-Point Field Goal:** A successful shot made from anywhere inside the three-point arc.
- **3-Point Field Goal:** A successful shot made from beyond the three-point line.
- **Assist:** A pass to a teammate that leads directly to a made field goal.
- **Block (Blocked Shot):** Occurs when a defensive player legally touches a field goal attempt from an opponent, preventing it from being successful.
- **Box Score:** The official statistical record of a game, provided by the league's official website. It is the primary source for all statistical settlement, unless otherwise specified in the relevant Market rules.
- **Buzzer Beater:** A successful shot made exactly as the game clock expires (**0:00**) at the end of the 4th quarter or overtime, which puts the scoring team in the lead and wins the game.
- **Double-Double:** When a player records 10 or more in at least two of the following categories: Points, Rebounds, Assists, Steals, or Blocks.
- **Field Goal:** Any basket scored during live play, including 2-point and 3-point shots, but excluding free throws.
- **Free Throw:** An unopposed shot attempt from the foul line awarded to a player after certain fouls committed by the opposition.

- **Incl. Overtime:** A Market suffix indicating that settlement includes all statistics recorded during extra periods.
- **Natural Conclusion:** A principle where a Bet is settled if the outcome has been unconditionally determined and cannot be affected by any remaining play.
- **Non-Runner:** A player who was in the official squad but did not enter the court for any duration of live game time while the clock was running.
- **Overtime (OT):** An extra period(s) played to determine a winner when the score is tied at the end of Regular Time.
- **Rebound:** The act of gaining possession of the ball after a missed field goal or free throw. This includes both **Offensive Rebounds** (gained by the attacking team) and **Defensive Rebounds** (gained by the defending team).
- **Regular Time:** The duration of the match consisting of four quarters, excluding any overtime periods.
- **Runner:** Any player who enters the court and participates in the match for any duration of live game time.
- **Steal:** Occurs when a defensive player legally gains possession of the ball from an opponent by intercepting a pass or taking the ball away during live play.
- **Triple-Double:** When a player records 10 or more in at least three of the following categories: Points, Rebounds, Assists, Steals, or Blocks.

General Basketball Rules

Important Note: For the majority of Basketball matches, the most common Markets (such as Money Line, Handicaps, and Totals) are offered and settled **including Overtime**. End Users are advised to check the Market name specifically for the **"(incl. Overtime)"** suffix.

General Basketball Rules

3.1. Overtime (OT) Settlement:

- **Default Rule:** All Markets are settled based on the result at the end of **Regular Time** (4 quarters) unless the Market name expressly includes Overtime (e.g., by adding **"(incl. Overtime)"** in the title).
- **Segments:**

- **Halves:** 1st Half results consist of the 1st and 2nd quarters. 2nd Half results consist of the 3rd and 4th quarters only. Overtime is **excluded** from 2nd Half markets unless specifically stated otherwise in the Market name.
- **Quarters:** Markets for specific quarters (1st, 2nd, 3rd, 4th) are settled based strictly on the score within that specific quarter and **do not include Overtime**.

3.2. Abandoned Matches & Natural Conclusion Principle:

- If a match is abandoned before the completion of Regular Time, all Markets that have not been settled at the time of abandonment will be **Void**.

Exception: Markets that have already reached a Natural Conclusion (e.g., "Race to 20 points" where a team has already scored 20, or "Total Over 180.5" where the score is already 95-90) will be settled based on the results achieved at the moment of abandonment.

3.3. Postponements & Venue Changes:

- **48-Hour Rule:** If a match is postponed or cancelled, Bets will remain valid if the game starts/resumes within **48 hours** of the original scheduled time. If the delay exceeds 48 hours, all unsettled Bets will be declared **Void**.
- **Venue Change:** If the venue of a Match is changed but the Home team is still designated as the "Home" team, all Bets for that Match stand. If Home and Away teams for a Match are reversed, Bets placed on the original fixture will be voided.

3.4. Incorrect Time/Scoreboard:

- **Time Error:** If an incorrect match time was displayed in the Sportsbook, in cases where the discrepancy had a material impact on the Odds offered, the Sportsbook reserves the right to declare the affected Bets Void .
- **Score Error:** If Markets remain open with an incorrect score that had a material effect on the Odds offered, the Sportsbook reserves the right to void Bets placed during the period of the error.

3.5. Draw/Tie Result & Qualification OT:

- **Qualification OT:** If a match ends in a tie but overtime is played solely for qualification purposes (e.g., 2nd leg of a cup), all Markets for the relevant Match are settled based on the score at the end of **Regular Time**.
- **Money Line (2-Way):** If a "2-Way Money Line" (excluding OT) is offered and the match ends in a draw, the Market will be **Void**.

Basketball Statistical Markets (Team Stats)

3.6. General Settlement Logic for Statistics

- **Sources:** All Markets in this section are settled strictly based on the official box score from the league's official website (e.g., The official site of the NBA for the latest NBA Scores, Stats & News. | NBA.com , NCAA.com – The Official Website of NCAA Championships ,
- EuroLeague | Euroleague Basketball).
- **Overtime:** In accordance with Rule 3.1, statistical Markets are settled based on **Regular Time** results unless the Market name specifically includes **"(incl. overtime)"**.
- **Market Types:** * **1X2:** Bet on which team will record a higher value of the specified stat.
    - **Handicap:** Bet on the winner of the stat after the specified handicap is applied.
    - **Total:** Bet on whether the combined total (or team total) will be Over or Under the line.

3.7. Rebounds (Totals / Handicaps / 1x2)

- **Calculation Nuance:** Settlement is based strictly on the sum of individual **Offensive** and **Defensive** rebounds credited to specific players.
- **Exclusion of Team Rebounds:** "Team Rebounds" (rebounds credited by officials to a team as a whole rather than an individual player, e.g., after a ball goes out of bounds on a missed free throw) are **strictly excluded**.
- **Final Total:** Only the sum of individual player stats found in the official box score counts toward the total.

3.8. Fouls (Totals / Handicaps / 1x2)

- **Logic:** Settled based on the total number of personal fouls whistled against a team and recorded in the official box score.
- **Exclusions:** Technical fouls on the coach, bench fouls, or administrative fouls that are not credited to a specific player are excluded unless they are expressly recorded as player fouls in the official box score.

3.9. Assists (Totals / Handicaps / 1x2)

- **Logic:** Settled based on the number of successful passes leading directly to a basket, as officially recorded by the league's statisticians.

3.10. Steals (Totals / Handicaps / 1x2)

- **Logic:** Settled based on the number of times a defensive player legally gains possession of the ball from an opponent during live play.

3.11. 2-Points & 3-Points (Totals / Handicaps / 1x2)

- **Logic:** Settlement is based on the number of **successful (Made)** field goals from the respective range.
- **Note:** These Markets count the **number of shots made**, not the total points resulting from them (e.g., five successful 3-pointers count as 5, not 15), unless the Market name specifies "Points from...".

Basketball Player Props Markets

3.12. Basketball Player Props Markets: All player-related Markets (including points, rebounds, assists, and other statistical milestones) are settled based on the individual performance of the specified players. By default, these Markets include any **Overtime (OT)** played and are governed by the following participation and settlement rules:

3.12.1. Participation & "Runner" Rules

- **General Action Rule:** Basketball player Bets stand as long as the player enters the court and participates in the match at any point while the game clock is running, regardless of whether they were in the starting lineup.
- **Non-Runners:** If a player does not enter the court at any point during the entire match, they are considered a "Non-Runner," and all Bets on these Markets for the relevant Match on that player will be declared **Void**.
- **Mid-Match Retirement:** If a player participates for any duration but subsequently leaves the game due to injury, illness, or disqualification, all Bets on these Markets for the relevant Match on that player stand and will be settled based on their recorded statistics at the time of retirement.
- **"First To" Exception:** For Markets such as "First Player to Score [Stat]", the Bet will be **Void** if the selected player did not start the match on the court (at the moment the relevant event occurs).

3.12.2. Settlement & Overtime

- **Overtime (OT):** All Basketball player prop Markets include Overtime for settlement purposes.
- **48-Hour Rule:** If a game is postponed or abandoned and not resumed within **48 hours** of the original scheduled start time, all pending player Bets on these Markets for the relevant Match will be **Void**, unless the result has already been unconditionally determined (Natural Conclusion).

- **Official Sources:** Results are settled based on the official box score provided by the respective league (e.g., **NBA, NCAA, Euroleague**, etc.).
- **Finality of Statistics:** Settlement is based on the final official box score. Subsequent changes or corrections made by leagues after the initial official settlement has been processed will not be considered.

3.12.3. Grouped Market Definitions

- **Individual Totals (Points, Rebounds, Assists, Steals, Blocks, 3-PT Made):** Settled based on the specific statistic credited to the player in the official box score. If the player's final score equals the set Line, the Bet is **Void** .
- **Performance Targets ("At least X"):** Bet is settled as a **Win** if the player meets or exceeds the target (e.g., "25+ Points" wins if the player scores 25, 26, or more).
- **Combo Markets (e.g., P+R+A):** Calculated by summing the individual stats specified in the Market name (e.g., Points + Rebounds + Assists).
- **Double-Double / Triple-Double:** A player must reach double digits (10 or more) in two (Double-Double) or three (Triple-Double) of the following categories: Points, Rebounds, Assists, Steals, or Blocks.
- **Head-to-Head (H2H): 1v1:** Bet on which player will achieve a higher stat. If players tie, the Market is settled as **Void**.
    - **1v2 or 1v3:** The selected player must outscore **all** other listed opponents. A tie for the highest result among players mentioned in the relevant Market selection leads to the Bet being **Void**.

Basketball Specific Markets

3.13. Winning Margin (incl. overtime):

Bet on the specific range of points by which a team wins. Settlement is based on the final score, including any Overtime periods played.

3.14. Race to X Points (incl. overtime):

Bet on which team will be the first to reach the specified number of points.

- If the match is abandoned before either team reaches the target, the Bets on this Market are **Void** unless the target was already reached prior to Natural Conclusion.
- If the match ends (including Overtime) and neither team has reached the target, Bets on this Market are **Void** unless a "Neither" option was chosen (if offered).

3.15. Largest Lead in Game (incl. overtime):

Bet on the maximum point difference achieved by either team at any stage of the match, including Overtime. This is settled based on the highest lead recorded in the official play-by-play data. If the match is abandoned, the Market shall be settled based on the largest lead achieved up to the point of Natural Conclusion.

3.16. First Three-Pointer (incl. Overtime):

Predict which team will score the first successful 3-point field goal of the match. If no 3-point field goal is scored during the match, Bets on this Market shall be Void unless a "No 3-Pointer" option was offered. If the match is abandoned before a 3-point field goal is scored, Bets on this Market shall be Void.

3.17. Highest Scoring Quarter / Half:

Bet on which quarter or half will result in the highest combined total points.

- **Note:** For the purposes of this Market, **Overtime is excluded**.
- If two or more quarters or halves share the highest total score, settlement shall be determined in accordance with Dead Heat rules, unless a "Tie" selection is explicitly offered in the Market.

3.18. First Point Method (incl. Overtime):

Bet on how the first point(s) of the match will be scored. Standard options include: Free Throw, 2-Point Field Goal, and 3-Point Field Goal.

If the match is abandoned before any points are scored, Bets on this Market for the relevant Match shall be Void.

The Market is settled after the moment the first scoring action occurs.

3.19. Last Point Method (incl. overtime):

Bet on how the final point(s) of the match (including any Overtime periods) will be scored. Standard options include: Free Throw, 2-Point Field Goal, and 3-Point Field Goal. If the match is abandoned before completion, Bets on this Market shall be Void unless the final scoring action has already occurred and no further scoring is possible.

3.20. Game Winning Buzzer Beater:

A "Yes" result is settled only if a player makes a shot that puts their team in the lead (winning the game) exactly as the game clock expires (**0:00**) at the end of the 4th quarter or any overtime period.

- The shot must be the final and valid scoring action of the game, leaving no time for the opponent to respond.

4. American football

American Football Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common American Football terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Assisted Tackle:** A tackle where two or more defensive players contribute to stopping the ball carrier. The sum of Solo and Assisted tackles equals "Total Tackles."
- **Drive:** A continuous series of offensive plays starting from the point of possession and ending in a score, a punt, a turnover, or the conclusion of a half/game.
- **Field Goal:** A scoring play worth 3 points, achieved by kicking the ball through the opponent's goalposts.
- **Fumble:** When a player loses possession of the ball after having had control of it, before being tackled or out of bounds.
- **Interception:** When a defensive player catches a pass intended for an offensive receiver, resulting in a change of possession.
- **Natural Conclusion:** A settlement principle where a Bet is resulted if the outcome was already determined and could not have changed regardless of further play.
- **Overtime (OT):** An extra period of play used to determine a winner when a game ends in a tie after Regular Time.

- **Passing Yards:** The total net yardage gained by a quarterback through successful pass completions.
- **Punt:** A kick performed by the offense (usually on 4th down) to move the ball downfield and relinquish possession to the opponent.
- **Receiving Yards:** The total net yardage gained by a player who catches a forward pass.
- **Runner:** Any player who enters the field and participates in at least one play (down) during the game.
- **Rushing Yards:** The total net yardage gained by a player carrying the ball from the line of scrimmage (e.g., a handoff or a quarterback scramble).
- **Sack:** Occurs when a defensive player tackles the quarterback behind the line of scrimmage before they can throw a pass.
- **Safety:** A scoring play worth 2 points, occurring when the offensive ball carrier is tackled in their own end zone or a foul is committed by the offense in their end zone.
- **Solo Tackle:** A tackle credited to a single defensive player who stops the ball carrier unassisted.
- **Touchdown (TD):** A scoring play worth 6 points, achieved by carrying the ball into or catching it within the opponent's end zone.
- **Turnover on Downs:** Occurs when the offense fails to gain the required 10 yards for a new set of downs within their four attempts.

General American Football Rules

4.1. Overtime (OT) Settlement:

As a default rule, Markets do **not** consider Overtime unless expressly stated otherwise in the Market name (e.g., by adding "**(incl. Overtime)**" in the title).

4.2. Delays and Interruptions:

In case of any delay or interruption (rain, darkness, etc.) of a match, all unsettled Markets relevant to this Match shall remain pending, and trading will resume as soon as the match continues. Unsettled Bets relevant to this Match will not be voided unless the tournament is officially cancelled or not resumed within the same **NFL weekly schedule** (Thursday - Wednesday local stadium time).

4.3. Abandoned or Postponed Matches (NFL Week Rule):

All match Markets are **Void** unless the match is completed within the same **NFL weekly schedule** (Thursday - Wednesday local stadium time).

4.4. Incorrect Information/Score:

- If players or teams are displayed in the Market incorrectly, the Sportsbook reserves the right to void Bets on the respective Markets.
- If Markets remain open with an incorrect score in comparison to actual score in the live Match, the Sportsbook reserves the right to void the respective Bets.

4.5. Time Errors:

If an incorrect match time was displayed in the Sportsbook, in cases where the discrepancy had a material impact on the Odds offered, the Sportsbook reserves the right to declare the affected Bets Void .

4.6. Settlement Sources:

Bet on Markets will be settled based on the TV broadcast and statistics provided by official associations (e.g., NFL.com | Official Site of the National Football League) unless there is clear evidence that the statistics are incorrect.

4.7. Segment Logic (Quarters & Halves):

- **Quarters:** Bet on Markets for a specific quarter (1st, 2nd, 3rd, 4th) are settled strictly on the score of that quarter. Overtime is **always excluded**.
- **Halves:** 1st Half results consist of the 1st and 2nd quarters. 2nd Half results consist of the 3rd and 4th quarters. Overtime is **excluded** from 2nd Half markets unless the market specifically states "(incl. Overtime)".

4.8. Abandonment & Natural Conclusion:

- If a match is abandoned before the completion of the relevant period (Quarter, Half, or Match), all unsettled Markets for that Match shall be **Void**.
- **Exception:** Markets that have already reached a Natural Conclusion (e.g., a "First Quarter Total" once the 1st quarter is finished, or "Team to score next Touchdown" after a touchdown is confirmed) will be settled based on the results achieved at the moment of abandonment.

4.9. Money Line Tie Rule:

For "2-Way" Money Line markets (without a draw option), if the match ends in a tie after any played Overtime, Bets on this Market are **Void**.

American Football Statistical Markets (Team Stats)

4.10. Touchdowns (Total / Team / Period):

Logic: Bet on the total number of touchdowns scored by either team (Total), a specific team (Team Total), or within a defined period (Quarter/Half).

- **Settlement:** Bets on the Markets are settled based on the number of successful touchdowns recorded in the official box score.
- **Overtime:** Statistics recorded during Overtime are **included** only if the Market name specifically includes "(incl. Overtime)". Otherwise, settlement is based on Regular Time data.
- **Period Specifics:** For period-specific Markets like "1st Half - Total Touchdowns" or "1st Quarter - Total Touchdowns," only touchdowns scored within that specific time frame are counted.

4.11. Field Goals Made (Total / Team / Period):

- **Logic:** Bet on the total number of successful field goals made.
- **Successful Only:** Only field goals that are officially "Made" count toward the total. Attempted but missed field goals, or field goals nullified by penalties, are excluded.
- **Overtime:** Statistics recorded during Overtime are **included** only if the market name specifically includes "(incl. overtime)".
- **Period Specifics:** For Markets like "1st Quarter - Total Field Goals," only field goals made within that specific quarter count.

4.12. Odd/Even Markets (Points / Stats):

- **Logic:** Bet on whether the total sum of points, touchdowns, or other specified statistics will be an Odd or Even number.
- **Zero (0) Rule:** If the total score or the total number of a specific statistic is **zero (0)**, it will be considered as **Even** for settlement purposes.
- **Overtime:** These markets follow the general overtime rule (Section 4.1) and exclude Overtime unless stated otherwise.

American Football Player Props Markets

4.13. American Football Player Props Rules:

All player prop Markets are settled based on the official box score provided by the relevant league's official association (e.g., NFL.com | Official Site of the National Football League). All player-specific Markets include Overtime for settlement purposes. For a Bet to have action, the player mentioned in the Market description must participate in at least one play (down) as a "Runner".

General Participation & Match Conditions

4.13.1. Participation (Action):

For American Football, a player Bet has action as long as the player participates in the game (enters the field of play for at least one play), regardless of whether they were in the starting lineup. If a player does not enter the game at all, the bet is **Void** .

4.13.2. Retirement/Injury:

If a player participates and subsequently leaves the game due to injury or disqualification, all Bets on Markets involving that player stand and are settled based on the statistics recorded at the time of retirement.

4.13.3. Overtime (OT):

All player prop Markets include Overtime for settlement purposes.

4.13.4. Postponement & Abandonment (48-Hour Rule): If a game is cancelled, abandoned, or postponed and is not resumed within **48 hours** of the original scheduled start time, Bets on all affected pending player-specific Markets will be **Void**.

- **Exception:** Markets that have already reached a **Natural Conclusion** prior to the abandonment will be settled based on the results achieved.

4.13.5. Official Data Sources:

Settlement is based strictly on the official box score provided by NFL.com | Official Site of the National Football League (or the respective league's official site).

Subsequent changes or corrections made by the league after the initial official settlement has been processed will not be considered.

4.13.6. Venue Change:

If the venue is changed from the one scheduled, Bet on all player-specific Markets shall stand provided the game is played on the original scheduled date and the "Home" team designation remains unchanged.

4.13.7. Performance Targets ("At Least" / "Target"): Bets on Single player performance Markets (targets) are settled as a **Win** if the player mentioned in the relevant Market meets or exceeds the specified target.

- *Example:* A Bet on "At least 50 Rushing Yards Player A" (50+) is a winner if the Player A records 50, 51, or more yards.

4.13.8. Over/Under (Totals):

If the player's final score equals the line set in the description of the Market (in cases where a whole number line is offered, e.g., 50.0), the Bet on this Market is **Void**. If a Market on half-number line is offered (e.g., 50.5), the Bets on such a Market shall stand as the result will always be either Over or Under the line.

4.13.9. Head-to-Head (H2H):

- **1v1:** Bet on which player will achieve a higher statistic. In the event of a tie, the Bet on this Market involving the relevant players is declared **Void** .
- **1v2 / 1v3:** For the Bet on this market to win, the selected player must outscore **all** other opponents listed in the Market description. If there is a tie for the highest result between the players mentioned in the Market description, the Bet is declared **Void** .

4.13.10. Touchdown Scorer (Player & Team Passing):

A **Standard Touchdown** is credited only to the player who carries or receives the ball in the end zone.

- **Passing Touchdowns** thrown by a quarterback do not count toward that player's individual "Touchdown Scorer" total Market (they are settled under specific "Passing Touchdowns" markets).

4.13.11. Yardage (Passing, Rushing, Receiving):

Bets on this Market are settled based on the total net yards officially credited to the player mentioned in the Market description. Rushing yards involve carries, Receiving yards involve receptions, and Passing yards involve completions.

4.13.12. Tackles and Assists:

Bets on this Market are settled based on "Total Tackles," which is defined as the sum of **Solo Tackles + Assisted Tackles** recorded in the official box score.

4.13.13. Sacks, Interceptions, and Receptions:

Bet on this Market are settled based on the official count for each specific category mentioned in the Market description. Sacks may include half-sacks (0.5) if officially recorded.

4.13.14. Statistic Double / Triple:

Bet on whether a player mentioned in the Market description will reach a double-digit (10+) or triple-digit (100+) value in the specified categories (e.g., 100+ Rushing Yards).

American Football Specific Markets

4.14. First Offensive Drive Markets (Score/Outcome):

Definition: A "Drive" is defined as a continuous offensive possession that starts with a snap from scrimmage and ends with a score, a punt, a turnover (Interception, Fumble, or Turnover on Downs), or the conclusion of a half/game.

Team to Score on First Drive: Bet on whether the specified team will score a Touchdown or a Field Goal on its first offensive possession of the game.

- Any result other than an offensive Touchdown or Field Goal (e.g., Punt, Turnover, Safety, or End of Half) for the purpose of this Market of the relevant Match will be settled as "No".

First Drive Outcome: Bet on the specific result of the first offensive Drive. Typical options include: Offensive Touchdown, Field Goal, Punt, and Turnover (includes Interceptions, Fumbles, and Turnover on Downs).

- If a Drive is interrupted by the end of a half or the end of the game before a definitive outcome is reached, the Market for the relevant match is **Void**.

Special Case: If a team scores a touchdown on a kickoff or punt return (Special Teams), or via a defensive return (Pick-6/Fumble return), this does not count as an "Offensive Drive" for that team. Bet on this the Market for that team will be settled based on that team's subsequent first possession from scrimmage.

4.15. Team to Score Xth Touchdown:

Logic: Bet on which team will score the specific touchdown designated by the number "X" (e.g., "Team to score 3rd Touchdown").

Settlement: Bets on this Market are settled as soon as the specified touchdown is officially confirmed.

No Touchdown Scored: If the match ends or is abandoned before the "Xth" touchdown is scored, the Market for that specific touchdown is declared **Void** .

- *Example:* Bet is on the "Team to score 4th Touchdown" and the game ends with a total of 3 touchdowns, all Bets on the 4th touchdown Market are Void.

4.16. Next Touchdown Scorer (incl. Overtime):

- **Logic:** Bet on which specific player will score the next touchdown in the game.
- **No Further Touchdown:** If no further touchdown is scored for the remainder of the game (including Overtime), Bets on this Market are **Void**.
- **Unlisted Players:** If the player who scores the touchdown is not offered as an individual Market selection, Bet on the Markets the "Other Player" or "Field" outcome (if provided) will be settled as the winner. If no such option exists, the Market is settled based on official data or declared **Void** as per specific Market conditions.

5. Ice Hockey

Ice Hockey Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Ice Hockey terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Bench Minor Penalty:** A penalty awarded to a team rather than a specific player (e.g., Too Many Men on the Ice). It is served by any player who was on the ice at the time of the infraction.
- **Double-Minor Penalty:** An infraction resulting in 4 minutes of penalty time (2+2). For Bet settlement on the number of minor penalties, this counts as two (2) separate minor penalties.
- **Empty Net Goal:** A goal scored when the opposing team's goalkeeper has been pulled from the ice (usually for an extra attacker).
- **Minor Penalty:** A 2-minute penalty for a less severe infraction of the rules.
- **Natural Conclusion:** A settlement principle where a Bet is resulted if the outcome is already determined and could not change regardless of further play before an abandonment.
- **Penalty Shootout:** A series of breakaway shots used to determine a winner if the game remains tied after Overtime. Exactly one (1) goal is added to the winner's final score for settlement.
- **Power Play:** A situation where one team has a numerical advantage on the ice because one or more opposing players are serving penalties.
- **Puck Line:** A hockey-specific term for a point spread or handicap, typically set at +/- 1.5 goals.
- **Regular Time:** The three standard 20-minute periods of play. This excludes Overtime and Penalty Shootouts.
- **Runner:** A player who enters the ice and participates in the game at any point while the official game clock is running.
- **Shorthanded Goal:** A goal scored by a team that has fewer players on the ice than their opponent due to serving a penalty.

- **Shot on Goal:** Any puck attempt that either results in a goal or would have gone into the net if not for a save by the goalkeeper. Shots hitting the post or crossbar are not counted.

General Ice Hockey Rules

5.1. Regular Time Settlement:

All Markets (except period, Overtime, and penalty shootout markets) are considered for Regular Time only unless otherwise is expressly mentioned in the respective market.

5.2. Penalty Shootout Logic (+1 Goal):

In the event of a game being decided by a penalty shootout, then one (1) goal will be added to the winning team's score and the game total for settlement purposes. This applies only to the Markets which have overtime and penalty shootout included.

5.3. Abandonment and Natural Conclusion:

- If a match is abandoned before the completion of Regular Time, all Markets that have not reached a **Natural Conclusion** will be **Void** .
- Markets that have already been unconditionally determined at the time of abandonment (e.g., "1st Period Winner" if the 1st period is finished, or "Total Goals Over 2.5" if 3 goals have already been scored) will be settled based on the score at the time of abandonment.

5.4. **Postponement and Rescheduling (48-Hour Rule):**

All Markets on a postponed match will be declared **Void** if the Event is not resumed within **48 hours** of the original scheduled start time. If the game resumes within this 48-hour window, all Bets on that Match stand.

5.5. Error Corrections and Voiding Rights: The Sportsbook reserves the right to declare bets **Void** in the following scenarios:

- **Live Events:** If a Market remains open when goals or penalties have already taken place.
- **Incorrect Score:** If an incorrect score was displayed in the Sportsbook, all affected Markets will be cancelled for the timeframe during which the incorrect score was shown.
- **Incorrect Match Time:** If an incorrect match time was displayed in the Sportsbook, in cases where the discrepancy significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets.
- **Incorrect Information:** If teams or players are displayed incorrectly.

5.6. Settlement Sources:

Markets will be settled based on the TV broadcast and statistics provided by official associations (e.g., Official Site of the National Hockey League | NHL.com) unless there is clear evidence that the statistics are incorrect.

Ice Hockey Statistical Markets (Team Stats)

5.7. Overtime Default for Statistics:

All statistical Markets listed in this section (including Shots on Goal, Penalties, and Power Play Goals) are settled based on **Regular Time (60 minutes)** only, unless the Market name specifically includes the **"(incl. Overtime)"** suffix.

5.8. Shots on Goal (Total / Team / Period):

- **Definition:** A "Shot on Goal" is defined as any puck attempt that either goes into the net as a goal or would have gone into the net if not for a save by the goalkeeper.
- **Exclusions:** Shots that hit the goalpost or crossbar, and shots that are blocked by a defending player (other than the goalie) before reaching the net, are **not** counted as Shots on Goal.
- **Settlement:** Bets on Markets are settled based on the official statistics provided by the league's governing body.

5.9. Minor Penalties (Total / Team / Period):

- **Definition:** A "Minor Penalty" is a 2-minute infraction.
- **Counting:** Settlement is based on the **number** of minor penalties awarded, not the total minutes served. For example, one Double-Minor penalty (2+2 minutes) is counted as **two (2)** minor penalties for settlement purposes.
- **Bench Minors:** Minor penalties served by a team (Bench Minors) are included in the Team Total and Match Total.

5.10. Power Play Goals (Total / Team / Period):

- **Definition:** A "Power Play Goal" is a goal scored by a team while they have a numerical advantage on the ice due to at least one opponent serving a penalty.
- **Shorthanded Goals:** Goals scored by the team currently serving a penalty (Shorthanded Goals) do **not** count toward Power Play Goal markets.
- **Empty Net:** If a team scores a goal while on a power play but the opposing team has pulled their goalie for an extra attacker, it still counts as a Power Play Goal.

Ice Hockey Player Props Markets

5.11. Ice Hockey Player Props Rules:

All player prop Markets are settled as soon as the final official box score is received from the data providers. Bets on all player Markets include Overtime for settlement purposes but exclude Penalty Shootouts, **with the exception of the "Anytime Goalscorer" Market (see Section 5.11.11).**

General Participation & Conditions

5.11.1. Participation (Runner): A player is considered to have participated in the match (a "Runner") if the player enters the ice at any point while the official game clock is running. If a player does not enter the ice at all during the entire match, all Bets on that player will be **Void**.

5.11.2. No Minimum Time: There is no minimum duration of participation required. If a player appears on the ice for any length of time while the game clock is running, all

Bets on Markets involving that player's individual performance shall stand, regardless of whether the player recorded any statistics or were later injured/disqualified.

5.11.3. Postponement & Abandonment (48-Hour Rule): If a game is cancelled, abandoned, or postponed and is not resumed within **48 hours** of the original scheduled start time, Bets on all pending player prop Markets will be **Void**.

- **Exception:** Markets that have already reached a **Natural Conclusion** prior to the abandonment will be settled based on the results achieved at the time of abandonment.

5.11.4. Official Data & Revisions: Settlement is based on the final official box score. Once the settlement is completed, any subsequent statistical corrections or revisions made by official leagues will not be considered and will not be re-settled.

Market Logic

5.11.5. Performance Targets (1+, 2+, etc.): Single player performance "Target" Markets are settled as a **Win** if the player mentioned in the Market description hits the mentioned target or more.

- **Example:** A Bet on Market "Player A At least 2+ Points" is a winner if the Player A records exactly 2, 3, or more points.

5.11.6. Over/Under (Totals): Bets on whether the player's total will be Over or Under the line specified in the Market description. If the player's final result equals the Line specified in the Market description (in cases of whole number lines), the Bet on the relevant Market shall be **Void**.

Statistical Definitions

5.11.7. Player Goals: Credited to the player who scores the goal in Regular Time or Overtime. Goals scored in Penalty Shootouts are not counted.

5.11.8. Player Assists: Credited to the player(s) (up to two per goal) who touched the puck before the goal scorer, as officially recorded in the box score.

5.11.9. Player Points: Calculated as the sum of **Goals + Assists** officially credited to the player.

5.11.10. Player Shots on Goal: Any puck attempt that either results in a goal or would have gone into the net if not for a save by the goalie. Shots hitting the post/crossbar or blocked by a defender (not the goalie) do not count toward this total.

5.11.11. Anytime Goalscorer

"Anytime Goalscorer" Market is settled based on **Regular Time (60 minutes) only**.

- **Exclusion of Overtime:** Goals scored during Overtime or Penalty Shootouts do not count for this specific Market.
- **Contrast with Player Goals:** "Player Goals" (Total) Market may include Overtime in mentioned in the Market description, "Anytime Goalscorer" is a separate proposition limited to the 3 standard periods of play.
- **Own Goals:** Own goals are not considered for settlement and are ignored for this Market.
- **Participation:** Bets on this Market stand if the player mentioned in the Market description participates in the match (as defined in 5.11.1). If the player mentioned in the Market description is in the squad but does not enter the ice, the Bets on this Market involving the relevant player are Void.

6. Baseball

Baseball Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Baseball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **At Bat (AB):** An official turn at batting that does not result in a walk, hit by pitch, or sacrifice.

- **Double-Header:** Two baseball games played between the same two teams on the same day. For betting purposes, each game is treated as a separate and distinct event.
- **Extra Innings:** Additional periods of play used to break a tie after the standard number of innings (usually 9) has been completed.
- **Inning:** A unit of play consisting of a "top" half (away team bats) and a "bottom" half (home team bats).
- **Mercy Rule (Knockout Rule):** A regulation that ends a game early if one team establishes a lead of a specified number of runs after a certain number of innings.
- **Money Line:** A market where the bet is on the outright winner of the match, typically including extra innings.
- **Pitcher Strikeout (K):** Occurs when a pitcher records three strikes against a batter, resulting in an out.
- **Run Batted In (RBI):** A statistic credited to a batter when their action (hit, sacrifice, etc.) causes a run to score.
- **Run Line:** The point spread or handicap in baseball, usually set at +/- 1.5 runs.
- **Shortened Format:** A game officially scheduled for fewer than 9 innings (e.g., 7 innings) by the governing body before the start of play.
- **Starting Pitcher:** The pitcher who throws the first pitch for their team. The Pitcher mentioned in the Market description needs to start for Bets on the relevant Market to have action.
- **Total Bases:** The total number of bases a batter gains from hits only: Single (1), Double (2), Triple (3), and Home Run (4). Walks, hit by pitches, and errors are not included.

General Baseball Rules

6.1. Innings and Extra Innings:

All Markets are considered for Regular Time only (9 innings, or 8.5 innings if the home team is leading) unless otherwise is expressly mentioned in the respective Market description. For the avoidance of doubt, the majority of Baseball Markets (including Money Line, Run Line, and Total Runs) are typically offered including Extra Innings - as indicated in the Market description.

6.2. Minimum Play and Mercy Rule Logic:

6.2.1. Standard Games:

For Bets on all full-game Markets to stand (except the Winner Market), the match must go at least 9 full innings (or 8.5 innings if the home team is leading).

6.2.2. Scheduled Shortened Formats:

If a shortened format (e.g., 7 innings) is officially announced by the governing body before the start of the game, this scheduled number of innings shall be considered "Regular Time" for settlement purposes. In such cases, a minimum of 7 full innings (or 6.5 innings if the home team is leading) is required for Bets on this Match to stand.

6.2.3. Mercy Rule Exception:

If a game is ended early by the official governing body due to a **Mercy Rule** (a league-mandated run difference that triggers the conclusion of the match), the game shall be considered "Complete." Bets on all full-game Markets (Money Line, Run Line, Totals) will be settled based on the score at the time the Mercy Rule was invoked, provided the game was considered official by the governing body.

6.2.4. Unplayed Innings:

In the event of a Mercy Rule conclusion or any other early termination, Bets on any specific Markets for innings that were not played (e.g., "8th Inning Winner" or "9th Inning Total Runs") will be **Void**.

6.2.5. Natural Conclusion:

Bets on Markets that reached a Natural Conclusion prior to the game ending (e.g., "1st Inning Winner" or "Total Runs Over 5.5" when the score is already 7-0) will be settled as per relevant Market rules. .

6.3. Pre-Match Winner Market (4.5/5 Innings Rule):

For the purposes of "Winner" (Money Line) Market in pre-match betting, a game is considered official if it lasts at least 5 full innings (or 4.5 innings if the home team is leading). If the game is stopped after this point for any reason, the winner is determined by the score at the time the game was stopped.

6.4. Postponement and Rescheduling (48-Hour Rule):

Bets on all Markets on a postponed match will be declared **Void** if the Event is not started or resumed within **48 hours** of the original scheduled start time.

- In the case of a double-header, each game is treated as a distinct Event. If the first game is cancelled, the second game does not automatically replace it for the purposes of the first game's bets.

6.5. Abandonment:

If a match is abandoned before reaching the official minimum play requirement (and the Mercy Rule has not been invoked), Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**.

6.6. Error Corrections and Voiding Rights:

The Sportsbook reserves the right to void Bets **Void** if a Market remains open with an incorrect score, incorrect match status (e.g., incorrect inning or number of outs), or if Odds were offered with an incorrect match time.

6.7. Settlement Sources:

Bets on Markets will be settled based on the TV broadcast and statistics provided by official associations (e.g., MLB.com | The Official Site of Major League Baseball) unless there is clear evidence that the statistics are incorrect.

Baseball Player Props Markets

6.8. Baseball Player Props Rules:

Bets on all player prop Markets are settled based on the official box score provided by the relevant league's official association (e.g., MLB.com | The Official Site of Major League Baseball). All player prop Markets include **Extra Innings** for settlement purposes unless otherwise stated.

General Participation & Conditions

6.8.1. Participation (Starting Lineup):

For Baseball player props to have action, the selected player **must be in the starting lineup** and must participate in a game. If a player does not meet these conditions, all Bets on Markets involving that player will be **Void**.

6.8.2. Starting Pitcher Requirement:

If a Bet is placed on Market related to a specific pitcher (e.g., "Pitcher Total Strikeouts"), that pitcher **must start the game** and throw at least one official pitch (throw the first pitch for their team) for the Bet to have action. If the named pitcher does not start the game and does not throw a pitch, all Bets on Markets related to that individual player will be **Void**.

6.8.3. Abandonment & Official Results:

If a match is abandoned after it has been started, all Bets on player prop Markets on players who participated (as per 6.8.1) will stand, provided the match is considered an **Official Game** (see Rule 6.3) or has reached a **Natural Conclusion**.

- If the match is abandoned before becoming an Official Game, Bets on all player prop Markets that have not reached a Natural Conclusion will be **Void** .

6.8.4. Postponement & Rescheduling (48-Hour Rule):

If a game is cancelled, abandoned, or postponed and is not resumed within **48 hours** of the original scheduled start time, Bets on all pending player prop Markets will be **Void** , unless a result was already unconditionally determined.

Market Logic

6.8.5. Performance Targets (1+, 2+, 3+, etc.):

Bets on single player performance "Target" Markets (e.g., "Batter to record 2+ Hits") are settled as a **Win** if the player mentioned in the Market description meets or exceeds the specified target.

6.8.6. Over/Under (Totals):

Bets on whether the player's total will be Over or Under the Line specified in the Market description. If the player's final score equals the Line specified in the Market description (in cases of whole number lines), the Bet shall be **Void**.

Statistical Definitions

6.8.7. Batter Hits:

Bets on this Market are settled based on the number of official hits recorded (Singles + Doubles + Triples + Home Runs). Bases reached via Walks (BB), Hit by Pitch (HBP), Errors, or Fielder's Choice do **not** count for the purposes of this Market.

6.8.8. Batter Home Runs:

Bets on this Market are settled based on the total number of home runs hit by the player mentioned in the Market description.

6.8.9. Pitcher Strikeouts:

Bets on this Market are settled based on the total number of batters struck out (K) by the pitcher mentioned in the Market description.

6.8.10. Batter Total Bases:

Bets on this Market are settled based on the total bases accumulated from **hits only**: Single = 1, Double = 2, Triple = 3, Home Run = 4.

6.8.11. Batter Runs + Runs Batted In (Runs + RBI):

Bets on this Market are settled based on the combined sum of Runs Scored and Runs Batted In (RBI).

6.8.12. Player Hits Allowed:

Bets on this market are settled based on the total number of hits surrendered by a specific pitcher mentioned in the Market description while they are active in the game.

6.8.13. Player Performance Double:

Market provides betting on whether a player mentioned in the Market description will achieve a double-digit value (10 or more) in two different statistical categories, or reach a specified double achievement as defined in the Market name.

7. Handball

Handball Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Handball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **7-Metre Throw (Penalty):** A direct shot at goal from the 7-metre line, awarded after a foul that destroys a clear chance of scoring.
- **Abandoned Match:** A match that is stopped before the completion of the scheduled duration and not resumed within the 48-hour window.
- **Fast Break:** A quick offensive move where a team attempts to score before the opponent can set up their defense.

- **Free Throw:** A method of restarting play after an infringement by the opposing team.
- **Natural Conclusion:** A settlement principle where a Bet is resulted if the Outcome was already determined and could not have changed regardless of further play.
- **Overtime (Extra Time):** Additional periods played to determine a winner in case of a Draw in knockout matches. Standard overtime consists of two 5-minute halves.
- **Progressive Punishment:** A system of fouls leading to a yellow card, a 2-minute suspension, and eventually a red card (disqualification).
- **Regular Time:** The standard 60-minute duration of a match (two halves of 30 minutes each).
- **Shootout (7-Metre):** A series of penalty throws used to determine a winner after overtime has failed to break a tie.
- **Walking (Steps):** A violation where a player takes more than three steps without dribbling the ball.

General Handball Rules

7.1. Regular Time Settlement:

All Markets are settled based on the result at the end of Regular Time (60 minutes of play) only, unless otherwise expressly mentioned in the Market name (e.g., Markets including the suffix "incl. Overtime"). Overtime and 7-metre shootouts are excluded from standard match Markets.

7.2. Postponement and Rescheduling (48-Hour Rule):

Bets on all Markets on a postponed or cancelled match will be **Void** if the match is not started or resumed within **48 hours** of the original scheduled start time.

7.3. Abandonment and Natural Conclusion:

If a match is abandoned before the completion of Regular Time, Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**.

- Bets on Markets that have reached a Natural Conclusion (e.g., "1st Half Total" if the first half is finished) will be settled according to their respective Market rules.

7.4. Error Corrections:

- **Match Time:** If an incorrect match time was displayed, and the discrepancy significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets .
- **Incorrect Score:** If Bets on a Market remains open with an incorrect score that significantly impacts the Odds, the Sportsbook reserves the right to void the affected Bets.

7.5. Venue Change:

If a match is moved to a neutral venue, all Bets on the relevant match stand. If the home and away teams are reversed, Bets placed on the original fixture will be **Void**.

7.6. Match Outcome Markets (3-Way, Handicap, Totals):

Settlement is based on the score at the end of Regular Time. This includes Match Winner (Home/Draw/Away), Draw No Bet, Handicaps, and Total Goals (Over/Under or Odd/Even) for the full match and individual teams.

7.7. Half Markets (1st & 2nd Half):

- **1st Half:** Bets on this Market are settled strictly on the score of the first 30 minutes of play. If a match is abandoned during the first half, Bets on all unsettled 1st half Markets are **Void**.
- **2nd Half:** Bets on this Market are settled strictly on the score achieved during the second half (30 minutes), excluding the first half score and any Overtime score. If a match is abandoned during the second half, Bets on all 2nd half Markets are **Void** unless already settled.

7.8. Race to X Goals / Who Scores Xth Point:

- **Target Not Reached:** If a match or half ends before the number of goals (X) specified in the Market description is reached, all Bets on the respective "Race to X" or "Xth Point" Markets will be **Void**.
- **Shootout Exclusion:** Bets on these Markets are settled based on Regular Time and, where explicitly stated - Overtime. Goals scored during a 7-metre shootout are **excluded**. If the target is only reached during a shootout, the Bets on this Market for the relevant match will be **Void**.

7.9. Race to X Goals (Half-Specific): Bet on which team will be the first to reach the target number of goals (5, 10, 15, etc.) within a specific half.

- **1st Half Races:** Bets on this Market are settled based only on goals scored in the 1st half.
- **2nd Half Races:** Bets on this Market are settled based only on goals scored in the 2nd half (starting the count from 0-0 at the beginning of the half).

7.10. Disciplinary Markets:

All disciplinary Markets (including 2-minute suspensions, yellow/red cards where applicable) are settled based on incidents occurring during Regular Time only. Suspensions or disciplinary actions given to team officials or players who are not actively participating in the game are excluded, unless specifically stated in the Market name or rules.

8. Volleyball

Volleyball Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common volleyball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Extra Points:** Points played after a set reaches a tie at the standard limit (24-24 for Sets 1-4, or 14-14 for Set 5). A set must be won by a two-point margin.
- **Golden Set:** An additional set played in some tournament formats to decide a winner if the aggregate score of a two-legged tie is level. It is not considered part of the match result for standard betting markets.

- **Match Tie-break:** In some competitions, the fifth set is played as a tie-break to 15 points (must be won by 2).
- **Natural Conclusion:** A settlement principle where Bets on a Market are settled as soon as the outcome relevant for the settlement is unconditionally determined, even if the match is later abandoned.
- **Points Deduction:** An official penalty where points are removed from a team's score by the referee due to misconduct or administrative errors.
- **Set:** A unit of play within a match. Standard professional matches are played as "Best of 5" sets.

General Volleyball Rules

8.1. Settlement Timing and Finality:

All Markets are settled as soon as the point or game element that decides the outcome of that Market is confirmed. Markets such as Match Winner, Correct Score, and Handicaps are settled immediately after the final point of the match/set is confirmed.

8.2. Postponement and Abandonment (48-Hour Rule):

Bets on all Markets on a postponed or cancelled match will be **Void** if the Event is not started or not resumed within **48 hours** of the original scheduled start time.

- **Interrupted Matches:** If a match is abandoned, Bets on all Markets that have not reached a **Natural Conclusion** at the moment of abandonment will be **Void** . Markets already determined will be settled accordingly.

8.3. Golden Set Exclusion:

The "Golden Set" is strictly excluded from all match and set Markets. Only points and sets played during the regular match format are considered for settlement.

8.4. Official Points Deductions:

Official points deductions will be taken into account for all Markets that have not yet been settled at the time of the deduction is applied. Markets that have already reached a **Natural Conclusion** prior to the deduction will not be re-settled.

8.5. Error Corrections:

If Bets on Markets remain open with an incorrect score, match status, or match time that has a significant impact on the Odds, Sportsbook reserves the right to void the affected Bets.

8.6. Point and Set Handicaps:

- **Match Point Handicap:** Bets on this Market are settled after the last point of the match is confirmed.
- **Match Set Handicap:** Bets on this Market are settled as soon as the handicap outcome has been unconditionally determined.
- **Set Handicap:** Bets on this Market for point handicaps for a specific set are settled as soon as the handicap outcome is unconditionally determined within that set.

8.7. Over/Under (Totals):

Bets on Total points (Match, Team, or Set) Markets are settled as soon as the outcome specified in the Market description has been unconditionally determined.

- **Abandonment:** If a set or match is abandoned before the outcome mentioned in the Market description is determined, Bets on this Market are **Void.**
- **Integer Lines:** If Bets on Markets of a whole number line is offered (e.g., 180.0) and the final result equals that line, Bets on the respective Markets are **Void.**

8.8. Correct Score Markets:

Match and Set Correct Score Markets are settled after the last point of the relevant period is confirmed. If the match or set is not completed, all related Correct Score Markets will be **Void**.

8.9. Set Extra Points:

Bet on whether a set will require extra points to be decided (i.e., go beyond 25 points for Sets 1-4 or 15 points for Set 5).

- Bets on the Market are settled as **"Yes"** once the score reaches 24-24 (48th point) in Sets 1-4, or 14-14 (28th point) in Set 5.
- If a set is not played, Bets on the Market are **Void**.

8.10. Lead After "Y" Points:

Bet on which team will be leading in a specific set after a designated number of points (e.g., Set 2 Lead After 8 Points). Bets on the Market are settled when the Y-th point of the set is confirmed.

8.11. Race to "X" Points:

Bet on which team will be the first to reach the target number of points within a set. Bets on the Market are settled once the number defined in the Market description has been reached.

8.12. Numbered Point Winner:

Bet on which team will win a specific designated point (e.g., Set 1 Point 15). Bets on the Market are settled after the point designated in the Market description is played and confirmed. If the point is not reached or played due to the end of the set/match, Bets on the Market are **Void**.

9. Beach volleyball

Beach Volleyball Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the*

understanding of common beach volleyball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

- **Extra Points:** Points played after a set reaches a tie at the standard limit (20-20 for Sets 1-2, or 14-14 for Set 3). A set must be won by a two-point margin.
- **Golden Set:** An additional set used in specific tournament formats to determine a winner of a multi-match tie. It is not considered part of the match result for standard markets.
- **Match Tie-break:** In beach volleyball, the third set acts as a tie-break (played to 15 points, must be won by 2).
- **Natural Conclusion:** A settlement principle where a Market is resulted as soon as the outcome mentioned in the Market description is unconditionally determined, even if a player later retires.
- **Points Deduction:** An official penalty where points are removed from a team's score by the referee.
- **Retirement:** When a player or team is unable to continue a match and officially withdraws during play.

General Beach Volleyball Rules

9.1. Settlement Timing and Finality:

Bets on all Markets are settled as soon as the point or element of the game that determines the outcome of that Market is confirmed. Bets on Markets for Final match results (Winner, Correct Score, Handicaps) are settled after the match has officially finished and the official score is confirmed.

9.2. Postponement and Abandonment (48-Hour Rule):

If a match is postponed or cancelled, all Bets on that match remain valid if the game starts/resumes within **48 hours** of the original scheduled time. If the delay exceeds **48 hours**, all unsettled Bets will be **Void**.

Interrupted Matches: If a match is abandoned or a team retires, Bets on all Markets that have not reached a **Natural Conclusion** at that moment will be **Void**.

9.3. Golden Set Exclusion:

"Golden Set" is strictly excluded from all match and set Markets. Only points and sets played during the regular match format are considered for settlement.

9.4. Official Points Deductions:

Official points deductions are taken into account for all Markets that have not yet been determined at the time of deduction. Markets that have already reached a **Natural Conclusion** prior to the deduction (e.g., a "Race to 10" already won) will not be resettled.

9.5. Error Corrections:

The Sportsbook reserves the right to void Bets for Markets that remain open with an incorrect score, match status, or match time that significantly impacts the Odds.

9.6. Point and Set Handicaps:

- **Match Point Handicap:** Bets on this Market are settled after the final point of the match is confirmed.
- **Match Set Handicap:** Bets on this Market are settled as soon as the handicap outcome mentioned in the Market description has been unconditionally determined.
- **Set Handicap:** Bets on Point handicaps for a specific set are settled as soon as the relevant outcome is unconditionally determined within that set.

9.7. Over/Under (Totals):

Bets on Total points (Match, Team, or Set) Markets are settled as soon as the specified outcome has been unconditionally determined.

- **Integer Markets:** If a whole number Market is offered (e.g., 80.0) and the final result equals the Market description line, the Bets on the respective Market are **Void**.

9.8. Correct Score Markets:

Bets on Match and Set Correct Score Markets are settled after the final point of the relevant period is confirmed. If the match or set is not completed or played, Bets on all relevant Correct Score Markets will be **Void.**

9.9. Set Extra Points:

Bet on whether a set will require extra points to be decided (i.e., go beyond 21 points for Sets 1-2 or 15 points for Set 3).

- **Settlement:** Bets on this Market are settled as **"Yes"** once the score reaches 20-20 (**40th point**) in Sets 1-2, or 14-14 (**28th point**) in Set 3. If the set is completed without reaching these scores, Bets on the Market are settled as "No."
- If a set is not played, Bets on the Market for that set are **Void.**

9.10. Lead After "Y" Points:

Bet on which team will be leading in a specific set after a designated number of points as specified in the Market description (e.g., Set 1 Lead After 10 Points). Bets on the Market are settled exactly after the Y-th point of the set is confirmed.

9.11. Race to "X" Points:

Bet on which team will be the first to reach the target number of points as specified in the Market description within a set. Bets on the Market are settled immediately once the line has been reached.

If the set mentioned in the Market ends or is abandoned before the target is reached, Bets on the Market are Void, unless the outcome has already been determined.

9.12. Numbered Point Winner:

Bet on which team will win a specific designated point (e.g., Set 2 Point 8). Bets on the Market are settled immediately after the point is confirmed. If the point is not reached or played (e.g., due to retirement or the set ending), Bets on the Market are **Void**.

10. Futsal

Futsal Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Futsal terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Accumulated Fouls:** A system where, after a team commits five fouls in a half, every subsequent foul results in a direct free kick from the second penalty mark (10 meters).
- **Clocked Time:** Futsal is played with a "stopping clock," meaning the time stops whenever the ball is out of play or play is interrupted.
- **Kick-in:** The method of restarting play when the ball crosses the touchline (replacing the throw-in used in traditional soccer).
- **Natural Conclusion:** A settlement principle where a Bet is settled if the outcome was already determined and could not have changed regardless of further play.
- **Overtime (Extra Time):** Additional periods played to determine a winner in knockout competitions if the match is tied at the end of Regular Time.
- **Penalty Shootout:** A series of penalty kicks taken to determine a winner if a tie persists after Overtime.
- **Regular Time:** The official duration of a match, standardly consisting of two halves of 20 minutes each (clocked time).
- **Timeout:** A one-minute period that each team can request once per half when they are in possession of the ball.

General Futsal Rules

10.1. Regular Time Settlement:

All Markets are settled based on the result at the end of Regular Time (standardly 40 minutes of play consisting of two 20-minute halves) only, unless otherwise expressly mentioned in the Market description.

10.2. Postponement and Rescheduling (48-Hour Rule):

Bets on all Markets on a postponed or cancelled match will be **Void** if the Event is not started or not resumed within **48 hours** of the original scheduled start time.

- **Resumption:** If a match is interrupted but resumes within 48 hours of the initial kick-off time, all unsettled Bets will stand and will be settled based on the final result.

10.3. Abandonment and Natural Conclusion:

If a match is abandoned and not resumed within the 48-hour window, Bets on all Markets that have not reached a **Natural Conclusion** at the moment of abandonment will be **Void**.

- Bets on Markets that have been unconditionally determined (e.g., "1st Half Winner" if the first half is completed) will be settled in accordance with those Market rules.

10.4. Error Corrections:

- If an **incorrect match time was displayed in Sportsbook**, in cases where the discrepancy significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets.
- **Incorrect Score/Scoreboard:** If a wrong score is entered in Sportsbook, all Markets will be **Void** for the timeframe during which the incorrect score was displayed.
- **Incorrect Information:** If team names, participants, or tournament details are displayed incorrectly, the Sportsbook reserves the right to declare Bets **Void**.

10.5. Disciplinary and Penalty Errors:

The Sportsbook reserves the right to void Bets for Markets remaining open after a significant Event (goal, red card, or penalty) has already taken place. Additionally, if

a Market is opened with missing or incorrect information (e.g. red cards), Bets affected by that error may be **Void**.

10.6. Half Markets (1st & 2nd Half):

- **1st Half:** Bets on these Markets (Winner, Handicap, Totals) are settled strictly on the result of the first half. If a match is abandoned during the first half, Bets on all unsettled 1st half Markets are declared Void, unless already determined.
- **2nd Half:** Bets on these Markets (Winner, Handicap, Totals, Odd/Even) are settled based on the score achieved during the second half only, excluding the first half score and any overtime. If a match is abandoned during the second half, Bets on all unsettled 2nd half Markets are Void, unless already determined.

10.7. Team to Score Next Goal:

Bet on which team will score the next designated goal in the match.

- **Own Goals:** For the purposes of this Market, own goals **count** toward the scoring team and the goal sequence.
- **Settlement:** Bets on this Market are settled in real-time as soon as the goal is confirmed.

11. Badminton

Badminton Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Badminton terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Extra Points:** Occurs when a game reaches a 20-20 tie. The game continues until one side gains a two-point lead or reaches the 30-point cap (the first to 30 wins).
- **Game:** A scoring unit in badminton. Most professional matches are played as "Best of 3" games.
- **Natural Conclusion:** A settlement principle where Bets on a Market are settled as soon as the outcome relevant to the Market is unconditionally determined, regardless of later retirement.
- **Points Deduction:** An official penalty where points are removed from a competitor's score by the referee due to misconduct.
- **Retirement:** When a competitor officially withdraws from a match while it is in progress (usually due to injury).

General Badminton Rules

11.1. Settlement Timing and Finality:

Bets on all Markets are settled as soon as the point or game element that decides the outcome of that Market is confirmed. Points are considered confirmed once the next point has started or the umpire officially announces the score.

11.2. Postponement and Abandonment (48-Hour Rule):

If a match is postponed or cancelled, all Bets on that match remain valid if the game starts/resumes within **48 hours** of the original scheduled time. If the delay exceeds **48 hours**, Bet on all unsettled Markets will be **Void**.

- **Interrupted Matches:** If a match is abandoned or a player retires, Bets on all Markets that have not reached a **Natural Conclusion** at that moment will be **Void**.

11.3. Retirement and Undecided Markets:

In the event of a retirement or disqualification during a match, Bets on any Markets that have not been unconditionally determined (e.g., "Game 2 Winner" if the player retires while the score is 10-10 in Game 2) will be **Void**.

11.4. Official Points Deductions:

Official points deductions are taken into account for Bets on all unsettled Markets. Bets on Markets that have already reached a **Natural Conclusion** prior to the deduction will be settled based on the score at that moment and will not be revised.

11.5. Error Corrections:

The Sportsbook reserves the right to void Bets of the affected Markets in the following scenarios:

- **Incorrect Score:** If Bets on Markets remain open with an incorrect score that significantly impacts the Odds.
- **Incorrect Participants:** If participants (players or teams) are displayed in Sportsbook incorrectly.
- **Match Time:** If Odds were offered with an incorrect match time.

11.6. Match Markets (Winner, Handicap, Totals):

- **Match Winner:** Bets on this Market are settled after the final point of the match is confirmed.
- **Match Game Handicap:** Bets on this Market are settled as soon as the handicap outcome mentioned in the Market description has been unconditionally determined.
- **Match Point Handicap:** Bets on this market are settled after the final point of the match is confirmed.
- **Total Games/Points:** Bets on these Markets are settled as soon as the outcome mentioned in the Market description has been reached (Natural Conclusion). If a whole number outcome mentioned in the Market description (integer) is offered and the final result equals that outcome, the Bet is declared **Void**.

11.7. Game-Specific Markets:

- **Game Winner/Total/Handicap:** Bets on these Markets are settled after the last point of the specified game is confirmed. If a player retires during the game, Bets on unsettled Markets for that specific game will be **Void,** unless already determined by Natural Conclusion.
- **Game Correct Score:** Bets on this Market are settled after the last point of the specified game is confirmed.

11.8. Dynamic Game Markets:

- **Game Extra Points:** Bet on whether a game will require extra points (go beyond 21). Bets on this Market are settled as **"Yes"** once the score reaches 20-20 (**40th point**) within the specified game.
- **Game Lead After "Y" Points:** Bet on which competitor that will be leading after a designated number of points as mentioned in the Market description are reached (e.g., Game 1 Lead After 10 Points). Bets on this Market are settled exactly after number of the Y-th point as mentioned in the Market description of the game is confirmed.
- **Game Race to "X" Points:** Bet on which competitor will be the first to reach the target number of points as mentioned in the description of the Market within a game. Bets on the Market are settled immediately once the target number mentioned in the Market description is reached.

Game Numbered Point Winner: Bet on the winner of a specific point mentioned in the Market description (e.g., Game 2 Point 5). Bets on this Market are settled immediately after the point mentioned in the Market description is confirmed. If the point mentioned in the Market description is not reached due to the end of the game or retirement, Bets on the respective Market are **Void**.

12. Rugby union and rugby league

Rugby Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Rugby terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Conversion:** A kick at goal after a try has been scored, worth 2 points.
- **Drop Goal:** A goal scored by kicking the ball through the goalposts after it has touched the ground, worth 3 points.

- **Extra Time:** Additional periods played to determine a winner in knockout matches. By default, Markets exclude extra time unless stated.
- **Natural Conclusion:** A principle where a Bet is settled if the outcome of the relevant Market was already determined and could not have changed.
- **NRL / State of Origin:** Specific Australian Rugby League competitions with unique settlement logic for player participation.
- **Penalty Goal:** A kick at goal awarded after a penalty, worth 3 points.
- **Penalty Try:** Awarded if a team would have scored a try but for foul play by the opposition. Worth 5 points (Union) or 4 points (League). **Note:** These points count for team totals but not for individual player tryscorer Markets.
- **Regular Time (80 Minutes):** The scheduled 80 minutes of play, including any added injury or stoppage time, but excluding extra time, penalty shootouts, or sudden death.
- **Try:** The primary method of scoring, worth 5 points (Union) or 4 points (League), achieved by grounding the ball in the opponent's in-goal area.

General Rugby Rules

12.1. Regular 80 Minutes Settlement:

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

12.2. Postponement and Rescheduling (48-Hour Rule):

Bets on all Markets on a postponed or cancelled match will be **Void** if the Event is not started or not resumed within **48 hours** of the original scheduled start time.

12.3. Abandonment:

If a match is abandoned before the completion of Regular Time (80 minutes), Bets on all Markets related to that match will be declared **Void**, regardless of whether the outcome has already been determined.

- **Exception:** Bets on Markets that have reached a **Natural Conclusion** (e.g., First Tryscorer if a try has been scored) will be settled as per applicable Market rules.
- **Tryscorer Specific Abandonment Rule:** See Section 12.7.

12.4. Error Corrections:

- If an **incorrect match time was displayed**, and this significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets.
- **Live Events:** If Bets on a Market remain open after significant Events (goals, red cards, or penalties) have already taken place, the Sportsbook reserves the right to void affected Bets.
- **Red Cards:** If a Market was opened with a missing or incorrect red card information in the Sportsbook, the Sportsbook reserves the right to void Bets on that Market.

12.5. Venue Change:

If a match is moved to a different venue but the home/away designation remains unchanged, all Bets on that match stand.

If the teams are reversed or names or tournament are displayed in the Sportsbook incorrectly, the Sportsbook reserves the right to declare affected Bets **Void**.

Rugby Statistical & Specific Markets

12.6. Team and Match Totals:

- **Points/Tries:** Bets on this Market are settled based on the score at the end of Regular Time.
- **Winning Margin:** Bet on the specific point gap between teams at the end of 80 minutes.
- **Highest Scoring Half:** Bets on this Market are settled based on points scored in each half whichever is higher. If the match is abandoned, these Markets are **Void**.

12.7. Penalty Tries Logic:

- **Team Markets:** Penalty tries **count** toward Team Totals, First Team to Score, Last Team to Score, and Time of Try Markets.
- **Player Markets:** Penalty tries **do not count** toward individual Player Tryscorer Markets (Anytime, First, Last).

12.8. Drop Goal Markets:

Bet on whether a successful drop goal will be scored during the match. Settlement is based on Regular Time only.

Rugby Player Props (Tryscorer Markets)

12.9. General Participation (Except NRL/State of Origin):

- **Any Selection:** Any Bet on a Market of a player who does not take part in the match shall be **Void**.
- **First Tryscorer:** The player mentioned in the Market description must be on the field of play at the time of the first try. If the player enters the match after the first try has already been scored, the Bet will be **Void**.
- **Last Tryscorer:** If a player mentioned in the Market description takes part in a match at any point during the match], Bets on the respective Market stand.

12.10. Australian NRL and State of Origin Specific Rule:

For these specific competitions **only**, Bets on player selection Markets will be settled as **Lost** regardless of whether the player mentioned in the respective Market description was on the field of play at the time the try was scored, provided they were part of the match-day squad.

12.11. Tryscorer Abandonment Rules:

- **Abandonment before Half Time:** All tryscorer Bets shall be **Void** , regardless of whether a try was already scored.
- **Abandonment during the Second Half:** Bets on Markets for players who have already scored a try in the **First Half** prior to Abandonment, will be settled as **Win**.
    - Bets on all remaining player Market selections (players who have not scored) will be **Void**.

12.12. Anytime Tryscorer:

Bet on if a player will score a try at any point during Regular Time.

- **No Tryscorer:** This selection is included among Market selections. If no tries are scored, Bets on this Market selection are settled as Win, and Bets on all player Markets are settled as **Lost** (provided the player mentioned in the Market selection participated). If the player mentioned in the Market selection did not participate (Non- Runner), the Bets on the affected Markets shall be Void.

12.13. First Tryscorer / Team First Tryscorer:

Bet on the player to score the first try of the match (or for their specific team).

- If the first try is a **Penalty Try**, the Market remains open and will be settled based on the next eligible try scored by a player.

12.14. Last Tryscorer:

Bet on the player to score the final try of the match within Regular Time.

- If the last try is a **Penalty Try**, the Market is settled based on the player who scored the previous eligible try.

12.15. Player to Score 2+ Tries / Hat-trick:

Bet on whether a player will score two or more tries (or three for a hat-trick) during Regular Time. Penalty tries do not count toward the player's total. In the event of abandonment, Bets on this Market will be settled as Won if the player has already achieved the required number of tries; otherwise, Bets on this Market will be declared Void.

13. Rugby Sevens

Rugby Sevens Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Rugby Sevens terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Conversion:** A kick at goal after a try has been scored. In Sevens, conversions must be taken as a drop kick.
- **Extra Time:** In knockout matches, if the score is tied, "Sudden Death" extra time is played. Standard Markets exclude this unless stated.
- **Natural Conclusion:** A principle where the outcome described in the Market and these Rules was already finally determined before an abandonment.
- **Penalty Try:** Awarded for foul play that prevents a certain try. Worth 7 points (no conversion attempt required).
- **Regular Time (14/20 Minutes):** The scheduled duration of a Sevens match, standardly two halves of 7 minutes each (or 10 minutes for final matches), plus stoppage time.
- **Try:** The primary method of scoring, worth 5 points.

General Rugby Sevens Rules

13.1. Regular Time Settlement:

Bets on all Markets are settled based on the result at the end of Regular Time (standardly 14 or 20 minutes of play, depending on the tournament phase). This includes any added stoppage time but **does not include** extra time or sudden death unless the market specifically states "incl. Overtime."

13.2. Postponement and Rescheduling (48-Hour Rule):

Bets on all Markets on a postponed or cancelled match will be **Void** if the Event is not started and not resumed within **48 hours** of the original scheduled start time.

13.3. Abandonment:

If a match is abandoned before the completion of Regular Time, Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**.

- Bets on Markets that have been unconditionally determined at the time of abandonment (e.g., "First Tryscorer" if a try was already scored) will be settled in accordance with those Market rules.

13.4. Error Corrections:

- If an **incorrect match time was displayed**, and this significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets.
- **Score/Event Errors:** If Bets on a Market remain open after a significant event (e.g. goal, red card, or penalty goals) has already occurred, the Sportsbook reserves the right to void the affected Bets.

13.5. Tournament Changes:

If the duration of the halves is changed from the standard (e.g., from 7 minutes to 10 minutes) after the Markets have opened, all Bets on the relevant Markets will stand provided the change was made by the official governing body.

Rugby Sevens Statistical & Market Rules

13.6. Half Markets (1st & 2nd Half):

- **1st Half:** Bets on this Market are settled based on the result of the first half only.
- **2nd Half:** Bets on this Market are settled based on the points scored in the second half only (starting from 0-0). This excludes any extra time.

13.7. Penalty Tries Logic:

- **Team Markets:** Penalty tries **count** toward Team Totals, Total Tries, and "Next Team to Score" Markets.
- **Player Markets:** Penalty tries **do not count** toward individual Player Tryscorer Markets.

13.8. First/Last Team to Score:

Bet on which team will score the first or last points/try of the match. If the match is abandoned, Bets on Last Team to Score Markets are **Void. Bets on First Team to Score are Void** unless an outcome relevant to the Market has already been unconditionally determined prior to abandonment (Natural Conclusion).

13.9. Tryscorer Markets (Anytime / First / Last):

- **Participation:** Any player who takes any part in the match is considered a "Runner" for Anytime and Last Tryscorer Markets.
- **First Tryscorer:** If a player enters the field after the first try has been scored, the Betson Markets for that player are **Void**.
- **Penalty Tries:** If a Penalty Try is scored, it is ignored for player-specific tryscorer Markets. Bets on the Market remain open and will be settled based on the next eligible try scored by a player.
- **Abandonment:** Settlement of tryscorer Markets will follow the general abandonment rules, with outcomes determined only where a Natural Conclusion has been reached.

14. Darts

Darts Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Darts terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Bullseye:** The circular central area of the dartboard. The outer bull is worth 25 points, and the inner bull (double bull) is worth 50 points. For settlement purposes, the **Bullseye counts as a Red checkout color**.
- **Checkout:** The final throw or sequence of throws that reduces a player's score exactly to zero, ending a Leg. The final dart must land in a double or the inner bullseye.

- **Leg:** A single game of darts (e.g., 501) within a Set or Match.
- **Natural Conclusion:** A settlement principle where a Market is settled as soon as the outcome is unconditionally determined, even if the match is later abandoned.
- **Set:** A unit of play consisting of a specific number of Legs (usually the first to win 3 legs wins the Set).
- **Walkover:** When a player is awarded the win before the match starts or completes because the opponent is unable to participate.
- **180 (Maximum):** The highest possible score with three darts in a single visit, achieved by landing all three in the triple-20 bed.

General Darts Rules

14.1. Match Result and Completion:

Bets on all full-match Markets (Winner, Handicaps, Totals) are settled at the end of the match. If a match is started but not finished for any reason (e.g., retirement or disqualification), Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**.

14.2. Postponement and Abandonment (48-Hour Rule):

In the event, the match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time or a Walkover, all Markets that have not reached a **Natural Conclusion** will be **Void**.

- If the match is resumed from the point of interruption within **48 hours**, Bets on all Markets shall stand.
- If an official winner is announced for a tournament stage within the 48-hour window, the Sportsbook will settle the Bets on Match Winner Markets based on the official decision by the governing body for the tournament.

14.3. Error Corrections:

- **Incorrect Score:** The Sportsbook reserves the right to void Bets **Void** on Markets that remain open with an incorrect score that significantly impacts the Odds.

- **Incorrect Participants:** If the players or teams are displayed in the Market incorrectly, the Sportsbook reserves the right to void Bets on the respective Markets **Void**.
- **Incorrect Match Time/Odds:** If Odds were offered based on incorrect match timing or materially incorrect information, the Sportsbook reserves the right to void the affected Bets.

Darts Market Rules

14.4. Set and Leg Handicaps:

Bets on Handicap Markets (Set Handicap or Leg Handicap) are settled after the match is completed. If the match is not finished, Bets on these Markets are **Void** unless the outcome was already unconditionally determined.

14.5. Over/Under (Totals):

Bet on whether the total number of Sets, Legs, or Match 180s will be over or under the specified Line.

- Bets on these Markets are settled at the end of the match.
- If the match is not finished, Bets on Totals Market will be **Void** unless the Line mentioned in the respective Market description has already been exceeded (e.g., Total Match 180s Over 5.5 is settled as Won if 6 or more 180s have already been recorded).
- If a whole number Line is offered in the Market description and the final result equals the Line, Bet on the relevant Market are Void.

14.6. Next Leg / Next Set Winner:

Bet on the winner of a specific designated Leg or Set.

- These Markets are settled immediately upon the completion of the specific Leg or Set.
- If the specific Leg or Set is not completed or is not played due to match abandonment, Bets on the respective Markets will be **Void.**

14.7. Checkout Color:

Bet on the color of the segment where the final winning dart lands in a specific Leg or the Match checkout.

- The Bullseye (50 points) is officially counted as **Red** for settlement purposes.

14.8. Most 180s (1X2):

Bet on which player will score more 180s during the match. If the match is not finished, Bets on this Market are **Void** as the trailing player could theoretically have overtaken the leader.

If both players record the same number of 180s, Bets on the Market will be settled as a Draw (if Draw market was offered) or Void for 2-way Markets.

15. Snooker

Snooker Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Snooker terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Century Break (100 Break):** A score of 100 points or more compiled by a player in a single visit to the table without missing a shot.
- **Frame:** A single unit of play in snooker. A match consists of a designated number of frames (e.g., Best of 19).
- **Free Ball:** A penalty situation where the referee allows a player to nominate any colored ball as a red. Under our rules, these do not count for "Potted Color" Markets.

- **Natural Conclusion:** A settlement principle where a Market is resulted as soon as the outcome is unconditionally determined, even if the match is later abandoned.
- **Pot:** The action of hitting a ball into a pocket.
- **Re-rack:** When the referee and players agree to restart a frame from the beginning (usually due to a stalemate).
- **Walkover:** When a player is awarded the match win before the match starts or completes because the opponent is unable to participate.

General Snooker Rules

15.1. Match Completion and Retirement:

Bets on all full-match Markets (Winner, Handicaps, Totals) are settled at the end of the match. If a player is disqualified or retires before the match is finished, Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**.

15.2. Postponement and Abandonment (48-Hour Rule):

In the event the Match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time or a Walkover, all Markets that have not reached a **Natural Conclusion** will be **Void** after **48 hours**.

- If the match resumes from the point of interruption within **48 hours**, Bets on all Match Markets shall stand.
- If an official winner is announced for a tournament stage within the 48-hour window, the Sportsbook will settle Bets on the Match Winner Markets based on the official decision by the governing body for the tournament.

15.3. Re-rack Logic:

If a re-rack occurs, Bets on any Markets that already reached a Natural Conclusion prior to the re-rack (e.g., "First Color Potted") will stand and be settled based on that result. Bets on all other Markets for that specific frame will be settled based on the play in the restarted frame.

15.4. Error Corrections:

- **Incorrect Score:** The Sportsbook reserves the right to declare Bets **Void** if the Bets on a Market remain open with an incorrect score that significantly impacts on the Odds.

- **Incorrect Participants:** If the players are displayed incorrectly in the Market description, the Sportsbook reserves the right to void Bets on the affected markets.
- **Incorrect Match Time/Odds:** If Odds in a Market were offered based on incorrect timing or materially incorrect information, Bets on the affected Markets may be Void.

Snooker Market Rules

15.5. Frame-Related Markets:

Bets on the outcome of a specific designated frame (e.g., Winner, Total Points, Century Break).

- If a frame starts but is not completed, Bets on all Markets related to that frame will be **Void** unless the outcome relevant for the Market was already determined.
- **Next Frame Total Points (Odd/Even):** Bets on this market are settled based on the total points scored by both players in that frame. If the frame is not completed, the Bets on this Market are **Void**.

15.6. Century Break (100 Break) Markets:

Bet on whether a player will record a break of 100 points or more in a specific frame or during the match.

- If the match or specific frame is abandoned, Bets on these Markets are **Void** unless a century break has already been recorded.

15.7. Pot First Ball / Potted-Color Markets:

Bet on which ball or color will be potted first in a specific frame.

- **Foul/Free Ball Exclusion:** No fouls or "free balls" are considered for the settlement of Bets on "Potted-Color" or "First Ball Potted" Markets. The Bets on these Markets are settled based on the first legally potted ball.

15.8. Match Totals and Handicaps:

- **Total Frames Over/Under:** Bet on the total number of frames played in the match. Bets on this Market are settled at the end of the match. If the match is not completed, Bets on the Markets are Void unless the outcome has already reached the Natural Conclusion. If a whole number Line is offered and the final result equals the Line, the Bet is declared Void.

- **Match Handicap:** Market applies to the final frame score. If the match is not completed, Bets on this Market are **Void**.

16. Table tennis

Table Tennis Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Table Tennis terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Extra Points (Deuce):** Occurs when a game reaches a 10-10 tie. The game continues until one player/team gains a two-point lead.
- **Game:** A single unit of play in table tennis, standardly played to 11 points. A match is typically "Best of 5" or "Best of 7" games.
- **Natural Conclusion:** A settlement principle where a Market is settled as soon as the outcome relevant to the Market is unconditionally determined, even if the match is later abandoned.
- **Points Deduction:** An official penalty where points are removed from a player's score by the umpire due to misconduct or rule violations.
- **Retirement:** When a player officially withdraws from a match while it is in progress.

General Table Tennis Rules

16.1. Settlement Timing and Finality:

Bets on all Markets are settled as soon as the point or game element that decides the outcome of that Market is confirmed. Final match results (Winner, Correct Score, Match Handicaps) are settled after the last point of the match is confirmed.

16.2. Postponement and Abandonment (48-Hour Rule):

If a match is postponed, cancelled, or not completed, Bets on all Markets remain valid if the game starts/resumes within **48 hours** of the original scheduled time. If the delay exceeds **48 hours**, Bets on all unsettled Markets will be **Void**.

- **Interrupted Matches:** If a match is abandoned or a player retires, Bets on all Markets that have not reached a **Natural Conclusion** at the moment of abandonment will be **Void**.

16.3. Retirement and Undecided Markets:

In the event of a player retirement or disqualification, Bets on any Markets that have not reached the Natural Conclusion (e.g., "Game 2 Winner" if the player retires during Game 1) will be **Void**.

16.4. Official Points Deductions:

Official points deductions are taken into account for Bets on all unsettled Markets. Bets on Markets that have already reached a **Natural Conclusion** prior to the deduction will be settled based on the score at that moment and will not be revised.

16.5. Error Corrections:

The Sportsbook reserves the right to void bets in the following scenarios:

- **Incorrect Score:** If Bets on Markets remain open with an incorrect score that significantly impacts the Odds.
- **Incorrect Participants:** If the players or teams are displayed in the Markets incorrectly.
- **Incorrect Match Time/Odds:** If Odds were offered in the Market based on incorrect match timing or materially incorrect information.

Table Tennis Market Rules

16.6. Point and Game Handicaps:

- **Match Point Handicap:** Bets on this Market are settled after the last point of the match and final score are confirmed.
- **Match Game Handicap:** Bets on this Market are settled as soon as the handicap Line mentioned in the Market description has been unconditionally determined (Natural Conclusion).
- **Game Handicap:** Bets on Point handicaps Markets for a specific game are settled as soon as the Line mentioned in the Market description is reached within that game.

16.7. Over/Under (Totals):

Bets on Total points (Match, Team, or Game) or Total Games Markets are settled as soon as the Line specified in the Market description has been reached.

- **Integer Lines:** If a whole number Line is offered in the Market description (e.g., 85.0) and the final result equals that Line, Bets on that Market shall be **Void**.

16.8. Correct Score Markets:

Bets on Match and Game Correct Score Markets are settled after the last point of the relevant period is confirmed. If a specific game is not played, Bets on all related Correct Score Markets will be **Void**.

16.9. Game Extra Points:

Bet on whether a game will require extra points to be decided (i.e., go beyond 11 points).

- **Settlement:** Bets on this Market are settled as **"Yes"** once the score reaches 10-10 (**20th point**) within the specified game.
- If the game is not played or is abandoned before reaching 10-10, Bets on this Market are **Void**.

16.10. Lead After "Y" Points:

Bets on which player will be leading in a specific game after a designated number of points as mentioned in the Market description (e.g., Game 1 Lead After 4 Points).

Bets on this Market are settled exactly after the Y-th point of the game as mentioned in the Market description is confirmed.

16.11. Race to "X" Points:

Bet on which player will be the first to reach the target number of points as mentioned in the Market description (3, 5, 7, etc.) within the game. Bets on this Market are settled immediately once the target mentioned in the Market description is reached. If the target is not reached due to the end of the game or match abandonment, Bets on the Market are Void.

16.12. Numbered Point Winner:

Bet on which player will win a specific designated point as mentioned in the Market description (e.g., Game 2 Point 5). The Market is settled immediately after the point mentioned in the Market description is confirmed. If the point is not reached due to the end of the game or retirement, Bets on the Market are **Void**.

17. Bowls

Bowls Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Bowls terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **End:** A unit of play where all players have delivered all their bowls in one direction.
- **Jack:** The small white or yellow target ball.

- **Match:** A competition between players or teams, usually played as a "Best of" sets format or a fixed number of ends.
- **Natural Conclusion:** A settlement principle where a Market is settled as soon as the outcome mentioned in that Market description or these Rules is unconditionally determined, even if the match is later abandoned.
- **Set:** A group of ends (usually 7, 9, or 11 ends) played to determine a set winner.
- **Tie-break:** Additional ends played to determine a match winner if the sets are tied.
- **Walkover:** When a player is awarded the win before the match starts or completes because the opponent is unable to participate.

General Bowls Rules

17.1. Settlement Timing and Finality:

Bets on all Markets are settled based on the official score confirmed by the governing body or tournament officials. Bets on the Markets are settled as soon as the point or end that decides the outcome is confirmed.

17.2. Postponement and Abandonment (48-Hour Rule):

In the event, the Match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time, Bets on all Markets that have not reached a **Natural Conclusion** will be **Void.**

- **Interrupted Matches:** If a match is interrupted, Bets on all Markets that have not reached a **Natural Conclusion** at the moment of abandonment will be **Void**.

17.3. Retirement and Walkovers:

In the case of a player retirement, disqualification, or Walkover, Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**.

- If a player retires during a set, the winner of the match is determined by the official result, but Bets on set-specific Markets that were not completed are **Void**.

17.4. Error Corrections:

The Sportsbook reserves the right to void Bets on the affected Markets in the following scenarios:

- **Incorrect Score:** If Bets on Markets remain open with an incorrect score that significantly impacts the Odds.
- **Incorrect Participants:** If the players or teams are displayed in the Market description incorrectly.
- **Incorrect Match Time/Odds:** If Odds in the Market were offered based on incorrect timing or materially incorrect information.

Bowls Market Rules

17.5. Match and Set Winner: Bet on the winner of the match or a specific set.

- **Match Winner:** Bets on this Market are settled based on the final official result, including any tie-break ends if applicable.
- **Set Winner:** Bets on this Market are settled after the last end of the designated set is completed. If a set is not completed due to retirement, Bets on the affected Market are **Void**.

17.6. Race to "X" Points / Xth Point Winner: Bet on which player or team will be the first to reach a target number of points, or who will score a specific designated point (e.g., Set 1 Point 5).

- **Target Not Reached:** If a set or match ends before the Xth point is reached, all Bets on "Race to X points" or "Numbered Point Winner" Markets for that specific period will be **Void**.

17.7. Set Handicaps and Totals:

- **Set Handicap:** Bets on the Market are settled based on the final set score of the match.
- **Total Sets/Ends:** Bets on the Market are settled as soon as the Line mentioned in the Market description has been reached. If a match is abandoned before the Line mentioned in the Market description is reached, Bets on the Market are **Void** . If a whole number Line is offered in the Market description and the final result equals that Line, Bets on that Market are Void.

18. Cricket

Cricket Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Cricket terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Boundary:** A shot that reaches the edge of the field. A "Four" (4 runs) or "Six" (6 runs).
- **Delivery:** A single ball bowled by a bowler to a batter.
- **Dot Ball:** A legal delivery from which no runs (including extras) are scored. Wickets do not count as dot balls.
- **Duck:** When a batter is dismissed for zero runs.
- **Extra:** Runs awarded to the batting team not scored off the bat (Wides, No Balls, Byes, Leg Byes, Penalty Runs).
- **First Class Match:** A match of three or more days' duration (e.g., Test Matches).
- **Impact Sub / Concussion Sub:** Players who enter the match as official replacements for named players.
- **Innings:** A team's turn to bat.
- **Limited Overs:** A match where each team bats for a fixed number of overs (e.g., T20, One Day Internationals).
- **Natural Conclusion:** When an innings ends because a team is All Out, declares, or reaches its target.
- **Over:** A set of six legal deliveries (5 in "The Hundred").
- **Super Over (Bowl-off):** An extra period used to determine a winner in tied matches.

General Cricket Settlement Rules

18.1. Match Result and Adverse Weather:

- All Bets are settled based on the **official match result**. This includes results determined by the **Duckworth-Lewis-Stern (DLS)** method or any other official competition rules.
- **Ties (2-Way):** If a match ends in a tie and a Super Over/Bowl-off decides the winner, that result stands. If no winner is determined by official rules, Bets on the affected Markets are **Void** .
- **Ties (3-Way & First Class):** In 3-way Markets, a tie is settled as a **Dead Heat** between the two teams (NOT as a Draw). In First Class/Test matches, a tie is a Dead Heat; Bets on the "Draw" Market are settled as **Loss**.
- **Forfeits & Abandonment:** If a winner is declared via forfeit, Bets on Match Winner Bets are **Void**. If abandoned due to outside interference (not weather) before a ball is bowled, Bets on all Markets are **Void**.

18.2. Postponement (48-Hour Rule):

In the event, the Match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time, Bets on all Markets that have not reached a **Natural Conclusion** will be **Void.**

- If the match is resumed from the point of interruption within **48 hours**, all Bets on that match stand.
- If an official winner is announced for a tournament stage within the 48-hour window, the Sportsbook will settle Bets on the Match Winner Markets based on the official decision by the governing body for the tournament.

18.3. Super Over Exclusion:

Unless expressly stated (e.g., "Super Over Winner"), statistics recorded during a Super Over **do not count** toward match totals, innings totals, or player prop Markets.

Format-Specific Thresholds (Minimum Play)

18.4. Limited Overs Thresholds: For Bets on this Market to stand, the team must have had the technical opportunity to face a minimum percentage of scheduled overs, unless game element mentioned in the Market description reached a **Natural Conclusion** (All Out/Target reached):

- **Match Totals (Runs, Fours, Sixes, Extras, Wickets, Run Outs, Wides, Ducks):** At least **80%** of the scheduled overs in **each innings** must be completed.

- **Match Top Batter / Top Bowler:** At least **40%** of the scheduled overs in that team's innings must be bowled.
- **In-Play Batsman/Bowler Markets:** The team must have the opportunity to face at least **80%** of allocated overs at the time the Bet was accepted.

18.5. First Class / Test Match Thresholds:

- **Drawn Matches:** In matches ending in a Draw, statistical Markets (Fours, Sixes, Extras, etc.) shall be **Void** if fewer than **200 overs** have been bowled.
- **Innings Totals:** At least **60 overs** must be bowled in the innings unless the team is All Out or Declares.

Market-Specific Rules

18.6. Boundary Markets (Fours and Sixes):

- **Scoring:** Only boundaries scored **from the bat** (legal or illegal delivery) count.
- **Exclusions:** Overthrows, all-run fours (where players physically run 4), and extras do **not** count.

18.7. Extras and Wides:

- **Match/Innings Extras:** Includes Wides, No-Balls, Byes, and Leg Byes. Penalty Runs are excluded unless specifically stated. If runs are scored off the bat alongside an extra from the same ball, the runs off the bat are excluded from the Extras total.
- **Wides:** Any runs resulting from a wide delivery (except penalty runs) count towards the Wide total.

18.8. Delivery and Over Markets:

- **Hierarchy of Outcomes:** If multiple events occur from one delivery, the winner is: **1. Wicket, 2. No Ball, 3. Wide, 4. Bye/Leg Bye, 5. Runs.**
- **Runs off Delivery:** Illegal balls count as deliveries. (e.g., if ball 1 is a Wide, it results as "1", and the next ball is Delivery 2).
- **Runs off Ball:** Refers to **Legal Balls** only. Wides/No-Balls do not count as a ball for these Markets.
- **Over Completion:** An over must be completed unless the innings ends naturally. If an over is not started, all Bets on this Market are **Void**.

18.9. Partnership Markets:

- **Fall of Wicket:** Bets on this Market are settled based on the score at the fall of the specified wicket. A batter **Retiring Hurt** does not count as a wicket. If a team declares or reaches its target before the wicket falls, the final score is the result.
- **Next Man Out:** Both named batters must be at the crease when the dismissal occurs; otherwise, Bets on this Market are **Void**.

Player Prop Rules

18.10. Participation and Substitutions:

- **Action:** Players must be in the **Starting XI** or enter as an official. **Impact/Concussion Substitute**: If a player is in the XI but does not bat or bowl, the Bets on the Market involving the player stand and are settled on the recorded statistics (e.g., 0 runs).
- **Impact Sub Specific:** If an Impact Sub (not in the starting XI) wins or ties for Top Batter, the Market selection **'Other'** is deemed the winner for in-play Markets.

18.11. Top Batter / Top Bowler:

- **Top Batter:** Highest individual score in the innings/match. If tied, **Dead Heat** rules apply.
- **Top Bowler:** Most wickets taken.
    - **Tie-breaker:** 1. Most Wickets. 2. Fewest runs conceded. 3. Dead Heat.
    - **No Wickets:** If no bowler takes a wicket in the innings, Bets on the Market are **Void**.

18.12. Player Dismissal Methods:

- Includes Bowled, Caught, LBW, Run Out, Stumped, and Other.
- **Retired Hurt:** For the purpose of this Market Retired Hurt will be considered as a dismissal and Bets on the relevant player Markets will be settled as Void.
- **Retired Out / Sent Off:** Counted as a **Wicket**.

18.13. Player Performance Scoring:

- 1 point per run scored.
- 10 points per catch.
- 20 points per wicket.
- 25 points per stumping (wicket-keeper only).

Specialized Markets

18.14. Session Betting:

Bets are this Market are settled on the runs scored in a specific session regardless of the team. At least **20 overs** must be bowled in the session for Bets to stand on this Market, unless settlement is already determined.

18.15. Bingo / Mayhem / Lottery:

- The designated over must be completed for Bets on this Market to have an action. If the over is not completed, affected Bets will be Void.
- **Next Over Mayhem:** 1 pt/run, +2 pts/boundary, +10 pts/wicket.
- **Captain Fantastic:** The selected player (mentioned in the Market description) must be the team captain and must win the toss AND be the top run-scorer for their team. In the event of a tie for top run-scorer, Dead Heat rules apply. If the captain does not bat, Bets on this Market are declared Void.

Tournament Markets

18.16. Non-Runner Allocation:

For completely abandoned tournament matches (no play), the following values are added to tournament totals:

Market	T10	T20	DAY	FULL
Sixes	13	12	8	8

Fours	17	26	42	117
Fifties	2	2	3	8
Centuries	0	0	1	3
Wickets	9	12	14	33
Run Outs	1	1	1	1
Ducks	1	1	2	

18.17. Milestones:

For milestone Markets, a score of 100 or more will count as both a 50 and a 100 for the purposes of total match or innings milestone counts (e.g., total 50s/100s).

19. Squash

Squash Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the*

understanding of common Squash terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

- **Extra Points:** Occurs when a game reaches a 10-10 tie. The game continues until one player gains a two-point lead.
- **Game:** A single unit of play in squash, standardly played to 11 points. A match is typically "Best of 5" games.
- **Natural Conclusion:** A settlement principle where Bets on a Market are settled as soon as the outcome mentioned in the Market description of these Rules is unconditionally determined, even if the player later retires.
- **Penalty Point:** A point awarded by the umpire due to a code violation or interference. These count toward the score and settlement.
- **Points Deduction:** An official penalty where points are removed from a player's score by the umpire.
- **Retirement:** When a player officially withdraws from a match while it is in progress.

General Squash Rules

19.1. Settlement Timing and Confirmation:

Bets on all Markets are settled as soon as the point that decides the outcome of that Market is confirmed. Bets on Final match results Markets (Winner, Correct Score, Match Handicaps) are settled after the last point of the match and the final score are officially confirmed.

19.2. Postponement and Abandonment (48-Hour Rule):

In the event, the Match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time, all Markets that have not reached a **Natural Conclusion** will be **Void.**

- **Interrupted Matches:** If a match is interrupted or a player retires, Bets on all Markets that have not reached a **Natural Conclusion** at the moment of abandonment will be **Void.**

19.3. Retirement, Forfeit, and Disqualification:

In the event of a player retiring, forfeiting the match, or being disqualified, Bets on all Markets that have not reached Natural Conclusion will be **Void**.

19.4. Points Deductions and Penalty Points:

- **Official Points Deductions:** Taken into account for Bets on all unsettled Markets. Bets on Markets that reached a **Natural Conclusion** prior to the deduction will not be revised.
- **Penalty Points:** If penalty point(s) are awarded by the umpire, all Bets on this Market for the game or point will stand and be settled according to the updated score.

19.5. Error Corrections:

The Sportsbook reserves the right to declare Bets on affected Markets **Void** in the following scenarios:

- **Incorrect Score:** If Bets on the Markets remain open with an incorrect score that significantly impacts the Odds.
- **Incorrect Participants:** If the players or teams are displayed incorrectly in the Market description.
- **Incorrect Match Time/Odds:** If Odds in the Market were offered based on incorrect timing or materially incorrect information.

Squash Market Rules

19.6. Point and Game Handicaps:

- **Match Game Handicap:** Bets on this Market are settled as soon as the handicap Line mentioned in the Market description has been unconditionally determined.
- **Match Point Handicap:** Bets on this Market are settled after the last point of the match and final score are confirmed.
- **Game Handicap:** Bets on Point handicaps Markets for a specific game are settled as soon as the Line mentioned in the Market description is reached within that game.

19.7. Over/Under (Totals):

Bets on Total points (Match, Competitor, or Game) or Total Games Markets are settled as soon as the Line specified in the Market description has been reached.If the match or game is not completed, Bets on the Market are Void unless the outcome has already been determined.

- **Integer Lines:** If a whole number line is offered in the Market description and the final result equals that mentioned Line, Bets on that Market are **Void** .
- **Unplayed Games:** If a specific game is not played, Bets on all related Over/Under Markets for that game will be **Void**.

19.8. Correct Score Markets:

Bets on Match and Game Correct Score Markets are settled after the last point of the relevant period is confirmed.

19.9. Game Extra Points:

Bet on whether a game will require extra points to be decided (i.e., go beyond 11 points).

- **Settlement:** Bets on this Market are settled as **"Yes"** once the score reaches 10-10 (**20th point**) within the specified game.
- If extra points are not required in the game to be decided, Bets on the Market are Void.

19.10. Lead After "Y" Points:

Bet on which player will be leading in a specific game after a designated number of points (e.g., Game 1 Lead After 6 Points) as mentioned in the Market description. Bet on the Market are settled immediately after the Y-th point of the game as mentioned in the Market description is confirmed.

19.11. Race to "X" Points / Numbered Point Winner:

- **Race to X:** Bet on which player will be the first to reach the target number of points (3, 5, 7, etc.) mentioned in the Market description within a game. Bets on this Market are settled immediately when the target number mentioned in the Market description is reached.
- **Point Winner:** Bet on which player will win a specific designated point (e.g., Game 3 Point 5) mentioned in the Market description. Bets on this market are

settled immediately after the point mentioned in the Market description is confirmed.

Target Not Reached: If the game ends before the point specified in the Market description is reached, Bets on that Market are **Void**.

20. Aussie rules football

Aussie Rules Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Aussie Rules terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Behind:** A score worth 1 point, achieved by the ball passing between a goal post and a behind post, or hitting a goal post.
- **Goal:** A score worth 6 points, achieved by kicking the ball between the two inner (goal) posts without it being touched.
- **Natural Conclusion:** A settlement principle where Bets on a Market are settled as soon as the outcome relevant for that Market is unconditionally determined, even if the match is later abandoned.
- **Overtime (Extra Time):** Additional periods played in certain knockout matches to determine a winner. Only specific Markets include this.
- **Regular Time (80 Minutes):** The scheduled duration of a match, standardly consisting of four 20-minute quarters plus stoppage time.
- **Term (Quarter):** One of the four periods that make up a standard match.

General Aussie Rules Rules

20.1. Regular Time Settlement (80 Minutes):

Unless otherwise stated in the Market name or specific rules below, Bets on all Markets are settled based on the result at the end of a scheduled 80 minutes of play. This includes any added injury or stoppage time but **does not include** Overtime.

20.2. Match Winner (2-Way) & Overtime Logic:

- **Winner (2-Way):** For the purposes of settlement of Bets on this specific Market result of the game **include Overtime** if played.
- **Draw Scenario:** In the event of a draw in a competition where no Overtime format is provided, Bets on the 2-Way Match Winner Market will be **Void**.

20.3. Postponement and Abandonment (48-Hour Rule):

- **Postponement:** Bets on ll Markets on a postponed match will be **Void** if the event is not resumed within **48 hours** of the original scheduled start time.
- **Abandonment:** If a match is abandoned before the completion of the Regular Time (80 minutes), Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**.

20.4. Error Corrections:

- **Match Time:** The Sportsbook reserves the right to void the affected Bets if Odds were offered in the Market with an incorrect match time involving an error of more than 2 minutes.
- **Incorrect Participants:** If the team names or the tournament category are displayed incorrectly in the Market description, the Sportsbook reserves the right to void the affected Bets.

Aussie Rules Market Rules

20.5. Handicap and Totals:

Bets on Match Handicaps and Total Points (Over/Under, Odd/Even) are settled based on the score at the end of Regular Time (80 minutes) only. If a match is abandoned before 80 minutes, Bets on these Markets are **Void** regardless of the current score.

20.6. Quarter and Half Markets:

- **1st Quarter:** Bets on this Market are settled based on the result at the end of the first quarter.
- **1st Half:** Bets on this Market are settled based on the result at the end of the second quarter (sum of Q1 + Q2).
- **2nd Half:** Bets on this Market are settled based on the points scored in the third and fourth quarters only (sum of Q3 + Q4).
- **Abandonment:** If a match is abandoned during a specific quarter or half , Bets on all Markets for that period of the game (if not yet completed) and subsequent periods will be **Void**.

20.7. Highest Scoring Quarter / Half:

- Bet on which quarter or half will produce the most points.
- **Dead Heat Rule:** If two or more quarters (or both halves) result in the same highest score, Bets on this Market will be settled under **Dead Heat rules** (Section 6.7.2).

20.8. First Team to Score:

- Bet on which team will record the first score (Goal or Behind) of the match.
- **Natural Conclusion:** If the game is abandoned after a team has already scored, Bets on the Market stand and are settled according to these Rules. If the game is abandoned before any score, Bets on the Market are **Void**.

20.9. Half-Time / Full-Time (Double Result):

Bet on the result at half-time and the result at the end of the Regular Time. If the game is abandoned before completion of 80 minutes, Bets on the Market are **Void.**

21. Boxing

Boxing Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Boxing terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Decision:** A result determined by the judges' scorecards at the end of the scheduled number of rounds. This includes Unanimous, Split, and Majority decisions.
- **DQ (Disqualification):** When a fighter is declared the loser for repeatedly or significantly breaking the rules.
- **Go the Distance:** A scenario where the fight completes all scheduled rounds and is decided by the judges' scorecards.
- **KO (Knockout):** When a fighter is unable to stand up and resume fighting before the referee's count of ten.
- **No Contest:** A ruling made when a fight is stopped prematurely due to an accidental injury (usually in the early rounds) or other outside interference, resulting in no winner being declared.
- **TKO (Technical Knockout):** When the referee, doctor, or a fighter's corner stops the fight because the fighter is deemed unable to safely continue.
- **Technical Decision/Draw:** A result determined by the scorecards when a fight is stopped after a minimum number of rounds (due to an accidental foul/injury) but before the full scheduled duration.

General Boxing Rules

21.1. Official Result and Finality:

All Bets are settled based on the official result declared by the governing body or ring announcer at the end of the bout. Subsequent appeals or changes to the result (e.g., due to drug testing or technical errors discovered later) are not recognized for settlement purposes.

21.2. Postponement and Abandonment (48-Hour Rule):

If a fight is postponed or cancelled, all Bets remain valid if the fight takes place within **48 hours** of the original scheduled start time. If the delay exceeds **48 hours**, all unsettled Bets will be declared **Void**.

- **Interrupted Matches:** If a match is interrupted after it has started, Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**.

21.3. No Contest:

In the event of a fight being officially declared a **"No Contest,"** all Bets on the match will be **Void**.

21.4. Changes to Scheduled Rounds:

If the scheduled number of rounds is changed before the fight starts, all Bets on "Total Rounds," "Exact Round Betting," "Method of Victory," and "Inside the Distance" Markets will be **Void** . Bets on Match Winner Market will remain valid.

21.5. Failure to Answer the Bell:

If a fighter fails to answer the bell for the next round, their opponent will be deemed to have won the fight in the **previous round** for the settlement purposes.

Boxing Market Rules

21.6. Match Winner (2-Way vs. 3-Way):

- **Winner (2-Way):** Bet on the winner of the fight. If the fight ends in a Draw (including Majority or Technical Draw), all Bets on this Market are **Void**.
- **1X2 (Fight Result):** Bet on the result including the Draw. If the fight ends in a Draw, Bets on the "Draw (X)" Market selection is the winner.

21.7. Total Rounds (Over/Under):

Bet on the round and time in which the fight will end.

- **The "Half-Round" Rule:** For settlement of this Market, a "half-round" is defined as exactly **1 minute and 30 seconds** of the respective round.
    - **Under 9.5:** For this Market the fight must end before 1:30 of the 10th round.
    - **Over 9.5:** For this Market the fight must end at or after 1:30 of the 10th round.
- **Specific Example:** If a fight ends at 2:29 of the 2nd round, it is settled as Under 1.5. If it ends at 2:30 or later in the 2nd round, it is settled as Over 1.5.

21.8. Method of Victory:

- **KO/TKO/DQ:** Includes a knockout, technical knockout, or disqualification.

- **Decision/Technical Decision:** A win based on the judges' scorecards.
- **Draw:** Includes a Majority Draw or Technical Draw.
- **Disqualification (DQ):** For settlement purposes, a win by disqualification is counted as a **KO/TKO**.

21.9. Winner & Exact Round:

Bet on the fighter and the specific round in which they win by KO, TKO, or DQ.

- If the fight is decided by a **Technical Decision** before the scheduled end, all Bets on this Market are settled as **Loss**.

21.10. Will the Fight Go the Distance?

Bet on whether the fight will complete all scheduled rounds.

Technical Decision Exception: If a fight is stopped and decided by a Technical Decision (judges' scorecards) before the full number of rounds is completed, the fight is deemed **NOT** to have gone the distance.

22. MMA

MMA Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common MMA terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Decision:** A result determined by the judges' scorecards at the end of the scheduled rounds (Unanimous, Split, or Majority).
- **KO (Knockout):** When a fighter is rendered unconscious or unable to defend themselves due to legal strikes.

- **No Contest:** A ruling made when a fight is stopped prematurely due to an accidental injury (early in the fight) or other outside interference, resulting in no winner.
- **Submission:** When a fighter signals they want to stop the fight by tapping the opponent or the canvas, or by making a verbal submission.
- **TKO (Technical Knockout):** When the referee, doctor, or corner stops the fight because a fighter can no longer safely defend themselves.
- **Technical Decision:** When a fight is stopped due to an accidental injury after a sufficient number of rounds have passed for the judges to score the fight.
- **Technical Submission:** When the referee stops the fight because a fighter is caught in a submission and is either unconscious or in imminent danger of serious injury.

General MMA Rules

22.1. Settlement Timing and Finality:

Bets on all Markets are settled based on the official result declared immediately after the fight. Subsequent appeals, disqualifications, or amendments to the result by athletic commissions (e.g., due to drug testing or technical errors discovered later) are not recognized for settlement purposes.

22.2. Failure to Answer the Bell (Stool Retirement): If a fighter fails to answer the bell for the next round (e.g., retires on the stool during the break), their opponent will be deemed to have won the fight in the **previous round** for settlement purposes.

- *Example:* If a fighter retires after the end of Round 2 and before the start of Round 3, the official winning round is **Round 2**.

22.3. Postponement and Abandonment (48-Hour Rule): If a fight is postponed or cancelled, all Bets on that fight remain valid if the fight takes place within **48 hours** of the original scheduled start time. If the delay exceeds **48 hours**, all unsettled Bets on that fight will be **Void**.

- **Interrupted Matches:** If a fight is interrupted after it has started, Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**.

22.4. Withdrawals and Substitutions:

Should there be a withdrawal or a substitution of one of the fighters concerned, all Bets on the fight will be **Void**.

22.5. No Contest:

In the event of a fight being officially declared a **"No Contest,"** all Bets on the match will be declared **Void**.

22.6. Changes to Scheduled Rounds:

If the scheduled number of rounds is changed before the fight starts, all Bets on "Total Rounds," "Winner & Exact Round," and "Winning Method" Markets will be **Void** . Bets on Match Winner (2-Way/3-Way) Markets will remain valid.

MMA Market Rules

22.7. Match Winner (2-Way vs. 3-Way):

- **Winner (To Win the Fight):** Bet on the winner. If the fight ends in a Draw (including Majority or Technical Draw), all **B**ets on this Market are **Void**.
- **1X2 (Fight Result):** Bet on the result including the Draw. If a Draw is declared, Bets on the "Draw (X)" Market selection are the winner.

22.8. Total Rounds (Over/Under): Bet on the round and time segment in which the fight will end.

- **The "2:30" Rule:** For settlement purposes of this Market, a "half-round" is defined as exactly **2 minutes and 30 seconds** of the respective round.
    - **Over 2.5 Rounds:** The fight must end *after* the 2:30 mark of the 3rd round. If it ends at exactly 2:30, it is settled as **Over**.
    - **Under 2.5 Rounds:** The fight must end *before* the 2:30 mark of the 3rd round.
- **Point-Five (.5) Lines:** If a finish occurs at 2:29 or before, it is Under 0.5 of that round. If it occurs at 2:30 or later, it is Over 0.5.

22.9. Winning Method (Detailed): Bet on the specific way the fight will be decided:

- **KO/TKO:** This includes:
    - Referee stoppage due to strikes (standing or on the canvas).

    - Stoppage by the ringside Doctor.
    - Stoppage by a fighter's Corner/Team.
    - A fighter retiring during the break due to injury.
    - **Disqualification (DQ):** For settlement purposes, a DQ is counted as a KO/TKO.
- **Submission:** This includes:
    - Physical tap-out.
    - Technical submission (referee stoppage).
    - Verbal submission (including those made due to strikes).
- **Decision:** Includes Unanimous, Split, or Majority Decision. Also includes **Technical Decisions**.

22.10. Winner & Exact Round (Detailed): Bet on the fighter and the specific round in which the fight ends.

- **Winning Conditions:** For a Bet on this Market to win, the fighter must win by **KO, TKO, DQ, or Submission** within that round.
- **Failure to Answer the Bell:** If a fighter fails to answer the bell for the next round, the opponent is deemed the winner in the **previous round** (as per Rule 22.2).
- **Decisions and Technical Decisions:** In the event of a ***Technical Decision*** (stoppage before the end of the fight where the winner is determined by judges' scorecards) or a ***Decision*** at the end of the full scheduled distance, all Bets on specific rounds Markets will be settled as Losses.
- **Clarification:** For settlement purposes of this Market, a ***Technical Decision*** is treated as a victory on ***points (scorecards)*****.** Since it is not a finish (stoppage) within the round, it does not count as a victory in any specific round, regardless of when the fight was stopped.

22.11. Will the Fight Go the Distance? Bet on whether the fight will go to the judges' scorecards.

- **Technical Decision Rule:** If a fight is stopped and decided by a Technical Decision before the full number of rounds is completed, the fight is deemed **NOT** to have gone the distance.

23. Golf

Golf Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Golf terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **2-Ball / 3-Ball:** Betting on which player in a specific group will achieve the lowest score over a designated round.
- **Dead Heat:** A settlement rule applied when two or more players finish with the same score for a specific position.
- **First Round Leader:** The player who leads the tournament at the end of the first 18 holes.
- **Make/Miss the Cut:** Bet on whether a player will qualify for the final rounds of a tournament (usually the top 65 players and ties after 36 holes).
- **Play-off:** Extra holes played to determine a winner in the event of a tie after the scheduled number of holes.
- **Tee-off:** The act of hitting the first shot of a round or tournament.
- **Tournament Outright:** Betting on the winner of the entire tournament (including any play-offs).

General Golf Rules

23.1. Player Participation (Tee-off Rule):

A player is deemed to have played in a tournament or a specific round once they have **teed off**.

- **Withdrawals:** If a player withdraws, retires, or is disqualified **after** having teed off, all Bets on that player Markets will be settled as **Lost**, provided the Market is settled.
- **Non-Runners:** If a player does not take part (does not tee off), all Bets on that player Market selection will be **Void**.

23.2. Result Finality and Trophy Presentation:

Bets on all Markets are settled based on the official results provided by the relevant tour's official site (e.g., PGA Tour, European Tour) at the time of the **trophy presentation**.

- Any subsequent disqualifications or amendments made after the official result/trophy presentation will not be recognized for settlement purposes.

23.3. Delays and Suspensions:

In the case of any delay (e.g., rain, darkness), Bets on all unsettled Markets remain unsettled and trading will continue as soon as the round or tournament resumes. Bets stand as long as the event is completed within the official tournament structure.

23.4. Abandonment and Reduction of Holes:

- **Tournament Abandoned:** If a tournament is officially abandoned before the scheduled number of holes is completed, Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**. Any Bets placed **after** the last completed round will also be **Void**.
- **Reduced Format:** In tournaments affected by bad weather or similar reasons, Bets will be settled on the official result regardless of the number of rounds played, provided an official winner is declared by the tournament organizer.
- **Outright Exception:** If a tournament is reduced, outright Bets placed **prior** to the final completed round will be settled on the player awarded the trophy.

23.5. Error Corrections:

- **Incorrect Score:** If Bets on Markets remain open with an incorrect score that significantly impacts the Odds, the Sportsbook reserves the right to void the respective Bets.
- **Incorrect Participants:** If the players or teams are displayed incorrectly in the Market description, the Sportsbook reserves the right to void the respective Bets.

Golf Market Rules

23.6. Tournament Winner (Outright): Bet on the winner of the entire tournament.

- **Play-offs:** The result of official play-offs is taken into account for settlement purposes. The player awarded the trophy is the winner.

23.7. Match-ups (2-Ball, 3-Ball, 4-Ball):

Bet on which player will shoot the lowest score in the listed round.

- **2-Ball:** Bets on this Market are **Void** if both competitors achieve the same score for the affected round (unless a "Tie" or "Draw" Market option was offered). If both players retire at the same hole, Bets on the Market are **Void**.
- **3-Ball:** Bet on the lowest score among three players. **Dead Heat rules (Section 6.7.2)** apply if two or more players tie for the lowest score.
- **Abandonment:** If the designated round is abandoned before completion, all Bets on that specific Market shall be **Void**.

23.8. Place Markets (Top 5, Top 10, Top 20, etc.):

Bet on that a player that will finish within a specified range of positions in the final classification.

- **Dead Heat Rule:** If multiple players finish with the same position, resulting in more winners than the designated "Top X" spots available, **Dead Heat rules (Section 6.7.2)** will be applied only to the tied players.
- **Abandonment:** If the tournament is abandoned before completion, Bets on these Markets will be **Void**.

23.9. Finishing Position of a Named Player:

Bet on the exact or range of finishing positions for a specific player mentioned in the Market description.

- In the event of a tie for a finishing position, the tied position counts.
- *Example:* A tie with 4 other players for 7th place will count as a finishing position of 7th.

23.10. End of Round Leader:

Settlement for this Market is based on the official tournament score at the end of the specified round. **Dead Heat rules** apply if two or more players lead the round with the same score. A player must hit a shot in that specific round for Bets on this Market to stand. If the round is not completed, Bets on the Market are Void.

23.11. Miss the Cut:

Bet on whether a player will fail to qualify for the final rounds.

- Bets on this Market are settled at the end of the 2nd round (or whenever the cut is officially made).
- If the tournament is abandoned before the completion of the 2nd round, Bets on this Market will be **Void**.

23.12. Group Betting:

Bet on the winner is the player achieving the highest placing at the end of the tournament among the specified group.

- **Dead Heat rules** apply unless the winner is determined by a play-off.
- If only one competitor from the group starts the tournament, all Bets on Markets for that group will be **Void**.

23.13. Hole and Stat Markets:

- **Hole & Hole Groups:** If a player listed in the group retires, all related and unsettled "Hole" and "Hole X to Y" Markets will be **Void**.

Penalty Points: Any penalty strokes awarded are included in the player's score for settlement purposes.

24.Motorcycle Racing

Motorcycle Racing Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Motorcycle Racing terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Classification:** The official final positions of riders as determined by the governing body (e.g., FIM) at the end of the race.
- **DNF (Did Not Finish):** A rider who started the race but failed to cross the finish line or complete the required number of laps.

- **DNS (Did Not Start):** A rider who was scheduled to race but did not start the warm-up lap.
- **Podium:** The top three finishers in a race who participate in the official trophy ceremony.
- **Pole Position:** The first grid position on the starting line, awarded to the rider with the fastest qualifying time.
- **Warm-up Lap:** The lap taken by riders immediately before the start of the race to bring tires and engines to operating temperature.

General Motorcycle Racing Rules

24.1. Official Result and Podium Presentation:

Bets on all race Markets are settled based on the official classification of the governing body at the time of the **podium presentation**.

- Subsequent disqualifications, penalties, or amendments to the results (e.g., due to technical infringements discovered hours or days later) will not be recognized for settlement purposes.

24.2. Postponement and Abandonment (48-Hour Rule):

If an event is postponed or abandoned, all Bets on that event remain valid provided the event is resumed within **48 hours** of the original scheduled start time.

- If the event is rescheduled more than **48 hours** in the future, Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**.

24.3. Race Start and Participation:

A rider is deemed to have started the race once they begin the **warm-up lap**.

- If a rider fails to start the warm-up lap, they are considered a **Non-Runner**, and all Bets on that rider's Market will be **Void**.
- If a rider starts the warm-up lap but fails to start or finish the race, Bets on that rider's markets will be settled as **Loss**.

24.4. Interrupted Races:

If a race is stopped (red-flagged) and an official result is declared by the governing body, Bets will be settled based on that result, regardless of the number of laps

completed prior to the stoppage. If no official result is declared by the governing body, Bets on all unsettled Markets will be **Void**.

Motorcycle Racing Market Rules

24.5. Race Winner:

Bet on the rider who will win the race. Settlement of this Market is based on the podium presentation. If the rider does not start the warm-up lap, all affected Bets are **Void**.

24.6. Top X Finish Markets (Top 3, 5, 10, etc.): Bet on whether a named rider will finish within the specified top "X" positions in the official final classification.

- **Dead Heat Application:** If the number of riders finishing in the specified "Top X" positions exceeds the number of winning slots available (e.g., if two riders are credited with the same finish time/position and tied for the final Top 10 spot), **Dead Heat rules (Section 6.7.2)** will be applied to the tied selections.
- **Official Ranking:** Settlement of this Market is strictly based on the official classification of the governing body at the time of the **podium presentation**. If the official result lists multiple riders at the same rank, they are all considered to have finished in that position.
- **Abandonment Rule:** If a race is abandoned after starting, Bets on any "Top X" Markets that have not been officially determined by the governing body's classification at the time of race stoppage will be **Void**.
- **Disqualifications:** Subsequent disqualifications or penalties applied **after** the podium presentation will not be recognized for settlement purposes.

24.7. Head-to-Head (H2H) Match-ups:

Bet on which of the two named riders will achieve the higher classification.

- **Both riders must start** (begin the warm-up lap) for Bets on this Market to stand.
- If one rider fails to finish (DNF) while the other completes the race, the rider who completed the race is the winner.
- If both riders fail to finish (DNF), the rider who completed the most laps is deemed the winner. If both riders retire on the same lap, Bets on the Market is **Void**.

24.8. Group Betting:

Bet on which rider from a specified group will achieve the highest finishing position.

- **Dead Heat rules (Section 6.7.2)** apply if two or more riders in the group finish with the same classification or retire on the same lap.

24.9. Prop Markets (Fastest Lap / Pole Position):

- **Fastest Lap:** Bets on this Market are settled based on the official lap times recorded by the governing body during the race.

Pole Position: Bets on this Market ar settled based on the final results of the qualifying session. Any grid penalties applied **after** the end of the qualifying session are not considered for settlement purposes.

25.Athletics

Athletics Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Athletics terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Did Not Start (DNS):** A participant who is listed for an event but does not cross the start line or enter the starting blocks.
- **Disqualification (DQ):** When an athlete is removed from an event for a technical violation (e.g., false start, lane infringement).
- **Final:** The deciding race or attempt in an event that determines the medalists and final classification.
- **Heat/Qualifying:** Preliminary rounds used to determine which athletes advance to the Final.
- **Medal Ceremony:** The official presentation of Gold, Silver, and Bronze medals. This is the primary point of settlement.
- **Personal Best (PB):** The best result (time, distance, or height) achieved by an athlete in their career.

- **Season Best (SB):** The best result achieved by an athlete within the current calendar year or season.

General Athletics Rules

25.1. Official Result and Finality:

All Bets are settled based on the official results confirmed by the governing body (e.g., World Athletics, IOC) at the time of the **medal ceremony** or podium presentation.

- Any subsequent disqualifications or changes to results (e.g., due to retrospective doping tests or technical appeals filed days later) will not be recognized for settlement purposes.

25.2. Postponement and Abandonment (48-Hour Rule):

If an event is postponed or cancelled, all Bets on the event remain valid provided the event is resumed within **48 hours** of the original scheduled start time.

- If the event is not resumed within **48 hours**, Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**.

25.3. Participation (Non-Runner No Bet):

- If an athlete does not start the event (DNS), all Bets on that athlete are **Void**.
- An athlete is deemed to have started once they have crossed the start line or entered the starting blocks for their specific heat or final. Once an athlete starts, all Bets on Markets for the athlete stand regardless of whether they finish the race or are disqualified.

Athletics Market Rules

25.4. Event Winner:

Bet on the athlete who will win the gold medal or finish first in the official classification.

- If the event is decided over multiple heats and a final, the winner is the athlete who wins the Final, regardless of times recorded in previous heats.

25.5. Top X Finish Markets (Top 3, 5, 10, etc.):

Bet on whether a named athlete will finish within the specified top "X" positions in the official final classification.

- **Dead Heat Application:** If the number of athletes finishing in the specified "Top X" positions exceeds the number of winning slots available (e.g., two high jumpers sharing the same height and recording a "Joint 3rd" place when only one Top 3 slot remains), **Dead Heat rules (Section 6.7.2)** will be applied to the tied selections.
- **Official Ranking:** Settlement of this Market is strictly based on the official results confirmed by the governing body at the time of the **medal ceremony** or official podium presentation. If the official results list multiple athletes at the same rank, they are all considered to have finished in that position for settlement purposes.
- **Disqualifications:** Disqualifications or amendments to results occurring **after** the official medal ceremony or final classification has been published will not be recognized for settlement purposes.

25.6. Head-to-Head (H2H) Match-ups:

Bet on which of the two named athletes will achieve the higher finishing position.

- **Advancement Logic:** If the athletes are competing in different heats, the one who advances to the furthest stage (e.g., makes the Final) is the winner.
- **Same Stage Elimination:** If both athletes are eliminated in the same round (e.g., both fail to advance past the semi-finals), the one with the faster official time/better distance in that specific round is deemed the winner.
- **Dead Heat:** If both athletes record the exact same time/distance in the same round and neither advances, Bets on the Market will be **Void** unless Dead Heat rules are applicable.
- **Start Requirement:** Both athletes must start the event for Bets on this Market on the relevant athletes to stand. If one athlete is a DNS, Bets on this Market are **Void**.

25.7. Group Betting:

Bet on which athlete from a specified group will achieve the highest finishing position.

- **Dead Heat rules (Section 6.7.2)** apply if two or more athletes in the group are eliminated at the same stage with the same result or finish with the same result in the Final.

25.8. Special Markets (Records/Stats):

- **To Break World Record:** Bets on this Market are settled as "Yes" only if the official governing body ratifies that a new World Record has been set during the specified event.
- **Over/Under Results:** For Markets like "Winning Time Over/Under," settlement is based on the official time of the winner as provided by the governing body.

26.Winter sports

(Alpine Skiing, Biathlon, Cross-Country Skiing, Ski Jumping, Nordic Combined, Freestyle, Snowboarding)

Winter Sports Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Winter Sports terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Classification:** The official final ranking issued by the governing body (e.g., FIS, IBU) immediately after the Event.
- **DNF (Did Not Finish):** A participant who started the Event but failed to complete the course or cross the finish line.
- **DNS (Did Not Start):** A participant who was listed for the Event but did not cross the start line or leave the starting gate.
- **Gate/Start Line:** The official point where an athlete begins their timed run or race.
- **Medal/Podium Ceremony:** The official presentation of awards to the top finishers, which serves as the primary point for settlement.
- **Run/Heat:** A single timed attempt or round of a competition.

General Winter Sports Rules

26.1. Official Result and Finality:

All Bets are settled based on the official results and classification confirmed by the relevant governing body (FIS, IBU, etc.) at the time of the **medal/podium ceremony**.

- Subsequent disqualifications or amendments to the results (e.g., due to equipment violations or retrospective doping tests discovered later) will not be recognized for settlement purposes.

26.2. Postponement and Abandonment (48-Hour Rule):

If an Event is postponed, abandoned or cancelled, all Bets relevant to the Event remain valid provided the Event is resumed within **48 hours** of the original scheduled start time.

- If the Event is rescheduled more than **48 hours** in the future, Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**.

26.3. Athlete Participation:

- **Start Requirement:** An athlete is deemed to have started once they have crossed the start line or left the starting gate (or, for Ski Jumping, once they have started their jump).
- **Non-Runners:** If a participant is a DNS, all Bets on the Market selection for that participant are **Void**.
- **Withdrawal after Starting:** If an athlete starts the Event but fails to finish (DNF), all Bets on the Market selection for that athlete are settled as **Loss**.

26.4. Interrupted Events:

If an Event is shortened (e.g., only one run of a two-run race is completed) and an official result is declared by the governing body, Bets on that Event will be settled based on that official result. If no official result is declared, Bets on all unsettled Markets will be Void.

Winter Sports Market Rules

26.5. Event Winner:

Bet on the participant or team that will win the Event. Settlement is based on the official classification at the time of the podium ceremony.

26.6. Podium Finish (Top 3) / Top X Finish:

Bet on whether an athlete will finish within the top 3, top 6, or top 10 positions.

- **Dead Heat Rules (Section 6.7.2):** Apply if two or more athletes are tied for a position and no tie-breaking official classification is provided.

26.7. Head-to-Head (H2H) Match-ups:

Bet on which of the two named participants will achieve the higher official classification.

- **Start Rule:** Both athletes must start for Bets on Market for the athletes to stand. If one of the two athletes is a DNS, Bets on the Market are **Void**.
- **Finish Rule:** If one athlete completes the event and the other does not (DNF), the athlete who completed the Event is deemed the winner.
- **Both DNF:** If both athletes fail to finish, Bets on the Market are **Void**, unless the Result for the sport is decided over multiple runs (see below).
- **Multi-Run Events:** If both athletes mentioned in the Market description are DNF in the second run, the winner is determined by the results/ranking of the first run.

26.8. Group Betting:

Bet on which athlete from a specified group will achieve the highest finishing position.

- **Dead Heat Rules** apply if two or more participants in the group finish with the same result or are eliminated at the same stage.

26.9. Shooting Markets (Biathlon):

- **Total Misses Over/Under:** Bets on this Market are settled based on the official shooting statistics.
- **Head-to-Head Misses:** Bet on which athlete mentioned in the Market description will record the fewest missed targets. Both athletes mentioned in the Market description must start the Event for Bets on the Market to stand.

27. Formula1

Formula 1 Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Formula 1 terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Classification:** The official final ranking issued by the FIA at the conclusion of the race.
- **DNF (Did Not Finish):** A driver who retires from the race and does not cross the finish line after the winner has completed the final lap.
- **DNS (Did Not Start):** A driver who does not start the formation lap.
- **Formation Lap:** The lap taken by the cars from the grid to their starting positions immediately before the race start.
- **Overtaking:** A maneuver where one car passes another on track for a position, which must be maintained until the end of the lap.
- **Pit Lane Start:** When a car starts the race from the pit lane instead of its assigned grid position due to technical changes or penalties.
- **Podium Presentation:** The official ceremony following the race where the top three finishers are awarded trophies.
- **Retirement:** When a car/driver is forced to stop racing due to mechanical failure, an accident, or any other reason before the end of the race.

General Formula 1 Rules

27.1. Official Result and Podium Presentation:

Bets on all race Markets are settled based on the official result at the time of the **podium presentation**.

- Subsequent disqualifications, penalties (such as time penalties added after the podium), or amendments to the results are not recognized for settlement purposes.
- **Shortened Races:** If a race is shortened due to weather or other circumstances but is deemed official by the FIA, Bets will be settled according to the official classification, provided full or partial points are awarded.

27.2. Postponement and Abandonment (48-Hour Rule):

If a race is postponed, abandoned or cancelled, all Bets remain valid provided the Event is resumed within **48 hours** of the original scheduled start time.

- If the Event is rescheduled more than **48 hours** in the future or to a different circuit, Bets on all Markets that have not reached a **Natural Conclusion** will be **Void**.

27.3. Race Start and Participation:

- **Formation Lap:** A driver is deemed to have started the race once they begin the **formation lap**. If a driver retires in or before the formation lap, Head-to-Head (H2H) and specific driver Markets involving that participant will be **Void** . If a driver does not start the formation lap, the driver is considered a Non-Runner and all Bets on that driver Markets shall be Void, unless otherwise stated.
- **Pit Lane Starts:** Drivers starting from the pit lane are ranked at the end of the starting grid for settlement purposes (e.g., for "Grid Position" or "Starting Rank" Markets).

27.4. Dead Heat Rule:

Unless otherwise stated, the **Dead Heat rule (Section 6.7.2)** will be applied if the number of winners exceeds the expected amount of winning selections for a specific Market (e.g., multiple drivers retiring on the same lap for "First Retirement").

Formula 1 Specific Rules

27.5. Head-to-Head (H2H) and Group Betting:

- Bet on which driver will achieve the higher position in official classification.

- **Both drivers must start** (begin the formation lap) for Bets on the Market for the drivers to stand.
- **Comparative Laps:** If both drivers retire, the driver who completed the most laps is deemed the winner.
- **Same Lap Retirement:** If both drivers retire on the same lap, Bets on the Market for those drivers will be **Void**.

27.6. Team Markets:

- **Winner (Team) / Top X (Team):** Bets on this Market are settled based on the highest-ranked car belonging to that team in the official final result.
- **First Team to Retire:** Bets on this Market are settled based on the team that has a car retire first. If cars from different teams retire on the same lap, Dead Heat rules apply.
- **First Pit Stop (Team):** Bets on this Market are settled based on which team's car enters the pit lane first.
- **Team Total Overtakes:** The combined total of successful overtakes performed by both cars of the specified team.

27.7. Overtaking Markets:

A maneuver is only counted as a successful overtake if it meets the following criteria:

- The pass must be maintained until the end of the lap.
- **Exclusions:** Overtakes during the **first lap** do not count.
- **Pit Stop Exclusions:** Overtakes occurring in the same lap when a driver enters or exits the pit lane do not count.
- **Retirement Exclusion:** Overtakes of a car in the lap of its retirement do not count.
- **Lapping:** Lapping or unlapping a car is **not** considered an overtake.

27.8. Retirement Rules:

- **Definition:** A car is considered "retired" if it does not cross the finish line when the session is completed, unless the driver is officially disqualified (DQ is not a retirement). Disqualified drivers are not considered retirements and are settled based on their official classification.
- **First Retirement:** If multiple drivers retire on the same lap as the first retirement, Dead Heat rules apply.
- **Pit Retirement:** If a car retires in the pit lane, the last started lap is used for settlement purposes.

27.9. Pit Stop Markets:

- **First Pit Stop:** The car that **enters the pit lane first** is considered the winner.

- **Retirement in Pits:** If a car enters the pit lane and subsequently retires, it is still counted as a pit stop for settlement purposes.

27.10. Fastest Lap Markets:

- Bet on which driver will achieve the fastest lap time during the race (or a specific cluster of laps).
- Settlement of this Market is based on official FIA timings, including milliseconds.

27.11. Total Finishers:

- A driver is counted as a "finisher" only if they **pass the finish line** after the race winner has completed the final lap and the session has ended.

28. Chess

Chess Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Chess terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Castling:** A special move involving the King and either Rook. It is the only time two pieces can move in one turn.
- **Checkmate:** A position where a King is in check and there is no legal way to get out of it. This ends the game immediately.
- **En Passant:** A special pawn capture that can only happen immediately after an opponent’s pawn moves two squares forward from its starting position, landing beside your pawn.
- **Move:** For betting purposes, a "move" is defined as a full turn. One move is counted every time the player with the White pieces completes their turn.
- **Pawn Promotion:** When a pawn reaches the 8th rank and is replaced by a Queen, Rook, Bishop, or Knight.

- **Stalemate:** A situation where the player whose turn it is has no legal moves available, but their King is not in check. The game ends in a draw.

General Chess Rules

28.1. General Notes

- All Bets refer to a single game unless stated otherwise.
- **Unfinished Games:** If a game is forfeited or abandoned, Bet on all affected Markets will be **Void** unless they have reached the Natural Conclusion.
- **Official Protocol:** All moves and events are settled based on the official game protocol.

28.2. Move Counting Logic Unless specified otherwise, each move is counted when **White makes a move**.

- *Example:* If White has made 10 moves, the game is considered to have lasted 10 moves, regardless of Black's response.

28.3. Will there be a checkmate?

- **The Bet is settled as Won:** If the game ends in a physical checkmate on the board.
- **The bet is settled as Lost:** If the game ends by draw, resignation, timeout, or stalemate.

28.4. Total number of castlings

The Bets on ths Market are settled on the total number of castlings by both players combined (0, 1, or 2). Includes both kingside and queenside.

28.5. First move

Bet on which specific move will be played first (e.g., e4, d4).

28.6. First piece to move

Bets on this Market are settled based on the type of piece (Pawn or Knight) that moves first by either player.

28.7. First captured piece

Bet on the first piece type to be removed from the board (Pawn, Knight, Bishop, Rook, or Queen).

28.8. Will there be a pawn promotion?

Bets on this Market are settled as "Won" if any pawn is promoted by either player.

28.9. Will there be an en passant?

Bets on this Market are settled as "Won" if an *en passant* capture occurs. (Note: Only valid immediately after an opponent's double-square pawn move).

28.10. Will there be a stalemate?

Bets on this Market are settled as "Won" only if the game officially ends in a stalemate position.

28.11. Who will have more pieces at the end?

Bets on this Market are settled based on the count of remaining pieces (including pawns) for each player.

- If equal, the market is settled as a **Draw (X)**.

28.12. Final number of pieces

Bets on this Market are settled based on the combined total of all pieces left on the board from both players.

28.13. Number of checks

Bets on the total number of times any player gives a check throughout the game.

28.14. Total moves

Bets on this Market are settled based on the move counting logic defined in Section 28.2.

28.15. Checkmate before move {X}

Bets on this Market are settled as "Won" if checkmate occurs strictly before the specified move number (based on White's moves).

28.16. Game will end before move {X}

Bets on this Market are settled as "Won" if the result (checkmate, resignation, or draw) happens before move X.

28.17. First to check

Bet on which player (White or Black) will deliver the first check.

28.18. Who will finish higher in the final standings?

Bets on this Market are settled based on the official tournament leaderboard.

- **Tie-breaks:** For the purposes of settlement of this market official tie-break rules (e.g., Chess.com - Play Chess Online - Free Games) apply. If no tie-break is used and positions are shared, Bets on this Market are **Void**.
- **Non-Runner:** If a player plays 0 games, Bets on this player Markets are **Void**.

28.19. Who will win more games with White?

Bet on which player gets more wins while playing with the White pieces. If equal, the result is **Draw (X)**.

28.20. Who will win more games with Black?

Bet on which player gets more wins while playing with the Black pieces. If equal, the result is **Draw (X)**.

28.21. Total number of wins combined

Bet on the sum of wins by both specified players in the tournament.

28.22. Player Total Wins (Individual)

Bet on the total number of wins by a player (both colors) mentioned in the Market description. If the player does not start the tournament, Bets on the player Markets are **Void**.

28.23. Player Total Wins with White / Black

Bet on specific counts for wins achieved the player only with the color designated in the Market description. If no games are played by that player with that color, Bets on the affected Market are **Void**.

28.24. Player Total Points & Milestones (e.g., Start 3-0)

- **Points:** Win = 1, Draw = 0.5, Loss = 0. Technical/forfeit results are included.
- **3-0 Start:** Player must win the first three consecutive games. A loss or draw in any of these games results in a "Lost" Bet.

29. Kabaddi

Kabaddi Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Kabaddi terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **All Out:** When an entire team is put out, the opposing team receives 2 extra points.
- **Empty Raid:** A raid where no points are scored or lost.
- **Raider:** The attacking player who enters the opponent's half.
- **Raid Points:** Points earned by a raider (by touching defenders and returning safely). Includes "Bonus Points."
- **Successful Raid:** A raid where the raider scores at least one point (Raid point or Bonus point) and returns to their half safely.
- **Super Raid:** A successful raid where the raider scores **3 or more points** (including bonus points).
- **Super Tackle:** A successful tackle performed by the defending team when they have **3 or fewer defenders** on the mat. This earns the defending team 2 points.

- **Tackle Points:** Points earned by the defending team for successfully stopping a raider.
- **Technical Points:** Points awarded by the officials for rules infractions or other coaching/technical reasons.

General Kabaddi Rules

29.1. Official Result and Data Sources:

All Bets are settled based on the official results provided by the official league websites (e.g., Pro Kabaddi League | Official Website). In the event of a discrepancy, the official league governing body's data takes precedence.

29.2. Regular Time (40 Minutes):

Unless otherwise stated, all match Markets are based on the result at the end of scheduled **40 minutes of play** (two halves of 20 minutes each), including any stoppage time added by officials, but **Overtime** (Golden Raids, etc.).

29.3. Postponement and Abandonment (48-Hour Rule):

If a match is postponed, abandoned or cancelled, al match relevantBets remain valid provided the match is resumed within **48 hours** of the original scheduled start time.

- If the match is rescheduled more than **48 hours** in the future, all Markets that have not reached a **Natural Conclusion** will be declared **Void**.
- If a match is abandoned after it has started, Bets on Markets that have not reached the Natural Conclusion are **Void**.

29.4. Error Corrections:

- **Incorrect Score/Time:** The Sportsbook reserves the right to void Bets on Markets that remain open with a significantly incorrect score or match time that impacts the Odds.
- **Incorrect Participants:** If the team names or tournament categories are displayed incorrectly in the Market, Bets will be **Void**.

Match and Half Markets

29.5. 1X2 (Match Result):

Bet on the result of the match at the end of regular time (40 minutes). In league formats where draws are possible, the **"Draw"** selection is offered.

29.6. Totals (Over/Under) & Handicaps:

Bet on this Market are settled based on the final total points scored by both teams (including technical points and All Out points) at the end of 40 minutes of play.

29.7. Individual Team Totals:

Bet on the total points scored by a specific team. This includes all Raid points, Tackle points, All Out points, and Technical points.

29.8. 1st Half Markets:

Bets on all 1st Half markets (Winner, Totals, Handicaps) are settled based on the score and statistics at the conclusion of the first **20 minutes** of play.

Specific and Prop Markets

29.9. Total Tackle Points:

Bet on the total number of points earned by both teams specifically through **Tackles**. This does not include All Out points or Technical points.

29.10. Total Super Raids:

Bet on the combined number of **Super Raids** (raids worth 3+ points) performed by both teams during the match.

29.11. Total Super Tackles:

Bet on the combined number of **Super Tackles** (successful tackles by 3 or fewer defenders) performed by both teams.

29.12. Total Successful Raid Points (Team/Individual):

Bets on this Market are settled based on the points earned during **Successful Raids** only. This is the sum of touch points and bonus points scored by raiders.

29.13. Total Successful Tackle Points (Team/Individual):

Bets on this market are settled based on the total points earned through successful defensive stops. Note: A **Super Tackle** earns 2 points toward this total.

29.14. H2H Successful Raid Points (1X2):

Bet on which team or named player will record more Successful Raid points during the match.

- **Dead Heat rules (Section 6.7.2)** apply if no "Draw" Market option is offered and the results are tied.
- Both players named in the player-specific H2H Market description must participate in the match for Bets on this Market to stand.

30. Cycling

Cycling Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Cycling terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.*

- **Classification:** The official ranking provided by the governing body (e.g., UCI) at the end of a stage or the entire race.
- **DNF (Did Not Finish):** A rider who starts a stage or race but fails to cross the finish line.
- **DNS (Did Not Start):** A rider who is listed on the start sheet but does not cross the official start line.
- **General Classification (GC):** The primary ranking in a multi-stage race (e.g., Tour de France), usually determined by the lowest cumulative time.
- **Peloton:** The main group or pack of riders in a road race.
- **Podium:** The top three finishers of a race or stage who participate in the official ceremony.
- **Stage:** An individual day of racing within a larger multi-day event.
- **Time Trial:** A race where riders or teams start individually and compete against the clock.

General Cycling Rules

30.1. Official Result and Podium Presentation:

All Bets are settled based on the official classification of the governing body (UCI or race organizers) at the time of the **podium presentation**.

- Subsequent disqualifications, time penalties added after the ceremony, or result amendments (e.g., due to doping violations discovered later) will not be recognized for settlement purposes.
- If a race is shortened or neutralized by officials, Bets on that race shall stand provided the official result for that race is declared.

30.2. Postponement and Abandonment (48-Hour Rule):

If a race or specific stage is postponed, abandoned or cancelled, all Bets remain valid provided the event is resumed within **48 hours** of the original scheduled start time.

- If the delay exceeds **48 hours**, all Markets that have not reached a **Natural Conclusion** will be declared **Void**.

30.3. Participation and Race Start:

- A rider is deemed to have started the race/stage once they **cross the official start line**.
- If a rider fails to start (DNS), all Bets on that rider (Winner, H2H, Props) Markets are **Void**.
- If a rider starts but fails to finish (DNF), Bets on that rider's Markets will be settled as **Loss**.

Cycling Market Rules

30.4. Race / Stage Winner:

Bet on the rider or team that will win the specified race or stage.

- Settlement of this Market is based on the first rider to cross the finish line (or the lowest time in a Time Trial) as confirmed by the official podium classification.

30.5. Head-to-Head (H2H) Match-ups:

Bet on which of the two named riders will achieve the higher classification.

- **Both riders must start** the race/stage for Bets to stand.
- **Finish Logic:** If one rider crosses the finish line and the other does not (DNF), the rider who finished is the winner.
- **Both DNF (Single Stage):** If both riders mentioned in the Market description fail to finish a single-stage race, Bets on that Market are **Void**.
- **Both DNF (Multi-Stage/Grand Tours):** If both riders retire during a multi-stage race, the rider who completed more stages is the winner. If both riders retire during the same stage, Bets on the affected Market are **Void**.

30.6. Classification Markets (Jerseys):

Bet on the winner of specific jerseys (e.g., Yellow/GC, Green/Points, Polka Dot/Mountains, White/Young Rider).

- Markets are settled based on the official final standings at the end of the entire race (e.g., on the final podium in Paris for the Tour de France).
- For "End of Stage" classification leader Markets, Bets are settled based on the rider who is officially awarded the jersey to wear during the next stage.

30.7. Top X Finish Markets (Top 3, 5, 10, 20, etc.):

Bet on whether a named rider will finish within the specified top "X" positions in the official final classification.

- **Dead Heat Application:** If the number of riders finishing in the specified "Top X" positions exceeds the number of winning slots available (e.g., three riders tie for the final two spots in a Top 10), **Dead Heat rules (Section 6.7.2)** will be applied to the tied Market selections.
- **Official Ranking:** Settlement is strictly based on the official classification ranking provided by the governing body at the time of the podium ceremony. If the official result lists multiple riders at the same rank (e.g., "Tied 5th"), they are all considered to have finished in that position.
- **Disqualifications:** If a rider is disqualified after the official podium presentation, it will not affect the settlement of "Top X" markets.

30.8. Team Classification:

Bet on which team will win the Team Classification. Settlement is based on the official final standings, which are typically calculated by the cumulative times of the top three riders from each team.

III. Esports special rules

Definitions & Interpretations

For the purposes of these rules:

- **Tournament Organizer** means the individual, entity, or consortium of entities that is responsible for the planning, coordination, management, and execution of an esports tournament or competition. The Tournament Organizer holds authority over the event’s rules, schedule, gathering results, competitive format, participant eligibility, venue or platform logistics, enforcement of discipline, and the operation of tournament infrastructure, whether conducted online, offline, or in a hybrid format.

- **Map** or **Game** refers to one discrete playable segment of a match, as defined by the respective tournament rules for that title.
- **Round** refers to a sub-unit of a map or game as per tournament rules.
- **Match** refers to the full contest as defined by the tournament rules.
- **Key event** or **Significant event** means any in-game action or occurrence that meaningfully changes the competitive status, position, or probability of match outcome, including but not limited to kills, deaths, objective captures, structure destruction, round wins, power spikes, map or side changes, and any other action that materially affects the likely result of the match.
- **Game crash** means an unintended termination, shutdown, or failure of the game software or underlying system during an active match, resulting in the inability of one or more players to continue normal gameplay, loss of game state information, or interruption of match integrity. A Game Crash includes any event in which the game application freezes, forcibly closes, disconnects a player unexpectedly, or otherwise ceases to function in accordance with expected gameplay..
- **Restart** refers to a situation where a round is reset before it has been completed and played again from the beginning, usually due to technical issues such as player disconnection, hardware malfunction, or administrative error. The match score remains unchanged, and the restarted round is treated as a continuation of normal gameplay once resumed.
- **Replay** means a situation where a match, map, game, or round is played again in full, as decided by the Tournament Organizer, due to technical issues, rule violations, or other circumstances that prevent the original result from being upheld. A replay differs from a restart in that it involves repeating the entire segment of play (e.g., full map or match) rather than resuming or reloading an ongoing round. In case of a replay, rule 1.12. is applied.
- **Integrity Violation** refers to any act or omission that intentionally or negligently compromises the fairness, legitimacy, or integrity of an esports competition. Such violations include, but are not limited to:

1. Cheating through the use of unauthorized software, hardware, or other methods that provide an unfair advantage;
2. Intentional exploitation of in-game bugs or mechanics not permitted by official game rules (bug abuse);
3. Match-fixing or manipulation of results, including deliberate loss of a match for financial or other external gain;
4. Use of prohibited substances that affect player performance;
5. Any other form of misconduct or fraudulent behavior intended to distort fair competition.

The following do not constitute an Integrity Violation - situations where a team deliberately concedes or withdraws from a match for legitimate logistical or scheduling reasons (e.g., to participate in another event or avoid time conflicts),

provided such actions are not associated with financial gain, manipulation, or deceitful intent.

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

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

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

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

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

a) Critical server or platform outages confirmed by the game publisher or Tournament Organizer;
b) Loss or corruption of official match data or broadcast feed preventing verification of outcomes;
c) Administrative cancellations or postponements officially declared by the Tournament Organizer;

d) Force majeure events such as power failures, natural disasters, or comparable disruptions.

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

1. **General rules applicable to esports, conflict of rules**

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

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

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

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

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

Dota 2: Dota 2 , DOTABUFF - Dota 2 Statistics , Dota 2: Live Score with no delay, statistics, schedule, results - DLTV , cyberscore.live

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

League of Legends: gol.gg.

Valorant:
Valorant esports coverage | VLR.gg .

Overwatch: Overwatch , Blizzard official match data.

Call of Duty / Warzone: Call of Duty® | Best-Selling Video Game Franchise , Activision official event statistics

All esports (general): Liquipedia

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Example:

Score rollback from 10–10 → 5–5:

Bet placed at 6–6 → voided

Bet placed at 2–2 → stands

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

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

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

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

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

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

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

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

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

2. **Rules applicable to esports outrights**

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

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

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

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

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

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

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

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

2.7. If a player is replaced or removed from competition before playing any official match, bets on all markets involving that player that have not yet been settled shall be voided. Bets on markets involving the affected player that have already been settled prior to the respective replacement or removal shall remain valid.
If the player is replaced or removed from competition after participating in at least one official match, all bets or markets on such player, whether previously settled or pending, shall stand.

General markets for esports

Winner - A bet on the winner of the match.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

X map - 1st half round handicap - A bet on whether a specified team will win the 1st half of the chosen map after applying the stated round handicap to the half-time round score.

X map - winner & 1st half - 1x2 - A bet on whether a specified team will win the chosen map and on whether Team 1 , Team 2 , or neither (X – draw) will win the 1st half of that map.

X map round N - winner - A bet on whether Team 1 or Team 2 will win a specific round *(Round N)* of the specified map.

X map - race to N kills - A bet on which team will be the first to reach the stated number of kills in the specified map, as recorded in the official match statistics published by the Tournament Organizer . If neither team reaches the stated number of kills, all bets on this market shall be void.

X map - first blood - A bet on which team will achieve the first kill (First Blood) in the specified map. The first kill is determined according to the official in-game statistics or logs. Only kills officially credited to an opposing team/player count toward this market. Kills or deaths caused solely by neutral elements, structures, or environmental effects do not count, unless officially credited to a player or team. If the first kill is not recorded or cannot be verified in the official game data, all bets on this market will be void.

X map - Player N total headshots - A bet on whether Player N will finish the specified map with over or under the stated number of headshots that resulted in a kill. All bets on this market will be settled according to official and publicly recognized game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

If a player is substituted before completing the full map, bets on all undecided markets on the chosen player shall be voided.

If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply.

X map - Player to get (nr.)+ kills - A bet on whether a specified player will achieve at least the stated number of kills in the specified map. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

If a player is substituted before completing the full map, bets on all undecided markets on the affected player shall be voided.

If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply.

X map - kill handicap - A bet on whether a team denoted in the market will get more kills in the specified map after applying the handicap stated in the market, as recorded in the official match statistics published by the Tournament Organizer.

X map - winner & map duration - A bet on whether a specified team will win the chosen map and on whether the total duration of that map will be over or under the stated time line (e.g., 00:00–35:59 minutes or 36:00 minutes and above) according to the official in-game timer.

X map - winner & total kills - A bet on whether a specified team will win the chosen map and on whether the total number of kills in that map will be over or under the stated number as recorded in the official match statistics published by the Tournament Organizer.

X map - match winner & map winner - A bet on whether a specified team will win both the match and the specified map.

Draw no bet - A bet on which team will win the match. If the match ends in a draw, all bets on this market shall be voided.

X map - kills draw no bet - A bet on which team will record more kills in the specified map according to the official post-match statistics. If both teams finish with the same number of kills, all bets on this market shall be voided.

Kills draw no bet - A bet on which team will record more kills across all maps, according to the official post-match statistics. If both teams finish with the same number of kills, all bets on this market shall be voided.

X map - Team N total kills - A bet on whether Team N will record over or under the stated number of kills in the specified map according to the official post-match statistics.

Team N total kills - A bet on whether Team N will record over or under the stated number of kills across all maps according to the official post-match statistics.

X map - Team N kill range - A bet on whether the total number of kills recorded by Team N in the specified map will fall within the stated range according to the official post-match statistics.

X map - kill range - A bet on whether the total number of kills recorded by both teams in the specified map will fall within the stated range according to the official post-match statistics.

Total kills - A bet on whether the total number of kills recorded by both teams across all maps in the match will be over or under the stated number according to the official post-match statistics.

Kills 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will record more kills across all maps in the match according to the official post-match statistics.

X map - kill handicap within 15 minutes - A bet on whether a team will lead on the number of kills in the specified map at 15:00 of in-game time once the stated handicap is applied.

X map 1st half - 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will win the 1st half of the specified map.

X map 2nd half - 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will win the 2nd half of the specified map.

X map - who will make kill № N - A bet on which team will be credited with the Nth kill in the specified map (e.g., 5th kill, 10th kill) as defined by the official post-match statistics.

X map - duration - A bet on whether the duration of the specified map will be under or over the stated time line (e.g., 00:00–35:59 minutes or 36:00 minutes and above) according to the official in-game timer.

X map - total kills - A bet on whether the total number of kills recorded by both teams in the specified map will be over or under the stated number according to the official post-match statistics. Bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

X map - kills odd/even - A bet on whether the total number of kills recorded by both teams in the specified map will be an odd or even number according to the official post-match statistics.

Double chance - A bet on whether the outcome of the match will be either of two specified results: Team 1 to win or Draw, Team 2 to win or Draw, or Team 1 to win or Team 2 to win.

X map - kills 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will record more kills in the specified map according to the official post-match statistics.

X map - most kills Player 1 vs Player 2 - A bet on whether Player 1 or Player 2 will achieve the most kills in the specified map. If both players finish with the same number of kills, all bets on this market will be voided. If either player is substituted before completing the full map, all bets on this market shall be voided.

If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. All bets on this market will be settled

according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

X map - Player N total kills - A bet on whether Player N will finish the specified map with over or under the stated number of kills. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

If a player is substituted before completing the full map, bets on all undecided markets involving the chosen player shall be voided.

If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply.

Kills handicap - A bet on whether a team will get more kills across all maps after applying the stated handicap according to the official post-match statistics.

X map - 1x2 (excl. overtime) - A bet on whether Team 1 wins, the map ends in a draw (X), or Team 2 wins at the end of regulation time only. For the purposes of this market overtime does not count.

X map - Team N to win both pistol rounds & win the map - A bet on whether Team N will win both pistol rounds (Round 1 in both halves) and also win the

specified map. If the specified team loses at least one of the pistols, or loses the map, the bet on this market will be settled as “Lost”.

General outright markets

Winner - A bet on whether a specified team will win the tournament. Bets are settled according to the official results declared by the Tournament Organizer.

To Reach Final - A bet on whether a specified team will qualify for the final of the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Not To Win The Tournament - A bet on whether a specified team will not win the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Not To Reach The Final - A bet on whether a specified team will not qualify for the final of the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Group X Winner - A bet on whether a specified team will finish first in its respective group (X). Bets on this market are settled according to the official standings published by the Tournament Organizer including any applicable tiebreakers.

Highest Placement - Team 1 vs Team 2 - A bet on which of the two specified teams will achieve the higher final placement in the tournament. Bets on this market are settled according to the official standings published by the Tournament Organizer. If both teams are eliminated at the same stage, all bets on this market will be void.

Total Number of 2-Map Series in Playoffs - A bet on whether the total number of playoff series ending with a 2–0 scoreline will be over or under the stated number. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Total Playoff Maps - A bet on whether the total number of maps played across all playoff matches will be over or under the stated number. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Most Picked Hero - A bet on which hero will be picked the most times across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest number of picks, dead-heat rules apply.

Most Banned Hero - A bet on which hero will be banned the most times across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest number of bans, dead-heat rules apply.

Most Popular Hero (Picks + Bans) - A bet on which hero will have the highest combined total of picks and bans across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest total, dead-heat rules apply.

Total Heroes Not Picked or Banned - A bet on whether the total number of heroes that are neither picked nor banned across all maps in the tournament will be over or under the stated number according to the official tournament statistics.

Region of Winner - A bet on which region of the world the overall tournament winner will come from according to the official final standings of the tournament. Regions are defined by the Tournament Organizers.

MVP - A bet on which player will be named the Most Valuable Player (MVP) of the tournament according to the official announcement by the Tournament Organizer.

Winners Group - A bet on which group the overall tournament winner will come from according to the official final standings of the tournament.

Top 3 Finish - A bet on whether a specified player or team will finish in the top three positions in the tournament according to the official final standings.

3. **Esports game specific rules**

3.1. Counter-Strike 2 rules:

3.1.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full

rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then bets on all affected markets on that map, match and match side markets will be voided.

For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.1.2. If a round is restarted by the Tournament Organizer before it is completed, all bets on markets related to the respective round will stand. Bets on all affected markets shall be settled based on the official score.

3.1.3. Matches in Counter-Strike 2 may be played in various formats (e.g., MR12, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered in the betting line take into account the format used in a specific match and are based on the official tournament data.

3.1.5. Counter-Strike 2 Duels (Berserk League) specific rules:

3.1.5.1. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all affected bets shall be voided.

3.1.5.2. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or the official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be voided. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be voided. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets on including pre-match and live markets.

3.1.5.3. Game Crashes: In case of a Game Crash, Bets on the markets settled before the Game Crash shall stand, bets on unsettled markets shall be voided.

3.1.5.4. Round Restarts: In case of a round restart, bets on the markets of the respective round shall stand and shall be settled based on the official in-game score of the replayed round.

3.1.5.5. Player is Absent: In case a player is absent bets on all markets of the affected match will be voided.

3.1.5.6. Internet issues: This rule applies to situations where a player, a team, or a tournament studio experiences connectivity or network problems that interrupt gameplay. If such an issue occurs and no Key/Significant Event has taken place in

the respective game, and odds remain unchanged, the game may be restarted and all bets on the relevant markets will stand.

If a Key Event or Significant Event in the respective game has occurred, bets on all unsettled markets shall be voided, while bets on markets settled before the Internet issue occurred will stand.

Counter-Strike 2 markets:

X map - zeus x27 kill - A bet on whether a kill will be made using the Zeus x27 taser during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills resulting from team-inflicted (teamkill) damage won't be considered valid, **and won't count towards the market being settled as "Win".**

X map - will be killed by knife - A bet on whether a knife kill will occur during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills resulting from team-inflicted (teamkill) damage won't be considered valid **and won't count towards the market being settled as "Win"..**

X map - will be killed by Molotov - a bet on whether a kill will be made using a Molotov cocktail or incendiary grenade during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills caused by the grenade impact itself will be considered valid and will result in bets on the market being settled as "Won". Kills resulting from self-inflicted (suicide) or team-inflicted (teamkill)

damage won’t be considered valid **and won't count towards the market being settled as "Win".**

X map - will be killed by HE grenade - a bet on whether a kill will be made with a high-explosive (HE) grenade during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills caused by the grenade impact itself will be considered valid and will result in bets on the market being settled as "Won". Kills resulting from self-inflicted (suicide) or team-inflicted (teamkill) damage won’t be considered valid **and won't count towards the market being settled as "Win".**

X map - total rounds ending with bomb defusing - A bet on the total number of rounds in the specified map that end with the bomb being defused by the Counter-Terrorists.

X map - total rounds ending with bomb detonation - A bet on the total number of rounds in the specified map that end with a successful bomb explosion planted by the Terrorists.

X map - total AWP kills - A bet on whether the total number of kills made with the AWP in the specified map will be over or under the stated number. All bets on this market will be settled according to official game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

X map - total headshots - A bet on whether the total number of headshot kills recorded in the specified map will be over or under the stated number. All bets on this market will be settled according to official game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

Team with the Highest HLTV Rating - A bet on which team will finish the tournament with the highest average HLTV rating across all official maps played, as published by HLTV.org - The home of competitive Counter-Strike . Bets on this market shall be settled according to the final statistics provided by HLTV.

Player with the Highest HLTV Rating - A bet on which player will finish the tournament with the highest average HLTV rating across all official maps played, as published by HLTV.org - The home of competitive Counter-Strike . Bets on this market shall be settled according to the final statistics provided by HLTV.

HLTV MVP - A bet on whether a specified player will be awarded the HLTV MVP (Most Valuable Player) title for the tournament. Bets on this market shall be settled according to the official announcement published by HLTV.org - The home of competitive Counter-Strike .

Most Played Map - A bet on which map will be played the most times during the tournament. Bets on this market are settled according to the official match data published by the Tournament Organizer. In the event of a tie between two or more maps, dead-heat rules apply.

Map with Highest T Win % - A bet on which map will record the highest percentage of rounds won by the Terrorist side during the tournament. Bets on this market are settled according to the final statistics provided by HLTV.

Map with Highest CT Win % - A bet on which map will record the highest percentage of rounds won by the Counter-Terrorist side during the tournament. Bets on this market are settled according to the final statistics provided by HLTV.

3.2. Dota 2 rules:

3.2.1. If a map starts with fewer than 10 competitors, all bets on markets involving the map (and associated match markets) will be voided.

3.2.2. If one of the players disconnects within the first 10 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 10th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.2.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the markets involving the respective map will be settled according to the official result.

3.2.4. Dota 2 Duels (Berserk League) specific rules:

3.2.4.1. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all bets on the affected markets shall be voided.

3.2.4.2. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be voided. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be voided. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all relevant bets including pre-match and live markets.

3.2.4.3. Game Crashes: In case of a Game Crash, bets on markets settled before the game crash stand, bets on unsettled markets shall be voided.

3.2.4.4. Neutral Creep Kills: For the purposes of bet settlement Neutral Creep Kills are counted as kills by the opposing team.

3.2.4.5. Internet Issues: Where a player, team, or tournament studio experiences connectivity or network problems that interrupt gameplay and no Key/Significant

Event in the game has taken place, and odds remain unchanged, the game may be restarted and all bets placed on markets related to this game will stand.

If a Key Event or Significant Event has occurred in the game, bets on all unsettled markets shall be voided, while bets on already settled markets will stand.

3.2.4.6. Simultaneous Deaths: In case of simultaneous death, the winner is determined by who of the competitors in the game was alive longer or who killed their opponent first, according to the official game log.

3.2.4.7. Incorrect Heroes Selected: If incorrect heroes are selected prior to the beginning of the match and a Significant iEvent occurs (e.g., a kill or substantial tower damage), all bets on markets related to this match will be void. If no Significant Event occurred, the fixture will be restarted with correct heroes and the bets on markets to this fixture will stand.

Dota 2 markets

X map - *Nth* aegis - A bet on which team will claim the stated (Nth) Aegis of the Immortal in the specified map. If the stated (Nth) Aegis is not claimed, all bets on this market are voided.

X map - *Nth* barracks - A bet on which team will destroy the stated (Nth) barracks in the specified map. If a team destroys its own barracks, it counts in favor of the opposing team. If the stated (Nth) barracks are not destroyed, all bets on this market are voided.

X map - *Nth* tower - A bet on which team will destroy the stated (Nth) tower in the specified map. If a team destroys its own Nth tower, it counts in favor of the opposing team.If the stated (Nth) tower is not destroyed, all bets on this market are voided.

X map - First Roshan - A bet on which team will kill the first Roshan in the specified map. If a Roshan is not killed in the respective map, all bets on this market are voided.

X map - who will make kill № N - A bet on which team will be credited with the Nth kill in the specified map (e.g., 5th kill, 10th kill), as defined by the official post-match statistics.

X map - mega creeps - a bet on whether one team will destroy all enemy barracks, causing mega creeps to spawn in the specified map. Bets on this market will be settled as won if all barracks of the opponent team are destroyed, even if the game ends before the first mega creep wave appears.

X map - ultra kill - a bet on whether an Ultra Kill (4 consecutive kills by the same hero) will occur in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market.

X map - beyond godlike - a bet on whether a player will achieve a Beyond Godlike streak (10 or more consecutive kills without death of the player) in the specified map.

Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market.

X map - rampage - a bet on whether a Rampage (5 consecutive kills by the same hero) will occur in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market.

X map - total Roshans - A bet on whether the total number of Roshans killed by both teams in the specified map will be over or under the stated number.

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

X map - Roshans handicap - A bet on whether a team will kill more Roshans in the specified map after applying the stated handicap.

X map - Roshans 1x2 - A bet on whether Team 1 , Team 2, or neither (X – draw) will kill more Roshans in the specified map. If both teams kill the same number of Roshans, the result is a draw.

X map - Roshan range - A bet on whether the total number of Roshans killed by both teams in the specified map will fall within the stated range.

X map - Team N Roshan range - A bet on whether the total number of Roshans killed by Team N in the specified map will fall within the stated range.

X map - total towers - A bet on whether the total number of towers destroyed by both teams in the specified map will be over or under the stated number.

X map - Team N total towers - A bet on whether Team N will destroy over or under the stated number of towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - towers handicap - A bet on whether a team will destroy more towers in the specified map after applying the stated handicap. If a team destroys its own tower*, it shall be* counted in favor of the opposing team.

X map - total Roshans - A bet on whether the total number of Roshans killed by both teams in the specified map will be over or under the stated number.

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

X map - Roshans handicap - A bet on whether a team will kill more Roshans in the specified map after applying the stated handicap.

X map - Roshans 1x2 - A bet on whether Team 1 , Team 2, or neither (X – draw) will kill more Roshans in the specified map. If both teams kill the same number of Roshans, the result is a draw.

X map - Roshan range - A bet on whether the total number of Roshans killed by both teams in the specified map will fall within the stated range.

X map - Team N Roshan range - A bet on whether the total number of Roshans killed by Team N in the specified map will fall within the stated range.

X map - total towers - A bet on whether the total number of towers destroyed by both teams in the specified map will be over or under the stated number.

X map - Team N total towers - A bet on whether Team N will destroy over or under the stated number of towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - towers handicap - A bet on whether a team will destroy more towers in the specified map after applying the stated handicap. If a team destroys its own *tower, it shall be* counted in favor of the opposing team.

X map - Team N tower range - A bet on whether the total number of towers destroyed by Team N in the specified map will fall within the stated range. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - towers draw no bet - A bet on which team will destroy more towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. If both teams destroy the same number of towers, all bets on this market shall be voided.

X map - towers 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - tower range - A bet on whether the total number of towers destroyed in the specified map will fall within the stated range. If a team destroys its own tower, it shall be counted in favor of the opposing team.

Towers total - A bet on whether the total number of towers destroyed by both teams across all maps in the match will be over or under the stated line. If a team destroys its own tower, it shall be counted in favor of the opposing team.

Towers handicap - A bet on whether a team will destroy more towers than the opposing team across all maps in the match after applying the stated handicap. If a team destroys its own tower, it shall be counted in favor of the opposing team.

Towers 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more towers across all maps in the match. If a team destroys its own tower, it shall be counted in favor of the opposing team.

Towers draw no bet - A bet on which team will destroy more towers across all maps in the match. If both teams destroy the same number of towers, all bets on this market shall be voided. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - total barracks - A bet on whether the total number of barracks destroyed by both teams in the specified map will be over or under the stated number. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - barracks handicap - A bet on whether a team will destroy more barracks in the specified map after applying the stated handicap. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - barracks draw no bet - A bet on which team will destroy more barracks in the specified map. If both teams destroy the same number of barracks, all bets on this market shall be voided. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - barracks 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more barracks in the specified map. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - Team N total barracks - A bet on whether Team N will destroy over or under the stated number of barracks in the specified map. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - barrack range - A bet on whether the total number of barracks destroyed in the specified map will fall within the stated range. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - Team N barrack range - A bet on whether the total number of barracks destroyed by Team N in the specified map will fall within the stated range. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

Barracks handicap - A bet on whether a team will destroy more barracks across all maps in the match after applying the stated handicap. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

Barracks 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

Barracks draw no bet - A bet on which team will destroy more barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team. If both teams destroy the same number of barracks, all bets on this market shall be voided.

Team N total barracks - A bet on whether Team N will destroy over or under the stated number of barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - total intelligence heroes picked - A bet on the total number of heroes with Intelligence as their primary attribute picked by both teams on the specified map.

X map - role of first picked hero - A bet on whether the first picked hero on the specified map fulfills a core or support role.

X map - melee hero will be picked first - A bet on whether the first picked hero during the draft will be a melee hero on the specified map.

X map - draw first blood within N minutes - A bet on whether the First Blood in the specified map will occur within the specified number (N) of minutes. First Blood is awarded only when the kill is credited to an enemy hero. If a hero is damaged by an enemy hero and then dies to a tower, neutral creep, or allied unit, the kill is still credited to the enemy hero and counts as First Blood. Deaths caused solely by neutral creeps and towers, for example, do not count. For the avoidance of doubt, whether the situation of First Blood took place or not will be determined based on the game statistics.

X map - total Melee heroes picked by Radiant side- A bet on the number of melee heroes picked by the Radiant side on the specified map.

X map - primary attribute of last picked hero - A bet on the primary attribute of the hero last picked on the specified map: Strength, Agility, Intelligence, or Universal.

X map - support role will be killed first - A bet on whether the first death on the specified map will be a hero that fulfills a support role. In case the game statistics did not award the support role to anyone in the specified map, bets on this market shall be voided.

X map - support role to draw First Blood - A bet on whether the First Blood will be awarded to a hero assigned a support role on the specified map. First Blood is awarded only when the kill is credited to an enemy hero. If a hero is damaged by an enemy hero and then dies to a tower, neutral creep or allied unit, the kill is still credited to the enemy hero and counts as First Blood. Deaths caused solely by neutral creeps and towers, for example, do not count.

X map - First Black King Bar - A bet on which team' player will assemble the first Black King Bar (BKB) on the specified map at the moment the item is fully assembled regardless of its location (inventory, courier, or base stash). In case the Black King Bar (BKB) was not assembled on the specified map the bets on this market will be voided.

X map - total range heroes picked by Dire side - A bet on the total number of ranged heroes picked by the Dire side on the specified map.

X map - acquired most Bounty Rune - A bet on which team will collect more Bounty Runes on the specified map.

X map - occurrence time of 10th kill - A bet on whether the 10th kill in the specified map will occur during daytime or nighttime. The day cycle can be seen just above the in-game timer and is determined by the game algorithm.

3.3. Valorant rules:

3.3.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then all affected bets on that map, match and match side markets will be voided.

For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.3.2. Round Restarts: In case of a round restart, bets on the markets of the respective round shall stand and shall be settled based on the official in-game score of the replayed round.

3.3.3. Matches in Valorant may be played in various formats (e.g., MR12, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered in the betting line take into account the format used in a specific match and are based on the official tournament data.

3.4. League of Legends rules:

3.4.1. If a map starts with fewer than 10 competitors, all bets on markets related to that map will be voided.

3.4.2. If one of the players disconnects within the first 10 minutes of in-game time and is unable to reconnect or be replaced within 3 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 10th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.4.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on markets related to the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official result.

3.4.5. League of Legends markets:

X map - Nth baron - A bet on which team will kill the number specified Baron Nashor on the specified map.

X map - Nth inhibitor - A bet on which team will destroy the number specified inhibitor on the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - quadra kill - A bet on whether an ultra kill (4 consecutive kills by the same hero) will occur on a specified map. Only streaks confirmed by the in-game system are considered for settlement of this market.

X map - penta kill - A bet on whether a Rampage (5 consecutive kills by the same hero) will occur on a specified map. Only streaks confirmed by the in-game system are considered for settlement of this market.

X map - total turrets - A bet on whether the total number of turrets destroyed by both teams in the specified map will be over or under the stated number. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - will (type) dragon be slain? - A bet on whether the stated type of Elemental Dragon (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be slain in the specified map. If the stated dragon type is slain during the specified map,

bets predicting it will be slain are settled as winning, and bets predicting it will not be slain are settled as losing. If the stated dragon type does not appear or is not slain during the specified map, bets predicting it will not be slain are settled as winning, and bets predicting it will be slain are settled as losing.

X map - Nth dragon type - A bet on which Elemental Dragon type (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be the Nth dragon to spawn in the specified map.

X map - dragon soul type - A bet on which Elemental Dragon type (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be granted as the Dragon Soul in the specified map. If the Dragon Soul is not achieved during the map, all bets on this market will be void.

X map - total barons - A bet on whether the total number of Barons killed by both teams in the specified map will be over or under the stated number.

X map - total dragons - A bet on whether the total number of Dragons killed by both teams in the specified map will be over or under the stated number. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Nth dragon - A bet on which team will slay the number specified dragon on the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - total inhibitors - A bet on whether the total number of inhibitors destroyed by both teams in the specified map will be over or under the stated number. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - both teams to slay a dragon - A bet on whether both teams will slay at least one dragon each in the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - both teams to slay a baron - A bet on whether both teams will slay at least one baron each in the specified map.

X map - both teams to destroy an inhibitor - A bet on whether both teams will destroy at least one inhibitor each in the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

Which team to score a quadra kill - A bet on whether the specified team will get an ultra kill (4 consecutive kills by the same hero) across all maps. Only streaks confirmed by the in-game system are considered for settlement of this market.

Which team to score a penta kill - A bet on whether the specified team will get a rampage (5 consecutive kills by the same hero) across all maps. Only streaks confirmed by the in-game system are considered for settlement of this market.

X map - Team N total barons - A bet on whether Team N will slay over or under the stated number of Baron Nashors in the specified map.

X map - Team N total turrets - A bet on whether Team N will destroy over or under the stated number of turrets in the specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Team N total dragons - A bet on whether Team N will slay over or under the stated number of dragons in the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Team N total inhibitors - A bet on whether Team N will destroy over or under the stated number of inhibitors in the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

Team N total barons - A bet on whether Team N will slay over or under the stated number of Baron Nashors across all maps.

Team N total turrets - A bet on whether Team N will destroy over or under the stated number of turrets across all maps. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Team N total dragons - A bet on whether Team N will slay over or under the stated number of dragons across all maps. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

Team N total inhibitors - A bet on whether Team N will destroy over or under the stated number of inhibitors across all maps. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

Turrets total - A bet on whether the total number of turrets destroyed by both teams across all maps will be over or under the stated number. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Turrets handicap - A bet on whether a team will destroy more turrets across all maps in the match after applying the stated handicap. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Turrets draw no bet - A bet on which team will destroy more turrets across all maps in the match. If both teams destroy the same number of turrets, all bets on this market shall be void. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Turrets 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more turrets across all maps in the match. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Nth turret - A bet on which team will destroy the specified turret on the specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Turrets handicap - A bet on whether a team will destroy more turrets on a specified map after applying the stated handicap. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Turrets draw no bet - A bet on which team will destroy more turrets on a specified map. If both teams destroy the same number of turrets, all bets on this market shall be void. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Turrets 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will destroy more turrets on a specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Dragons handicap - A bet on whether a team will slay more dragons across all maps in the match after applying the stated handicap. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

Dragons draw no bet - A bet on which team will slay more dragons across all maps in the match. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. If both teams slay the same number of dragons, all bets on this market shall be void.

Dragons 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will slay more dragons across all maps in the match. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Dragons handicap - A bet on whether a team will slay more dragons on a specified map after applying the stated handicap. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Dragons draw no bet - A bet on which team will slay more dragons on a specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. If both teams slay the same number of dragons on the specified map, all bets on this market shall be void.

X map - Dragons 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will slay more dragons on a specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

Inhibitors handicap - A bet on whether a team will destroy more inhibitors across all maps in the match after applying the stated handicap. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

Inhibitors draw no bet - A bet on which team will destroy more inhibitors across all maps in the match. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. If both teams destroy the same number of inhibitors, all bets on this market shall be void.

Inhibitors 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more inhibitors across all maps in the match. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - Inhibitors handicap - A bet on whether a team will destroy more inhibitors on a specified map after applying the stated handicap. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - Inhibitors draw no bet - A bet on which team will destroy more inhibitors on a specified map. Each inhibitor destruction counts individually, including repeated

destructions of the same inhibitor after it respawns. If both teams destroy the same number of inhibitors, all bets on this market shall be void.

X map - Inhibitors 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more inhibitors on a specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - dragon range - A bet on whether the total number of dragons slayed in the specified map will fall within the stated range. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - inhibitor range - A bet on whether the total number of inhibitors destroyed in the specified map will fall within the stated range. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - baron range - A bet on whether the total number of barons slayed in the specified map will fall within the stated range.

X map - kill range - A bet on whether the total number of kills recorded by both teams in the specified map will fall within the stated range, according to the official post-match statistics.

X map - turret range - A bet on whether the total number of turrets destroyed in the specified map will fall within the stated range. Only standard map turrets (outer,

inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Team N dragon range - A bet on whether the total number of dragons slayed by Team N in the specified map will fall within the stated range. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Team N inhibitor range - A bet on whether the total number of inhibitors destroyed by Team N in the specified map will fall within the stated range. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - Team N baron range - A bet on whether the total number of barons slayed by Team N in the specified map will fall within the stated range.

X map - Team N kill range - A bet on whether the total number of kills recorded by Team N in the specified map will fall within the stated range, according to the official post-match statistics.

X map - Team N turret range - A bet on whether the total number of turrets destroyed by Team N in the specified map will fall within the stated range. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

3.5. King of Glory (Honor of Kings and Arena of Valor):

3.5.1. If a map starts with fewer than 10 competitors, all bets on markets of that map (and associated match markets) will be voided.

3.5.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.5.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.6. Mobile Legends:Bang Bang:

3.6.1. If a map starts with fewer than 10 competitors, all bets placed on markets involving the map (and associated match markets) will be voided.

3.6.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.6.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.7. Wild Rift:

3.7.1. If a map starts with fewer than 10 competitors, all bets placed on markets involving the map (and associated match markets) will be voided.

3.7.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.7.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets placed on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.8. Free Fire & PUBG & PUBG Mobile & Fortnite & Apex Legends & Call of Duty: Warzone (Battle Royale Esports):

3.8.1. The round winner is determined based on the last player or team remaining alive (as per applicable game logic). A “round” is considered one map played.

3.8.2 If the specified round is not completed, all bets on markets involving that round shall be void.

3.8.3. The tournament winner is determined based on the official final standings after all scheduled rounds of the tournament are completed. Bets on the relevant markets are settled according to the official results provided by the Tournament Organizer.

3.8.4. Round Markets:

Round X winner - A bet on which team or player will win the specified round.

Top 3 Finish in Round X - A bet on whether a specified player or team will finish in the top three positions in the stated round.

3.9. Deadlock:

3.9.1. If a map starts with fewer than 10 competitors, all bets on markets involving the map (and associated match markets) will be voided.

3.9.2. If one of the players disconnects in the first 8 minutes and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets related to that map and match will be voided. If a competitor disconnects or quits after the 8th minute of the map being played, the bets on the relevant markets will be settled according to the official results.

3.9.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on the markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.10. Rainbow Six: Siege:

3.10.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 2 full

rounds with 4v5 configuration, and if the 5th player does not return during 2 rounds, then all affected bets on that map, match and match side markets will be voided.

For the avoidance of doubt, the two-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 2 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.10.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

3.11. GeoGuessr rules:

3.11.1. All bets on Geoguessr matches will be settled based on the official results as determined by the Tournament Organizer on the official website: GeoGuessr - Let's explore the world! . This includes any in-game decisions or modifications made by the Tournament Organizer during the match.

3.12. Call of Duty & Call of Duty Mobile rules:

3.12.1. These rules do not apply to Call of Duty: Warzone. Terms of settlement of markets of Call of Duty: Warzone are covered by the Battle Royale Esports rules.

3.12.2. A match may be played in different formats depending on the title or tournament rules (e.g., 4v4 in Call of Duty League, 5v5 in Call of Duty Mobile, or historical 5v5 in past CDL titles). Bets on the relevant markets are settled according to the official tournament results, regardless of the team format used.

3.12.5. Call of Duty & Call of Duty Mobile markets:

X map - round handicap - A bet on whether a team wins the specified map after applying the stated round handicap to the final round score, including overtime. This market is only available on round-based modes (e.g., Search & Destroy, Control). If the scheduled map is changed to a mode that does not use rounds (e.g., Hardpoint), all bets on this market are void.

3.13. Marvel Rivals:

3.13.1. If one of the players disconnects within the first 2 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 2nd minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.14. Crossfire & Crossfire Mobile:

3.14.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 2 full rounds with 4v5 configuration, and if the 5th player does not return during 2 rounds, then all affected bets on that map, match and match side markets will be voided.

For the avoidance of doubt, the two-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 2 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.14.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

3.14.3. Matches in Crossfire may be played in various formats (e.g., MR9, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered take into account the format used in a specific match and are based on the official tournament data.

3.15. Tekken:

3.15.3. Tekken markets:

Winner - A bet on which player will win the match. A match is equivalent to a set in Tekken terms.

X map winner - A bet on which player will win the specified map in the series. A map is equivalent to a game in Tekken terms. A map is won by the player who first achieves 3 KOs (knock-outs) in that map (game).

Map Handicap - A bet on which player will win the match (set) after applying the stated map (game) handicap to the final score. The handicap is applied to the number of maps (games) won by each player.

Total Maps - A bet on the total number of maps (games) played in the match, settled as over or under the stated number.

Correct score (in maps) - A bet on the exact final score of maps (games) won in the match (set). The winner is determined by the first player to reach the required number of map (game) wins (e.g., 2 in Bo3, 3 in Bo5).

3.16. Street Fighter:

3.16.4. Street Fighter markets:

Winner - A bet on which player will win the match. A match is equivalent to a set in Street Fighter terms.

X map winner - A bet on which player will win the specified map in the series. A map is equivalent to a game in Street Fighter terms. A map is won by the player who first achieves 2 KOs (knock-outs) in that map (game).

Map Handicap - A bet on which player will win the match (set) after applying the stated map (game) handicap to the final score. The handicap is applied to the number of maps (games) won by each player.

Total Maps - A bet on the total number of maps (games) played in the match, settled as over or under the stated number.

Correct score (in maps) - A bet on the exact final score of maps (games) won in the match (set). The winner is determined by the first player to reach the required number of map (game) wins (e.g., 2 in Bo3, 3 in Bo5).

3.17. Overwatch 2:

3.17.1. If one of the players disconnects within the first 2 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 2nd minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.18. Rocket League:

3.18.1. If a game (map) or match is abandoned or awarded by Tournament Organizer decision within the first 2 minutes of in-game time (i.e. from 00:00 up to 1:59), all bets on all markets involving that map and match shall be void. If the abandonment or awarding occurs at the 2nd minute or later, all bets on markets affected by that map or match shall be settled according to the official result.

3.18.2. Rocket League markets:

Winner - A bet on the winner of the match. A match is equivalent to a series in Rocket League terms.

X map winner - A bet on the winner of the specified map. A map is equivalent to a game in Rocket League terms.

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

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

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

3.19. Age of Empires & Starcraft 2 & Starcraft: Brood War & Warcraft III:

3.19.1. If a match or map is abandoned or awarded by Tournament Organizer's decision within the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59), all bets on all markets involving that map and match shall be void. If the abandonment or awarding occurs at the 10th minute or later, all bets on markets affected by that map or match shall be settled according to the official result.

3.20. Standoff 2:

3.20.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then all affected bets on that map, match and match side markets will be voided.

For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.20.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

3.21. FC 26 specific rules:

3.21.1. All Markets will be settled as set out in accordance with the General Sportsbook Rules and Soccer Market Rules.

3.21.2. Matches in this category may be played using different football simulation titles, irrespective of game developer, e.g. including EA Sports FC or eFootball (formerly PES). Additionally, different game versions may be used (for example, FC 24, FC 25, etc.). Such differences are purely informational and do not constitute grounds for voiding bets.

3.21.3. The stated match duration (e.g. 2x4 or 2x5 minutes) refers to in-game time settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.21.4. Wrong Odds/Players/Teams: If bets are placed on markets with incorrect odds/players/teams, all affected bets shall be voided.

3.21.5. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, all settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.21.7. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets, including pre-match and live markets.

3.21.8.Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, game crashes, or internet/network outages affecting a player, team, or tournament studio.

If such a malfunction occurs and no Key or Significant Event has taken place, and odds remain unchanged, the game may be restarted and bets on all relevant markets will stand.

If the malfunction occurs after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on all unsettled markets shall be void, while bets on all settled markets will stand.

If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while bets on the remaining unsettled markets shall be void.

3.21.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

3.22. NBA 2K26 specific rules:

3.22.1. All Markets will be settled as set out in the General and Basketball Market Rules.

3.22.2. Matches in this category may be played using different game versions, including *NBA 2K24*, *NBA 2K25*, or *NBA 2K26*. Such differences are purely informational and do not constitute grounds for voiding bets.

3.22.3. The stated match duration (e.g. 4x5 minutes) refers to in-game time settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.22.4. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all affected bets shall be voided.

3.22.5. Wrong Teams/Players: If the game is stopped early and there has been no Significant Event (such as a basket), the match may be restarted. If a Significant Event has already occurred, bets on all affected markets will be void.

3.22.6. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, bets on all settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.22.7. Stream Issues: the official stream refers to the primary broadcast of the match available to users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets on including pre-match and live markets.

3.22.8. Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, Game Crashes, or internet/network outages affecting a player, team, or tournament studio.

If such a malfunction occurs during a match and no Key or Significant Event has taken place yet, and odds remain unchanged, the game may be restarted and all bets on the relevant markets will stand.

If the malfunction occurs during a match after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on all unsettled markets shall be void, while bets on the settled markets will stand.

If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while bets on the remaining unsettled markets shall be void.

3.22.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

3.23. Cricket 24 specific rules:

3.23.1. Bets on all Markets will be settled as set out in the General and Cricket Market Rules.

3.23.2. Matches in this category are generally played in a 5-over format (each side bats for a maximum of 5 overs). The stated format refers to in-game settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.23.3. Matches may be played using different game versions, including *Cricket 23* or *Cricket 24*. Such differences are purely informational and do not constitute grounds for voiding bets.

3.23.4. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, bets on all affected markets shall be voided.

3.23.5. Wrong Teams/Players: If the game is stopped early and there has been no Significant Event (such as a basket), the match may be restarted. If a Significant Event has already occurred, all bets will be void.

3.23.6. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, bets on all already settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.23.7. Stream Issues: the official stream refers to the primary broadcast of the match available to users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets, including pre-match and live markets.

3.23.8. Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, game crashes, or internet/network outages affecting a player, team, or tournament studio.

If such a malfunction occurs in a match and no Key or Significant Event has taken place yet, odds remain unchanged and the game may be restarted and bets on all markets related will stand.

If the malfunction occurs in a match after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on markets unsettled after the disruption or malfunction shall be void, while bets on markets already settled will stand.

If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while the bets on remaining unsettled markets shall be void.

3.23.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

IV. Esports solution betting rules

1. General Rules

1.1 General Provisions

1.1.1. The Sportsbook reserves the right to cancel any Bet placed on a Market with incorrect Odds (including but not limited to typographical errors, technical/back-office errors, or obvious pricing mistakes), as well as Bets placed after the Event has started, or during technical malfunctions.

1.1.2. All Bets will be settled once the outcome of the relevant Market has been unconditionally determined.

1.1.3. The availability of video streaming or archive is not guaranteed.

1.1.4. Terms of Section III do not apply to Esports mentioned in this section IV.

1.2 Market Definitions

1.2.1 Match (1X2)

A Market where it is possible to bet on the outcome of a match or event.

- **1** — Home team or the team listed on the left
- **X** — Draw (if applicable)
- **2** — Away team or the team listed on the right

1.2.2 Correct Score

A Market where it is possible to bet on the exact score (partial or final) of a match or event.

1.2.3 Over/Under (Totals)

A Market where it is possible to bet on whether the total number of predefined occurrences (e.g., goals, points, corners, rebounds, penalty minutes, etc.) will be over or under the Line specified in the Market description.

If the total number of occurrences equals the betting Line specified in the Market description, Bet on that Market will be **Void**.

Example: If the Line is 128.0 points and the match ends 64–64 (total 128), all affected Bets are Void.

1.2.4 Odd/Even

A Market where it is possible to bet on whether the total number of predefined occurrences is:

- **Odd** — 1, 3, 5, etc.
- **Even** — 0, 2, 4, etc.

Zero is considered an even number.

1.2.5 Half Time / Full Time

A Market where it is possible to bet on the result at halftime and the final result.

Example: If the halftime score is 1–0 and the final score is 1–1, the winning outcome is **1/X**.

If the match format differs from the structure described in the Market (e.g., not played in two halves), all affected Bets will be Void.

1.2.6 Period Betting

A Market where it is possible to bet on the outcome of a specific period within a match/event.

1.2.7 Draw No Bet (DNB)

A Market where it is possible to bet on either “1” or “2” only.

If the match ends in a draw, the Bet on this Market will be Void.

1.2.8 Handicap

A Market where the listed handicap is added to or subtracted from the final score for settlement purposes.

If the adjusted result equals the handicap Line mentioned in the Market description, all affected Bets will be Void.

1.2.9 Asian Handicap

Example: Home Team (-1.75) vs Away Team (+1.75).

The stake is split equally into two Bets:

- (-1.5) and (-2.0) for the favorite
- (+1.5) and (+2.0) for the underdog

Settlement example:

- Win by 3+ goals → Full win
- Win by exactly 2 goals → Half win (one part wins, one part refunded)
- Win by 1 goal or less / draw / loss → Full loss

1.2.10 Double Chance

A Market where it is possible to bet on two outcomes simultaneously:

- **1X** — Home win or draw
- **12** — Home win or away win
- **X2** — Draw or away win

1.2.11 Team to Score First and Win

The selected team must score the first goal and win the match.

If no goals are scored, Bets on all affected Markets will be Void.

1.2.12 Quarter / Half / Period X (Score During Period)

Refers strictly to events occurring within the specified period only.
Does not include results from other periods.

If the match format differs from the listed format, Bets on affected Markets will be Void.

1.2.13 Result at End of Quarter / Half / Period X

Refers to the cumulative result at the end of the specified timeframe, including all previous periods.

1.2.14 Race to X Points / Goals

Refers to the team or participant who first reaches the specified number.

If the listed total is not reached within the stipulated timeframe (if applicable), Bets on all affected Markets will be Void, unless otherwise stated.

1.2.15 Winner of Point X / Goal X

Refers to the participant who scores the specified point/goal.

If the event does not occur within the stipulated timeframe (if applicable), Bets on all affected Markets will be Void, unless otherwise stated.

1.2.16 Team to Win All Halves/Periods

The listed team must score more goals/points than the opponent in each specified half/period.

2. eSports Rules

2.1 eSoccer

Match Format

Two halves of:

- 2×3 minutes
- 2×4 minutes
- 2×6 minutes

- 2×15 minutes

Includes injury time.

Excludes Overtime and penalties, unless otherwise stated.

Settlement

Bets on all Markets are settled according to the General Rules.

Under the **gP (Gaming Pulse)** market rules points are calculated based on in-game performance: scoring a **Goal** awards **+1.0** point, while a **Shot** awards **+0.2** points.

Result Page:

Betby Games Almanac

2.2 eSoccer: Volta

Match Format

Two halves of 3 minutes each.

Includes injury time and Overtime.

Excludes penalty shootouts.

Settlement

Markets do not consider Overtime, unless otherwise stated.

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.3 eSoccer: Penalty

Match Format

5 penalty shots per team.

If tied after 5 shots each — sudden death applies.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

[Betby Games Almanac]

2.4 eSoccer: X-Battle FC

Match Format

Two halves of 30 seconds each.

Overtime is not included.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

[Betby Games Almanac]

2.5 eBasketball

Match Format

4 quarters of 6 minutes each.

Overtime is not included, unless otherwise stated.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.6 eBasketball: Blitz

Match Format

1 quarter of 1 minute.

Overtime is not included.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.7 eFighting

Applies to:

- Injustice — Betby Games Almanac
- Mortal Kombat — Betby Games Almanac

2.7.1 Match Outcome Markets

Winner

Bet on the character who wins the overall fight.

2.7.2 Market Definitions

Health Bar

Each fighter has two (2) health bars. The second health bar becomes active only after the first health bar has been fully depleted.

First Damage

Bet on the first successful attack landed during the match.

Clash

A special in-fight mechanic where both fighters engage in a challenge to recover health. The outcome of a Clash may be:

- Won by Fighter A
- Won by Fighter B
- End in a draw

Supermove

A rare and powerful move unique to each character, executed under specific in-game conditions.

Will There Be Mercy

Refers to whether the “Mercy” mechanic is performed — a situation where one fighter intentionally spares the opponent instead of immediately finishing the fight.

Finish Him Method

Refers to the method by which the opponent is defeated. This may include, but is not limited to:

- Fatality
- Brutality
- Regular hit
- Other officially recognized finishing mechanics

Winner HP Left

Refers to the amount of remaining health of the winning character at the end of the match.

Settlement

Bets on all Markets are settled according to official in-game results and General Rules.

2.8 eCricket

Match Format

2 innings (5 overs per innings, 6 deliveries per over).

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.9 eCricket: Super Over

Match Format

1 over per team.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.10 eCricket: X-Battle Bats

Match Format

10 rounds (1 hit per round).

No extra innings.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.11 eShooter: CS2 (MR15)

Match Format

First team to reach 8 rounds wins.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.12 eShooter: CS2 (BO3)

Match Format

Best of 3 maps (first to 2 wins).

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.13 eHorse Racing

Match Format

8–24 runners.

Distance: 800–3200 meters.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.14 eTennis

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.15 eVolleyball

Match Format

1 set to 25 points.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.16 eBoxing

Match Format

1 round of 2 minutes.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.17 eKabaddi

Match Format

2 halves of 5 minutes each.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.18 eVaquejada

Match Format

4 rounds (4 attempts each).

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.19 eMMA

Match Format

1 round.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.20 eAmerican Football

Match Format

4 quarters of 2 minutes each.

Overtime is not included, unless otherwise stated.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.21 eFootvolley

Match Format

Best of 3 sets (first to 2 sets), each set to 11 points.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.22 eTeqball

Match Format

Best of 3 sets (first to 2 sets), each set to 12 points.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

2.23 eIce Hockey

Match Format

3 periods of 3 minutes each.

Overtime is not included unless otherwise stated.

Settlement

Bets on all Markets are settled according to the General Rules.

Under the **gP (Gaming Pulse)** market rules points are calculated based on in-game performance: scoring a **Goal** awards **+1.0** point, while a **Shot** awards **+0.2** points.

Result Page:

Betby Games Almanac

2.24 eTable Tennis

Formats

- Best of 5 sets (first to 3), 11 points per set (with balance)
- Best of 7 sets (first to 4), 7 points per set (no balance)

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page:

Betby Games Almanac

V. Greyhound, Horse and Harness Racing rules

1. General

1.1 All bets shall be settled based on the official declaration of the result of the race as made by the relevant racing authority on the day of the race.

1.2 In the event of a Dead Heat, the bet will be paid out at face value divided by the number of Dead Heating winners of the event.

1.3 Whilst the sportsbook strives to provide the most up to date and accurate data, the sportsbook shall not liable for any errors regarding the Horses, Greyhound or Harness racing data.

2. Market Specific Rules

2.1. To the market “Win Betting” Dead heat rules apply.

2.2. To the market “Place Betting” the following rules apply:

2.2.1. Where there are 8 or more runners in a race, a place shall be paid on first, second and third places. If a bet is placed when the field has 8 or more runners and the field later reduced to 7 or less runners, first, second and third places will be paid, however deductions shall apply. See Deductions Table in clause 3.3.5.

2.2.2. Dead heat rules apply

2.3. To the market “Top 2 Betting’ the following rules apply:

2.3.1. Pays on runners to come 1st or 2nd in the race.

2.3.2. Bets are only valid on races with 5 or more runners. Any bets placed on a race with less than 5 runners will be voided.

2.3.3. Dead heat rules apply.

3. Settlement & Cancellation rules

3.1. Scratchings

3.1.1. If a runner is scratched, the stake will be refunded.

3.2. Abandoned, Postponed and Transferred Races

3.2.1. If a race is abandoned or transferred to another venue/track (including transferring to a different track at the same venue) or postponed to another date, single bets shall be void. Affected Combo Bets will be recalculated excluding that Event.

3.2.2. Where a race is postponed and rescheduled to take place at the same venue within 48 hours of the original scheduled start time of the race, all bets shall stand as if the race was not postponed.

3.2.3. If scratchings are reinstated due to a postponed race at the same venue then all bets shall be void.

3.3. Deductions

3.3.1. Any bet may be subject to deduction after the placement of the bet. These deductions are applied to the face value (expected winnings) of the bet.

3.3.2. In the case of scratchings after the declaration of the final field, and after the bet has been placed, deductions will apply to the face value of the winning bets as per Deductions table - See Deductions Table in clause 3.3.5.

3.3.3. Deduction calculations are specified as a percentage deducted from the amount of the stake's winnings.

3.3.4. In the event that multiple runners are scratched from a race, a combined deduction rate will be calculated by summing the total of each of the scratched runners deduction rate as per Deductions table. See Deductions Table in clause 3.3.5

3.3.5. Deductions Table

Odds *from* (>, more than)	**Odds *to* (<=, less or equal)**	**Market “Win” (%)***	**Market “Top 2/” (%)***	**Market “Place” (%)***
1.00	1.01	76	40	26
1.01	1.02	75	40	26
1.02	1.03	75	40	26
1.03	1.04	73	40	26
1.04	1.05	73	40	26
1.05	1.06	73	40	26
1.06	1.07	73	40	26
1.07	1.08	72	40	26

1.08	1.09	72	40	26
1.09	1.10	72	40	26
1.10	1.12	71	40	26
1.12	1.14	71	40	26
1.14	1.16	71	40	26
1.16	1.18	69	40	26
1.18	1.20	69	39	26
1.20	1.22	67	39	26
1.22	1.24	65	38	26
1.24	1.25	65	38	26

1.25	1.26	65	38	26
1.26	1.28	65	38	26
1.28	1.30	65	38	26
1.30	1.35	62	38	26
1.35	1.40	60	37	25
1.40	1.45	56	37	25
1.45	1.50	55	37	25
1.50	1.55	53	36	24
1.55	1.60	51	36	24
1.60	1.65	49	35	24

1.65	1.70	47	34	24
1.70	1.75	46	34	23
1.75	1.80	45	34	23
1.80	1.85	44	33	23
1.85	1.90	43	33	23
1.90	1.95	41	32	22
1.95	2.00	40	32	22
2.00	2.05	40	32	22
2.05	2.10	39	31	22
2.10	2.15	37	31	21

2.15	2.20	36	30	21
2.20	2.25	36	30	21
2.25	2.30	35	29	21
2.30	2.35	34	29	21
2.35	2.40	33	29	20
2.40	2.45	31	28	20
2.45	2.50	31	28	20
2.50	2.60	30	27	19
2.60	2.70	29	27	19
2.70	2.80	28	26	18

2.80	2.90	27	25	18
2.90	3.00	26	25	18
3.00	3.10	25	24	17
3.10	3.20	24	23	17
3.20	3.30	23	22	16
3.30	3.40	22	22	16
3.40	3.50	22	22	16
3.50	3.60	21	21	15
3.60	3.70	20	21	15
3.70	3.80	20	20	15

3.80	3.90	19	20	14
3.90	4.00	19	20	14
4.00	4.20	18	19	14
4.20	4.40	18	19	14
4.40	4.50	18	19	14
4.50	4.60	16	18	14
4.60	4.80	15	17	13
4.80	5.00	15	17	13
5.00	5.50	13	15	12
5.50	6.00	12	15	12

6.00	6.50	11	14	11
6.50	7.00	10	13	10
7.00	7.50	9	12	9
7.50	8.00	8	11	8
8.00	8.50	8	11	8
8.50	9.00	7	10	7
9.00	9.50	7	10	7
9.50	10.00	6	8	6
10.00	11.00	5	7	5
11.00	12.00	5	7	5

12.00	13.00	4	6	4
13.00	14.00	4	6	4
14.00	15.00	3	4	3
15.00	16.00	3	4	3
16.00	17.00	3	4	3
17.00	18.00	2	3	2
18.00	19.00	2	3	2
19.00	20.00	2	3	2
20.00	~	0	0	0

*The column provides amount of deduction of the face value of the winnings of the respective bet.

3.4. Errors

3.4.1. If the sportsbook publishes, posts or quotes any incorrect betting information for any horse racing, greyhound or harness racing Event, including, but not limited to posting wrong odds, then regardless of the cause of the source of such error sportsbook reserves the right to void any respective bet.

3.5. Acceptance of Bets after Race Start Time

3.5.1. If a single bet is inadvertently accepted after the official start time of the Event, the bet shall be voided and will be refunded to the End User.

3.5.2. If a bet was accepted after the official start time of the Event as part of a Combo bet then that Event shall be deemed void, and the remaining leg(s) of the Combo bet will stand.

3.6. Other

3.6.1. In the event of a horse or a greyhound being withdrawn late by order of the stewards, all bets will be paid taking into account the stewards decision regarding the status of the horse or greyhound (as applicable), including deductions on remaining runners. See deductions table in clause 3.5.5.

3.6.2. Bets will be settled as per the official decision of stewards on race day. Where a horse/dog is later disqualified or placings amended at a later date, for any reason, the official result as declared by stewards on the day of the race will stand for the purposes of bet settlement.

VI. Predictions

1. **General Rules**

1.1. Scope of Predictions: The "Predictions" section covers betting markets on various events, including but not limited to Politics, Arts, Entertainment, Science, and specialized Sporting milestones.

1.2. Specific Market Rules (Tooltips): Due to the unique nature of each "Predictions" market, the specific criteria for settlement, winning conditions, and definitive timeframes are provided directly within the information tooltips (marked with the "i" symbol) located next to each market.

By placing a bet on a "Predictions" market, the End User confirms they have read and accepted the specific settlement rules provided in the respective tooltip.

- In the event of any conflict between the General Sportsbook Rules and the information contained in the market tooltip, the tooltip information shall prevail.

1.3. Sources and Settlement: The official sources (websites, government records, or official announcements) used to verify the outcome of a "Predictions" market will be specified in the market's information tooltip.

- If a specified source becomes unavailable or provides ambiguous data, the Sportsbook reserves the right to use other publicly recognized and reputable sources to determine the result.

1.4. Postponement and Cancellations: Unless otherwise specified in the tooltip, if an event within the "Predictions" category is cancelled, is indefinitely postponed or will never happen due to objective or force majeure circumstances for a period longer than 1 (one) year from the expected deadline, all unsettled bets will be declared Void (Refunded). If a specific deadline for the outcome is mentioned in the tooltip, the bet will be settled based on the situation at that exact deadline.