



Cedars Sportsbook House Rules

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A. Conditions of agreement

1. Introduction

- a) This set of House Rules govern the use of Sports Book at 7 Cedars Casino (“Operations”).
- b) The use of this Sports Book is subject to the regulations imposed by the Jamestown’s Tribal Gaming Agency (TGA) and/or Washington State Gaming Commission (WSGC)
- c) Any dispute relating in any way to the use of this Sports Book can be made in person or can be emailed to sportsbook@7cedars.com. The Sports Book Director will investigate each such complaint and provide a response within ten (10) calendar days. For any such complaints, the customer has the right to also notify TGA and/or WSGC of the dispute.
- d) The Sports Book Director is responsible for receiving and addressing any customer dispute.
- e) Operations reserves the right to propose changes to TGA and once approved make changes to the site, betting limits, sportsbook offer, payout limits and offerings.
- f) Operations reserves the right to refuse any wager or limit any selection(s) prior to the acceptance of the wagers.
- g) Operations may update, amend, edit and supplement these House Rules at any time after approval by TGA. After approval of changes, TGA will be provided a copy to the Washington State Gambling Commission.
- h) Customers are responsible to check the ticket for accuracy as all tickets go as written after the customer leaves the wagering counter. With the exception of voided wagers containing erroneous terms as described below, once a wager is accepted by both parties, tickets will not be altered or voided except at the discretion of the Operator.
- i) Operations is not responsible for lost, stolen, altered or unreadable tickets.
 - For all honored lost or stolen tickets, once the rightful owner of a winning ticket has been determined, if possible, payment will be made as soon as possible.
 - For all lost, stolen or unreadable tickets where the rightful owner cannot be immediately determined the waiting period for honored claims will be one year after the date of the event.
- j) Expiration of any winning ticket will be one year after the date of the event.
- k) Winning tickets valued at less than \$2,000 may be mailed in for redemption to the address below. See the reverse side of the wagering ticket for mail-in collection instructions and address. 7Cedars Casino, attn: Accounting, 270756 Hwy 101, Sequim, Wash. 98382
- l) If a self-addressed envelope is not included, a processing fee may be charged.
- m) Sports Book Vouchers expire 365 calendar days after issued.
- n) Sports Book reserves the right to refuse any wager or limit any selections(s) prior to the acceptance of the wager(s). Sports Book Writers can choose to refuse a wager if the nature of the wager seems nefarious or if they are on the list of prohibited sports wagering participants.
- o) The following person(s) are prohibited from placing wagers at the Operator’s Sports Book:
 - Any individual whose participation may undermine the integrity of the betting or the sports event, or any person who is prohibited for other good cause, including, but not limited to:

- Any individual placing a wager as an agent or proxy, other than those individuals involved in contests and/or weekly picks approved by TGA and/or WSGC
 - Any person who is an athlete, coach, referee, trainer, team employee, governing body employee, player, in, or on, any sports event overseen by that person's sport's governing body based on a list provided to TGA and/or WSGC
 - A person who holds a position of authority or influence sufficient to exert influence over the participants in a sporting contest, including, but not limited to, coaches, managers, handlers, or athletic trainers based on a list provided to TGA and/or WSGC by that person's sports' governing body
 - A person with access to certain types of exclusive information on any sports event overseen by that person's sport's governing body based on publicly available information, or based on a list provided to TGA and/or WSGC by that person's sport's governing body
 - Any person identified to the Tribal Gaming Agency and State Gaming Agency by a Sports Governing Body that the Tribal Gaming Agency and State Gaming Agency agree is a person who should be a Prohibited Sports Wagering Participant
 - Any person who holds a position of authority or influence sufficient to exert influence over the participants in a sports event that is the subject of a wager
 - Any person which the gaming operation knows or reasonably should know, is placing a wager by, or on behalf of a prohibited Sports Wagering Participant and
 - Any person whose participation may undermine the integrity of wagering on a sports event or the conduct of such sports event itself, or any person who is prohibited for other good cause.
- Customers Barred (self-exclusion and for cause) by the Jamestown S'Klallam Tribal Gaming Commission
 - Operations prohibited access customers
 - Operations Employees while on duty
 - Anyone under the age of 21

p) Sports Book reserves the right to change the Terms and Conditions and Sports rules at any time for several reasons including but not limited to:

- Comply with applicable laws and regulations,
- Regulatory requirements.

The current Sports rules will be available on the website and by request at the Sports Book.

- q) A void bet is a bet which is cancelled (settled with odds 1.00), and the stake is being fully returned to the customer.
- r) Customers can fund wagers using cash, Kiosk issued Sports Book vouchers or 7 Cedars Chips.,
- s) Any reference in these House Rules to words/objects that appear in singular also applies to plural.

- t) Odds and prices displayed on odds sheets may change and wagers may be accepted at other than the posted odds.
- Customers are encouraged to inquire with a Sports Book Writer as to the current price or odds offered.
 - Customers are responsible to check their ticket(s) prior to leaving the window.

2. Definitions

- a) "Error" is a mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, technical hazard, registration error, transaction error, manifest error, force majeure and/or similar. Examples of errors include, but are not limited to:
- Bets accepted during technical problems that would otherwise not have been accepted
 - Bets placed on events/offers that have already been started, or decided
 - Bets on markets containing incorrect participants
 - Bets placed at odds that are materially different from those available in the general market at the time the bet was placed
 - Bets offered at odds which reflect an incorrect score situation
 - Odds being clearly incorrect given the chance of the event occurring at the time the bet was placed.
- b) "Influence Betting" is an act, prohibited by Operations, where a Customer, or parties acting in association with a Customer, can influence the outcome of a match or an event - directly or indirectly. Where there is evidence of Customers acting together in this manner Operations reserves the right to make the relevant bets void and/or withhold payment of returns pending the outcome of subsequent investigations.
- c) "Sports Wagering Voucher" is a document issued at the KIOSK showing the amount of funds available after placing a bet that can be cashed out at one of the POS Stations.
- d) "Structure Wagering" is an act, prohibited by Operations to conduct a series of wagers in any amount, at one or more books, on one or more days in any manner as to willfully evade or circumvent the recording and reporting requirements. Where there is evidence of Customers acting together in this manner Operations reserves the right to make the relevant bets void and/or withhold payment of returns pending the outcome of subsequent investigations.
- e) "Syndicate Betting" is an act, prohibited by Operations, where Customers act together to place a series of bets on the same event or competition. Where there is evidence of Customers acting together in this manner Operations reserves the right to make the relevant bets void and/or withhold payment of returns pending the outcome of subsequent investigations.
- f) "Ticket" is the printed document or receipt that indicates the event on which the bet was placed, the amount wagered, the odds and/or type of bet and other pertinent information.

3. Placing Bets

- a) Sports Book reserves the right to decline part or all the requested wager.
- b) Customer is solely responsible to ensure that the details of requested wager are correct.

- c) Customer cannot cancel or change any placed wager when the transaction is completed. He/she can cash out the bet when cash out functionality is available.
- d) Sports Book reserves the right to void any wager at its sole discretion.
- e) In the event odds or proposition changes, customers see these changes in the sports wagering menu offered by the Vendor.

4. Bet Acceptance

- a) A placed bet is not valid until it is validated and shown in the customer's open bets.
- b) Valid bets have a unique transaction code (Bet ID).
- c) In cases of uncertainty about the validity of a bet, the customer may review their transactions in relevant section for the site after each placed bet, in order to ensure that all requested wagers/bets were accepted.
- d) Sports Book does not take responsibility for missing or duplicate bets made by the customer.
- e) In the case where a bet is accepted by technical error, when there are not enough funds in the customers' accounts or the Sports Book has not received the full payment, the bet will be void.
- f) Should a dispute arise about the acceptance or the lack of any transaction, the transaction logs will be the ultimate authority in deciding such matters.
- g) Prior to accepting a wager of \$2,000 or more, the Writer must confirm the player has an active account or is a known player. If the player has no active account or is not a known player, the player must present an acceptable form of identification in order to continue the transaction.
- h) Wagers of \$2,000 or more require prior approval of the Sports Book Director or their designee. In addition,
- i) Wagers over \$5,000 require prior notification to Surveillance.

5. Betting and Payout Limitations

- a) All bet selections are subject to pre-imposed limits set solely at the Operator's discretion which may be lower than the limits mentioned in these House Rules. Should this limit be reached, the Customer has the right to ask for it to be exceeded by means of a request effected through Operations Sports Book. The Operator reserves the right to accept (fully or partially) or reject the said request without any prior notice and further explanation.
- b) The Operator reserves the right to decline, solely at its own discretion, all, or part of, any bet requested. This includes the possibility that a "System bet" as defined herein is not accepted in full, either in terms of stakes or combinations included in said "System bet".
- c) The Operator reserves the right to withhold payment and/or to declare bets void on an event (or series of events), if there is sufficient evidence that any of the following has occurred:
 1. the integrity of the event has been called into question
 2. the price(s) or pool has been manipulated
 3. Match-rigging has taken place, or the match is under investigation for such

- d) Evidence of the above may be based on the size, volume or pattern of bets placed with Operations across any or all of its betting channels, as well as information received from other betting providers or officially recognized organizations.
- e) All odds offered are subject to variation. Such fluctuation is determined solely at the Operator's discretion.
- f) Bets are accepted only at the odds available in the betting grid at the time the bet was accepted by Operations, irrespective of any other claim or previous publication present on the website or any other media detailing otherwise.
- g) All payout calculations when settling bets will be done based on Decimal odds, irrespective of any other format displayed/chosen at the time of bet placement,
- h) Please visit the ticket writer's counter for information on limits on a specific event.

6. Cancellation (Voiding) of Bets

- a) Ticket writers will not have the ability to void tickets without Supervisor and/or Director approval.
- b) A bet can be declared void, and will be, in that event, settled with the odds of 1.00.
- c) A bet made as an accumulative bet shall remain valid with recalculated odds notwithstanding a match or an event which is part of the accumulative bet being void.
- d) Operations reserves the right, at its own discretion, to declare a bet void, totally or partly, if it is obvious that any of the following circumstances have occurred:
 - 1. Bets have been offered, placed and/or accepted due to an Error
 - 2. Bets placed while the website was encountering technical problems, that would not otherwise have been accepted (ie: past post)
 - 3. Influence Betting
 - 4. Syndicate Betting
 - 5. A result has been affected by criminal actions - directly or indirectly
 - 6. A public announcement has occurred in relation to the bet, which significantly alters the odds
 - 7. The bet was placed by a customer prohibited from wagering
- e) In lieu of voiding a bet made in Error, Operations may at its own discretion remedy the odds to a fair market price which would have been available at the time the wager was placed.
- f) A bet made as an accumulative bet shall never include two or more offers the outcomes of which might turn out to be related (e.g. Team X to become champions and Player Y to be Top Goal Scorer in the same league).
- g) Although Operations takes all necessary steps to prevent such possibilities, in the eventuality that this would happen, Operations reserves the right, solely at its own discretion, to declare void all parts of the accumulative bet which include the correlated outcomes.
- h) Bets can be voided regardless of whether the event has been settled or not.
- i) Furthermore, all bets placed (and/or accepted) in the following circumstances will be declared void:

1. Pre-match betting
 - i. Betting effected after the event has started
 - ii. Betting effected after a related event was underway and where conditions could have been altered in a direct and indisputable way
 2. Live Betting
 - i. Betting effected at incorrect price due to delayed or failing 'Live' coverage
 - ii. Betting effected on particular offers after these have occurred, or else after an event which could normally be deemed as leading to the outcome has happened or is happening (e.g. bets placed on offers such as Total Goals Scored or Next Goal while a penalty is being taken, or has been awarded)
 - iii. Betting effected on odds which represented a different score than the actual
- j) Void a ticket on the POS
1. Place the bet receipt in the brander with the barcode facing up for scanning. The bet details are displayed on the OPoS screen. If the bet is eligible for cancellation, a Cancel Bet or Approve Cancellation button is displayed.
 2. Supervisor or Director swipes their swipe card in the swipe card reader OR enter credentials.
 3. Tap Cancel Bet.
 4. Tap Approve Cancellation.
 5. The receipt is branded with VOID across the barcode along with details of the Shop Code, Terminal ID and the wager value being returned to the bettor

7. Disclaimer and Priority

- a) Operations reserves the right, at its own discretion, to adjust a payout credited to a Customer if it is obvious that the payout has been made in Error.
- b) Any complaints/disagreements towards settlement of any bet offer must be made within 7 days of the initial settlement to require a full investigation. All other complaints will only be considered if indisputable evidence of an inaccurate settlement is presented.
- c) Operations reserves the right to suspend access to the Sports Book until it completes any investigations it deems necessary.
- d) These rules are applicable to all transactions and may be supplemented with other Rules. In the event of ambiguity, priority should be considered in the following order:
 - I. Rules and conditions published in conjunction with an offer and/or campaign
 - II. Should these be inconclusive, reference will be made to the General Sports Book Rules, unless Sport-Specific Rules declare otherwise
- e) In cases where Operations deems these Rules are inconclusive, it reserves the right, at its own discretion, to settle offers on an individual basis, on the basis of equity and adhering to generally accepted betting norms, customs and definitions.

- f) Adaptations into other languages of these House Rules, or any other text which can be associated with bet offers, are done for purely informative purposes.
 - I. Although all necessary precautions have been taken to assure the most faithful rendition of these terms in the specific language, Operations will not accept any liability for any incompatibility between the English version and any other language. Thus, in case of discrepancy between the English edition and the respective translation, the former will be deemed as binding and will be the basis upon which the offers will be settled.
- g) Any data provided or accessible in, from or related to the Sports Book may be used by the Customer for private, non-commercial use only and any use or attempted use of such data for commercial purposes is strictly prohibited.

Operations has the right to enforce a term of the contract relating to the Sports Book against any Customer.

B. Settlement of Bets

- a) Sports Book reserves the right to remove or suspend a market/event at any given time. When a market is suspended the requested bets will be rejected.
- b) Potential winnings/returns on the bet slip is for information only. Potential winnings/returns are reduced every time one of the selections is deemed void (push) or 'non-runner'. Bet settlement will be done based on the rest of the selections.
- c) The Operator reserves the right to decline, solely at its own discretion, all, or part of, any bet requested. This includes the possibility that a "System bet" as defined herein is not accepted in full, either in terms of stakes or combinations included in said "System bet"
- d) Sports Book reserves the right to withhold payment and/or void the bets for the specific event, if we have evidence that the events integrity has been jeopardized, or the event has been manipulated (odds manipulation, match rigging etc.). Evidence of the above may be based on the size of stakes, the volume and/or pattern of bets placed. A decision given by the relevant governing body of the sport in question (if any) will be conclusive.
- e) Sports Book reserves the right to conduct an internal investigation on repetitive bets of the same account, or a syndicate of accounts, all containing the same outcomes. During the investigation time, Sports Book reserves the right to withhold payment of such bets and/or void such bets.
- f) Sports Book reserves the right to decline, solely at its own discretion, all, or part of, any bet requested. This includes the possibility that a "System bet" as defined herein is not accepted in full, either in terms of stakes or combinations included in said "System bet".
- g) Sports Book reserves the right to void bets when:
 1. We have evidence to believe bets have been placed after an outcome is already known, or after the backed selection has gained an advantage (e.g. a goal scored in the backed selection's advantage or an incident in which a penalty has been awarded by VAR decision and is subsequently scored).
 2. Pre-match Bet was placed after the event has started or after a related event was underway and conditions could have been altered in a direct and indisputable way.
 3. Bet was received with incorrect prices due to delayed or failing live coverage.
 4. Bet is on obviously wrong prices or line/spread/total/handicap (deviation more than 100% of market price).
 5. Bet was accepted after an incident that should affect odds has happened (e.g. bets placed on total goals or next goal while a penalty has been awarded).
 6. Bet is received on odds which represented a different score than the actual.
 7. Bet is accepted on an already known outcome.

8. Bet is placed after a public announcement has occurred in relation to the bet, which affects significantly the odds (e.g. on transfer specials an announcement on media that a player will sign contract).
 9. Bet is received on an incorrect fixture; bets on fixtures quoting wrong participants, i.e. teams or players
 10. Wrong participant is quoted for any match or event. Bets placed on that participant will be void. Sports Book reserves the right to cancel bets on other affected outcomes.
 11. A match does not follow the sports generally accepted format and rules (e.g. unusual period length or match duration, points counting procedure, format of a match, less than the maximum allowed players, distance of a race, amounts of periods etc.);
 12. Bets placed while website was encountering technical problems, which otherwise would have not been accepted.
 13. The outcome of a market cannot be verified officially (e.g. in case of an abandoned coverage of a game that played regularly).
 14. Odds have been offered and bets accepted due to an error ("Error" is a mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, technical hazard, registration Error, transaction Error, manifest Error, force majeure and/or similar.)
 15. Multiple / Parlay bets that combine different selections within the same event are not accepted where the outcome of one affect or is affected by the other. If such a bet (related contingency) is taken in error, the bet will be cancelled.
- h) We reserve the right to delay the settlement of an outcome or an event until an official confirmation is published.
- i) All odds offered are subject to variation. Such fluctuation is determined solely at the Operator's discretion.
- j) Bets are accepted only at the odds available in the betting grid at the time the bet was accepted by Operations, irrespective of any other claim or previous publication present on the website or any other media detailing otherwise
- k) All payout calculations when settling bets will be done based on Decimal odds, irrespective of any other format displayed/chosen at the time of bet placement
- l) In case of an incorrect settlement of markets, we reserve the right to correct them anytime.
- m) When a problematic bet, which meets one of the criteria mentioned above (3.6), occurs and/or is identified during live betting or after the event has finished, the bet should not get cashed out. If the cash out bet settlement has been accepted, Sports Book reserves the right to reverse cash out or/and cancel bet.
- n) Sports reasons bet cancellation:
Unless otherwise stated, in the betting offer or in the special rules of each sport
1. If a match is not completed or not played (e.g. through disqualification, interruption, withdrawal, changes in draws etc.) all undecided markets are considered void
 2. The event or tournament is cancelled or declared void.
 3. Head to Head (H2H) bets: If one or more participants withdraw before they have started the event/tournament.
- o) In a combo/multi bet, the cancelled event selection is set to odds 1.00 and the overall bet odds is adjusted accordingly. Stakes on single bets are returned and accounts refunded. In parlays the selection is treated as a void / push and, as an example, a 4-team parlay would become a 3-team parlay. In case of technical difficulties for the Sports Book to cancel a bet, Sports Book reserves the right to deduct any invalid winnings from the bet winnings.
- p) Sports Book reserves the right to amend, suspend or remove Cash Out availability at any time on any market or to any Customer.

- q) In the event of an error in the odds, the affected selection/s may not be Cashed Out. If Cash Out has been accepted in error, then the Cash Out transaction will be made void. In case bet is a combo the selection(s) with wrong odds will be settled as void and the remaining parts of the original bet will be settled on the final result.
- r) Where an 'error' results in an incorrect amount being offered that is subsequently Cashed Out, then the Cash Out transaction will be made void and the original bet will be settled on the final result with the correct prices applied to the bet.
- s) If further attempts are made to place bets or cash out on markets that are affected by an error before the error is corrected, then Cashed Out amount and the stakes will be made void.
- t) Customers cannot cancel or change a bet once the bet has been placed and confirmed. The Cash out feature is to be used at the customers discretion when available.
- u) Sports Book reserves the right to withhold payment and to declare bets on an event void if we have evidence that the following has occurred: a) the integrity of the event has been called into question or b) match-fixing has taken place. Evidence may be based on the size, volumes or pattern of bets placed with Sports Book across any or all our betting channels.

C. General Betting Rules

1. Common Terms of Reference

- a) Unless listed either in conjunction with the bet offer, or else in the Sport Specific rules, all bets should be considered valid for the result at the end of the "Regular Time" or "Full Time" only. "Regular Time" or "Full time" is defined as interpreted by the official rules published by the respective governing association. For example, in soccer, full time is stipulated to be 90 minutes including injury time, and in ice hockey it is stipulated as the 3 x 20- minute periods. Should the governing association decide to stipulate, before the start of the event, that the said event is to be played over a different duration, this will be treated as being the official rules for the event (for example, soccer played with 2 x 40 minutes).
- b) Nonetheless, such occurrence is limited to the "regular" playing time and does not include any prolongation such as extra time or overtime, unless explicitly stated.
- c) "Live Betting" is where it is possible to bet during an ongoing match or event. Operations does not acknowledge or accept any liability whatsoever if it is not possible to place a bet or the live score update is not correct. At all times it is the Customer's responsibility to be aware of the match and the events surrounding it such as the current score, its progression and how much time remains before the match is completed. Operations does not accept any liability for changes to the Live Betting schedule or interruption of the Live Betting service.
- d) The "Participant" is an object constituting part of an event. In "Head-to-Head" and "Triple-Head" the Participant only refers to objects that are subject to the "Head-to-Head" or "Triple-Head" event in question.
- e) The deadline (cut-off time) shown on any Sports Book displays is to be treated for information purposes only. Operations reserves the right, at its own discretion, to suspend, partially or completely, the betting activity at any time where it deems necessary.
- f) Statistics or editorial text published are to be considered as added information, Operations does not acknowledge or accept any liability whatsoever if the information is not correct. It is the customer's responsibility to be aware about circumstances relating to an event.

1. Theoretical return in fixed odds betting to the player is given by the odds from all possible outcomes in the offer. The theoretical payback to a player on a bet offer with 3 outcomes a, b and c can be calculated as follows. Theoretical % = $1 / (1 / \text{"odds outcome a"} + 1 / \text{"odds outcome b"} + 1 / \text{"odds outcome c"}) \times 100$

g) "Dead Heat Rule"

- 1) When two or more selections share one of the places Sports Book permits the entry of win dead-heat and place dead-heat reductions, which are fractions indicating by how much the returns to the bettor are reduced.
- 2) If two, or more, selections finish in the same position, the stake will be divided proportionally. A Dead heat is calculated by dividing the stake proportionally between the number of winners in the event. In a two-way Dead-heat (2 winners), your return will be half of what it could have been. Dead-heat rules are that it is the stake that is halved not the betting odds. In a three-way tie / dead-heat then the stake would be reduced to one third of the original stake. A \$3 bet placed at 2.5 odds would become a \$1 bet placed at 2.5.
- 3) When calculating how many places are paid, Sports Book counts as many selections as there are places, unless there is a dead heat for the last available place. So, if three places are offered and two selections dead-heat for first, the next-finishing selection takes third place. However, if there are three places and three selections dead-heat for third, Sports Book pays out on all five selections finishing in the top three places.
- 4) Dead-heat rules apply to the stake and not to the odds.

Example:

The final positions in golf competition are the following:

1st Position: Player A -20

2nd Position: Player B -18

3rd Position: Player C -16

3rd Position: Player D -16

3rd Position: Player E -16

6th Position: Player F -17

7th Position: Player G -15

8th Position Player H -14

Bet on Player E (each way 1-2-3): 3rd position is shared by 3 players C, D and E so the payment will be 1/3 stake X each way odds.

Bet was placed on Player E (each way 1-2-3-4): 3rd and 4th (not really 4th position since there are 3 players in 3rd position) positions are shared by 3 players. Two positions pay, out of the 3 players who reached those positions: 2/3 stake X each way odds.

- h) An "Each Way" bet (aka EW) is a bet consisting of two parts: one bet for the selection to Win and one for the selection to Place. For the Win part of the bet the selection must finish first. For the Place part of the bet, the selection must either win or finish in one of the specified top places for the event, such as first place or second place (usually up to 5th position). Each way bet consists of two equal stake bets. For example, a \$100 each way bet means your total stake is \$200; \$100 on the Win, \$100 on the Place - \$200. The odds on the Place part of the bet are calculated as a fraction of the winning selection odds: $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$. If selected outcome finishes 1st, both the Win and the Place parts of the bet will return a profit. If your selected outcome does not win, but finishes within the specified places, then you will receive payout on the place terms. See example below:

1. You bet Dustin Johnson Each-Way for Golf US Masters:
2. \$100 Each Way at a price of 20/1. Stake = \$200.
3. The Each-Way terms of the US Masters are 'Top Six places at 1/5 of the odds'.
4. Scenario Dustin Johnson wins:
5. Win: \$100 at 20/1 pays \$2100 (\$100 x 20 = \$2,000 plus your \$100 stake back).
6. Placed: A fifth of 20/1 is 4/1 (20 divided by 5) so the place part of the bet is paid as \$100 at 4/1 = \$400 (\$100 x 4 = \$400 plus your \$100 stake back).
7. Total Returns: WIN plus PLACE = \$2100 plus \$500 = \$2,600.

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

2. Payouts

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

3. Accumulators/Parlays/Combo bets

- a) Each Parlay risk limits depends on the limits of each selection of the parlay. The payout is calculated by multiplying the exact odds.
- b) If one or more legs of the parlay are 'no action', cancelled or push, the odds of this selection will be 1.00 and the payout of the accumulator will be recalculated based on the remaining legs.
- c) In case of postponement of a game which is selected in a parlay, it will follow the specific sports Term and Conditions.
- d) Sports Book reserves the right to restrict parlays on some events at its sole and absolute discretion.
- e) You may select up to 25 legs in a parlay.

4. Related Contingencies

- a) A related contingency occurs when part of a transaction affects the outcome of the remainder of the bet.

5. Cash out

- a) Cash Out allows the opportunity to fully settle or partially settle a bet at the displayed value ("Cash Out") before the market is resulted.
- b) Bets will not be placed with the sole intention to Cash Out, as availability is never guaranteed.
- c) Single and Multiple bets placed both pre-match and in-play are eligible to Cash Out.
- d) Cash Out is only available on bets where all selections placed are from eligible markets.
- e) A Cash Out offer is subject to a time delay; price changes or market suspensions during this time may result in a new Cash Out Offer being made, or in the suspension or removal of the Cash Out Offer on that selection or market at that time.
- f) The Cash Out offer considers the following factors: selection, prices taken, current bet status.
- g) Once a successful Cash Out message is returned for a full Cash Out, the bet is settled immediately and deemed final. No further event outcome will contribute to that bet.
- h) Bets that qualify for bonuses will not have the bonus applied in addition to the Cash Out offer. Cash Out acceptance is final.

6. Refusal of Bet

- a) Sports Book reserves the right to refuse any bet that is submitted to us, without giving a reason.
- b) If we are willing to accept a part of a bet or accept a bet but at different odds or terms, we will always

propose a revised bet which you can then decide to accept or decline. There will always be a limited time within which you must make this decision and if you do not respond in time the bet will not be placed.

7. Main Markets Rules

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

8. Money Line /Winner

- a) Predict the winner of the game. The option of a draw is removed, and market is offered with 2 outcomes (Team A vs Team B or Player A vs Player B). Bets on Player or Team to win an event include overtime if played. Bets on a Player or Team to win an Inning, Game, Set, Period, Quarter, Half and Map bets do not include overtime unless otherwise is stated (please check specific sport betting rules).
- b) If the game or relevant timeframe ends in a draw bets will be void and full stake will be refunded (push or no action).

9. Match Result/ 3-way Money line

Predict the winner of the game. Market has 3 outcomes and draw option is offered (Team A or Player A, Draw, Team B or Player B). Bets do not include overtime period.

10. Draw no Bet

Predict which team will be the winner. Draw no bet is similar to Winner and Money line market but overtime period is excluded unless otherwise is stated. In case of a draw, all bets will be void and full stake will be refunded.

11. Spread and Handicap Markets

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

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

- 2-way Handicap
- 3-way handicap

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

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

Examples:

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

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

Matches can be handicapped in $\frac{1}{2}$ and $\frac{1}{4}$ intervals as to eliminate the possibility of a push since no one can score a half-goal. Quarter ($\frac{1}{4}$) handicaps split the bet between the two closest $\frac{1}{2}$ intervals. For instance, a \$100 bet with a handicap of $1\frac{3}{4}$ (or 1,75) is the same as betting \$50 at $1\frac{1}{2}$ (or 1,5) and \$50 at 2. With $\frac{1}{4}$ handicap bets, you can win and draw (win $\frac{1}{2}$ of wager) or lose and draw (lose $\frac{1}{2}$ wager). The $\frac{1}{4}$ -goal handicap may be expressed as "0,25" or "0 and $\frac{1}{2}$ ", or as "pk and $\frac{1}{2}$ ".

The bettor's stake is automatically divided equally and placed as 2 separate bets. This means that with a handicap point of 0-0.5 or 0 and $\frac{1}{2}$, half of your stake is on the 0-point handicap and the other half is on the 0.5 handicap.

Unless otherwise stated, all handicaps listed on the Operations site are to be calculated based on the result from the start of the listed match/period to the end of the specified match/period. It is however customary that for certain handicap bet offers in specific sports (Asian Handicap in Football), only the outcomes obtained from the time of bet placement until the end of the listed timeframe will be taken into consideration, thus disregarding any goals/points scored before the time the bet was placed and accepted. Any bet offer with these characteristics will be clearly displayed on site and highlighted in the punter's Bet History with the score at the time of bet placement. There are 3 different "handicap betting" formats:

Handicap	Team result	Bet result	Handicap	Team result	Bet result
0	Win	Win	0	Win	Win
	Draw	Stake refund		Draw	Stake refund
	Lose	Lose		Lose	Lose
-0.25 or -1/4	Win	Win	+0.25 or +1/4	Win	Win
	Draw	Half lose, Half stake refund		Draw	Half win, Half stake refund
	Lose	Lose		Lose	Lose
-0.5 or -1/2	Win	Win	+0.5 or +1/2	Win	Win
	Draw	Lose		Draw	Win
	Lose	Lose		Lose	Lose
-0.75 or -3/4	Win by 2+	Win	+0.75 or +3/4	Win	Win
	Win by 1	Half win, Half stake refund		Draw	Win
	Draw	Lose		Lose by 1	Half lose, Half stake

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					refund
	Lose	Lose		Lose by 2+	Lose
-1	Win by 2+	Win	+1	Win	Win
	Win by 1	Stake refund		Draw	Win
	Draw	Lose		Lose by 1	Stake refund
	Lose	Lose		Lose by 2+	Lose
-1.25 or -1 1/4	Win by 2+	Win	+1.25 or +1 1/4	Win	Win
	Win by 1	Half lose, Half stake refund		Draw	Win
	Draw	Lose		Lose by 1	Half win, Half stake refund
	Lose	Lose		Lose by 2+	Lose
-1.5 or -1 1/2	Win by 2+	Win	+1.5 or +1 1/2	Win	Win
	Win by 1	Lose		Draw	Win
	Draw	Lose		Lose by 1	Win
	Lose	Lose		Lose by 2+	Lose
-1.75 or -1 3/4	Win by 3+	Win	+1.75 or +1 3/4	Win	Win
	Win by 2	Half win, Half stake refund		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Half lose, Half stake refund
	Lose	Lose		Lose by 3+	Lose
-2	Win by 3+	Win	+2	Win	Win
	Win by 2	Stake refund		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Stake refund
	Lose	Lose		Lose by 3+	Lose
-2.25 or -2 1/4	Win by 3+	Win	+2.25 or +2 1/4	Win	Win
	Win by 2	Half lose, Half stake refund		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Half win, Half stake refund
	Lose	Lose		Lose by 3+	Lose
-2.5 or -2 1/2	Win by 3+	Win	+2.5 or +2 1/2	Win	Win
	Win by 2	Lose		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Win
	Lose	Lose		Lose by 3+	Lose
-2.75 or -2 3/4	Win by 4+	Win	+2.75 or +2 3/4	Win	Win
	Win by 3	Half win, Half stake refund		Draw	Win
	Win by 2	Lose		Lose by 1	Win

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	Win by 1	Lose		Lose by 2	Win
	Draw	Lose		Lose by 3	Half lose, Half stake refund
	Lose			Lose by 4+	Lose
-3	Win by 4+	Win	+3	Win	Win
	Win by 3	Stake refund		Draw	Win
	Win by 2	Lose		Lose by 1	Win
	Win by 1	Lose		Lose by 2	Win
	Draw	Lose		Lose by 3	Stake refund
	Lose	Lose		Lose by 4+	Lose

Example:

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

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

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

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

Example:

Team A vs Team B.

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

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

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

Example:

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

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

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

12. Total (Over/Under)

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

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

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

Markets (2 way)			
Line	Goals	Over	Under
0.5	1 or more goals	Win	Lose
	No goal	Lose	Win
0.75	2 or more goals	Win	Lose
	1 goal	Half Win, Half Stake refund	Half lose, Half stake refund
	No goal	Lose	Win
1	2 or more goals	Win	Lose
	1 goal	Stake refund	Stake refund
	No goal	Lose	Win
1.25	2 or more goals	Win	Lose
	1 goal	Half lose, Half stake refund	Half Win, Half Stake refund
	No goal	Lose	Win
1.5	2 or more goals	Win	Lose
	1 goal or no goal	Lose	Win
1.75	3 or more goals	Win	Lose
	2 goals	Half Win, Half Stake refund	Half lose, Half stake refund
	1 goal or no goal	Lose	Win
2	3 or more goals	Win	Lose
	2 goals	Stake refund	Stake refund
	1 goal or no goal	Lose	Win
2.25	3 or more goals	Win	Lose
	2 goals	Half lose, Half stake refund	Half Win, Half Stake refund
	1 goal or no goal	Lose	Win
2.5	3 or more goals	Win	Lose
	2 or less goals	Lose	Win
2.75	4 or more goals	Win	Lose
	3 goals	Half Win, Half Stake refund	Half lose, Half stake refund
	2 or less goals	Lose	Win

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3	4 or more goals	Win	Lose
	3 goals	Stake refund	Stake refund
	2 or less goals	Lose	Win
3.25	4 or more goals	Win	Lose
	3 goals	Half lose, Half stake refund	Half Win, Half Stake refund
	2 or less goals	Lose	Win
3.5	4 or more goals	Win	Lose
	3 or less goals	Lose	Win
3,75	5 or more goals	Win	Lose
	4 goals	Half Win, Half Stake refund	Half lose, Half stake refund
	3 or less goals	Lose	Win
4	5 or more goals	Win	Lose
	4 goals	Stake refund	Stake refund
	3 or less goals	Lose	Win

Example 1

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

Example 2

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

Example 3

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

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

Example 4

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

13. Double Chance

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

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

14. Winning Margin

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

Example 1: American Football, Team A vs Team B. If we believe that it will be a close match, but Team A

will win, we can select Team A to win by 1-6 points Margin. By this, our bet wins if Team A win by 1 up to 6 points. If Team A wins by 7 points or more our bet will lose.

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

15. Half-time/Full-Time

Predict the result of a match at halftime and at the end of regular time. In baseball, half time is defined the first 5 innings of a game. The possible outcomes of this market are the following (Half Time result / Full Time result):

Home Team / Home Team

Home Team / Draw

Home Team / Away Team

Draw / Home Team

Draw / Draw

Draw / Away Team

Away Team / Away Team

Away Team / Draw

Away Team / Home Team

Example 1:

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

16. Race to X

Predict which team will be the first to score X points in the game. Race market may also refer to Runs (Baseball), Corners (Soccer), Games (Tennis), Goals (Handball), Frames (Snooker) etc.

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

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

17. Highest scoring half/quarter/period

Predict in which half/quarter/period most points/goals will be scored. If two or more quarters/periods or halves have the same highest score, then Dead-heat rule apply unless equal outcome is offered.

18. Odd/Even

Predict if accumulated goals/points/runs will add up to an odd or even number. When there is a zero score

(for example no goals scored on a soccer game), will count as Even for settlement purposes. If a game is abandoned, bets will be void, unless an outcome is already determined. The market will be settled according to specific T&C of each sport.

Example 1:

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

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

19. To Qualify / Win the Cup / Advance to next round/ Win the Group or Division.

Bet on a team or player to qualify to the next round of the tournament. Winner is the team/player advancing to the next round or winning the cup. Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be void.

One-leg match: If the referee abandons a match (e.g. due to crowd disturbances, unplayability of the pitch, or one team not having enough players to continue) bets will be settled based on decisions of the relevant governing body.

20. Division betting

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

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

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

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

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

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

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

22. Correct scores

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

23. In Running bet (Live bet)

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

D. Sports rules

1. American Football

General Rules

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

Sports Rules (USA Competitions)

Overview of specific markets

1st Half: All 1st Half markets (Moneyline, Spread, Total, Total Team Points, Total Odd/Even and Total Team Odd/Even) will be settled according to the result of the first half only. If the game is abandoned before half

time, all 1st half bets will be void. If a game is abandoned during the second half, then all first half bets are still valid.

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

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

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

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

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

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

Individual Player Props: Wagering is available on the performance of named players in a variety of categories e.g. Total Passing Yards, Total Rushing Yards, Total Receiving Yards. Players must be dressed and active for bets to have action. Only when a player is listed on NFL.com as "Inactive" for that match will the selection be voided. Push rules apply.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

* 7 Cedars Casino

* Cedars Sportsbook House Rules

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

Futures / Tournament Props:

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

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

- NFL - To Win Division: NFL tiebreak rules apply.
- NFL - To Win Conference: The teams that play in the Super Bowl will be deemed the winners of their respective Conferences.
- NCAAF – To win the National Championship: A wager on the team to win the College Football Playoff National Championship Trophy.

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

Teasers:

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

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

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

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

All selections must be successful for the bet to win. If a selection in the teaser is a push, the teaser will drop to the next lower level, in case a lower level is offered for that particular teaser unless specified above. When placing a bet on a super/monster teaser a push will result in a void bet.

Teaser bets will only be allowed on pre-game events of NFL and NCAAF.

Buying points

Buying points allows you to change the point-spread or the game total of a Football game. You can move the point-spread, in order to get more points when betting on the underdog, and fewer points when betting on the favorite. You can move the total in order to get a higher total when betting on under or a lower total if betting on over.

All settlements are based on statistics/results provided by the league's governing body (unless otherwise stated).

2. Athletics

General Rules

- a) All listed participants need to compete. If one or more of the quoted athletes is declared a non-runner then the entire market will be void. Participants awarded gold, silver and bronze medals at the medal ceremony will be deemed 1st, 2nd and 3rd respectively for betting purposes.
- b) Abandoned, interrupted, or postponed matches are void unless rearranged and played before the end or closing ceremony of the tournament.
- c) Tournaments must start and complete within thirty (30) days of the initial scheduled date for bets to have action.

Head to Head

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

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

Group Betting

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

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

Podium

This market is resulted at the end of any specified event. If the event is abandoned before completion, then the market will be resulted provided that the official result is declared. If the event

is abandoned and no official result is declared, then all the selections are resulted as void.

Medals

- a) Team-medals: Any medals won by a team/nation per competition count as one medal regardless of the number of team members.
- b) Most Medals outright betting: if two or more countries finish with an equal number of Total Medals, then the number of gold, then silver and then bronze medals won, will be used to determine the winner.
- c) Most Gold medals: If two or more countries finish with an equal number of gold medals, the number of silver medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.
- d) Most Silver medals: If two or more countries finish with an equal number of silver medals, the number of gold medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.
- e) Most Bronze medals: If two or more countries finish with an equal number of bronze medals, the number of gold medals will be used to determine the winner. If the number of medals is still equal, the number of silver medals will decide
- f) Most medals, Most Gold medals, Total number of medals o/u, Total number of gold medals u/o, Outright markets: If all scheduled medal events are not completed before the closing ceremony of the games, bets placed on related markets will be void. Markets will be settled as normal if already determined, including those that would already be determined had the event reached its natural conclusion. Undetermined markets will be made void.

Examples:

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

3. Aussie Rules (Australian Rules)

General Rules

- a) All game markets are based on the result at the end of 80 minutes play. This includes any added injury or stoppage time. All markets exclude overtime (extra time) unless otherwise stated.
- b) If the match is abandoned or interrupted before the completion of the regular time, then match markets of which result is undecided such as handicap, match result, odd/even, half time/full time, highest scoring half etc. will be resulted as void. The markets of which the result has already been determined, will be resulted accordingly.
- c) All undecided markets on a postponed, interrupted, and suspended match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event all open bets will be settled with the final result.

Match result

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

Race to X Points

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

4. Badminton

General Rules

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

Exceptions to the previous rule are the following:

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

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

- c) Outright Betting is all-in compete or not.
- d) Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.
- e) For all markets, where a Setting Option is implemented in the form of point-based tie-break/decider, this will be counted as one point for settlement purposes.
- f) In the event of the quoted Set, Game or Point not being played, due to the game or match ending, all bets on that Set/Game/Point will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.
- g) Official points deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.

5. Bandy

General Rules

- a) All markets on a postponed match will be treated as void if the event is not played on scheduled date.
- b) Unless otherwise stated, all wagers do not include overtime.
- c) If the match is abandoned or interrupted before the completion of the regular time, and does not complete on same day, then match markets will be resulted as void. The markets of which the result has already been determined, will be resulted accordingly.

- d) If the format of a game is changed from 2 x 45 minutes to 3 x 30 minutes, then bets will stand except all bets which refer to first or second half which will be void.

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

6. Baseball

General Rules

- a) All games must start on the scheduled date (local time) for bets to have action. If a game does not start on the scheduled start date, then all bets will be void. If a match is suspended or interrupted or cancelled and won't be continued on the same day, all undecided markets are considered void except for bets on any markets that have been unconditionally determined.
- 1) Extra innings if played will count in the result, unless otherwise stated.
 - 2) Side Betting: Winners and losers for betting are official after five innings of play (or 4½ innings if the home team is leading). If a game is 'called' or suspended, the winner is determined by the score after the last full inning (unless the home team score to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is suspended). Stakes will be refunded if the home team ties the game and it is then suspended.
 - 3) Total and Run Line Betting: When betting on Total Runs (over/under) or Run Lines the game must go to 9 innings (8½ if the home team is ahead) to have 'action' (unless the total is already over then all bets stand).
- b) If an event venue is changed to a reversed match, all wagers on the event will have 'no action'.
- c) If an event is nominated as a 7-inning game and later changes to 9 innings and vice versa, Bets are void unless the odds are deemed correct at the time of placement.
- d) Bets on "half" (4.5 innings) and innings stand only if period is completed unless market result has been already been decided. For example, bets on 3rd inning winner will be settled only when 3rd inning has been completed.
- e) For 7 innings games the game must go at least 7 full innings (or 6½ innings if the home team is ahead) for bets on Over / Under or Run line to have action unless specified otherwise.
- f) In the case of a suspended MLB Playoff game, or College Baseball Tournament game, all wagers have action and will be graded after the completion of the game.
- g) If a game includes pitcher names, then both listed pitchers must start the game for the bet to have action. If the game does not include pitcher names, then all bets have action regardless of who starts the game.
- h) All settlements are based on results and statistics provided by the relevant league's governing body.
- www.mlb.com
 - www.milb.com
 - www.ncaa.com
- i) In contradiction to the rule in the general provisions, when a baseball game is suspended and not continued from the moment of suspension and completed within the next calendar day, then the final result will be considered the result at the time of suspension in the following circumstances:
- When the game has been suspended at the bottom of the 8th inning (8.5 innings played) with the home team ahead in runs

- Mercy rule: When the “Mercy Rule” is applied and the game is suspended before completion. The “Mercy Rule” refers to one team having a very large and presumably insurmountable lead over the other team. Games will have all bets settled based upon the official final score at the time of mercy rules invocation.
- j) Double header games: Every effort is made to distinguish Game 1 from Game 2 clarified as G1 and G2.
- k) In the event of games being played “in a bubble” the nominated home team per the original schedule will be determined as such, should the batting order change other than the usual home team batting 2nd, bets are void.

Overview of Specific Markets

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

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

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

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

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

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

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

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

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

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

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

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

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

1st Inning Winner (pre-game) and 1-9 inning Money Line 3-way (live)

Predict the winner at the end of the first inning. Bets can be made by either selecting a Home Win, a Draw

or an Away Win.

1st Inning Run Line (pre-game) and 1-9 inning line-handicap (live)

Bet type to predict the winner at the end of the first inning which includes pre-set advantage.

1st inning Over/Under (pre-game) and 1-9 inning line-totals (live)

Predict the number of total runs accumulated by both teams at the end of the 1st inning / quoted inning(s).

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

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

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

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

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

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

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

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

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

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

Futures/Tournament Props

MLB - To Win Division: MLB tiebreak rules apply.

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

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

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

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

Regular Season Specials / Stats: All markets refer to season statistics accrued in MLB and are transferable between American League and National League. Statistics accrued in any other League do not count. All bets stand regardless of team relocation or team name change. The official site of the governing organization will be used for settlement purposes and any subsequent amendments to the results will not affect bets.

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

7. Basketball

General Rules

- a) All game markets include overtime unless otherwise stated. Quarters and Halftime time markets do not include overtime unless otherwise is stated. Exception is for NBA, NCAA and WNBA where 2nd half markets include points scored during Overtime periods.
- b) NBA, NCAA, WNBA: All games must start on the scheduled date for bets to have action. If a game is suspended and completed on a subsequent day, then all undecided bets will be considered void (unless otherwise stated in these rules). All other competitions: All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open. If a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are considered void
- c) USA Competitions: At least 43 minutes of play must elapse for NBA bets to have action. At least 35 minutes of play must have elapsed for NCAA, WNBA Basketball bets to have action. If a game is suspended before mentioned above complete minutes are played, all bets on the outcome of the game are refunded unless otherwise stated, except for bets on any markets that have been unconditionally determined. Other Competitions: Markets are resulted at the end of regular time. If the match is abandoned before the completion of regular time, then markets will be resulted as void except for bets on any markets that have been unconditionally determined.
- d) For betting purposes in games involving North American Teams, the winner of a game will be determined by the official result at the end of the game after regular time and any period of over time played.
- e) Bets on halves and quarters stand only if period is completed, unless market result has been already been decided.
- f) All settlements are based on results and statistics provided by the relevant league's governing body for example;
 - www.nba.com
 - www.ncaa.com
 - www.wnba.com
 - <https://www.fiba.basketball/>
 - <https://www.euroleague.net/>
- g) If an event venue is changed all wagers on the event will have 'no action'.
- h) In the event of games being played "in a bubble" the nominated home team per the original schedule will be determined as such.
- i) Champions League - If a match finishes in a tie and overtime isn't played, Match winner (2 way) will be

settled as a push.

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

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

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

Individual Player Game Props: Wagering is available on the performance of named players in a variety of categories e.g. Total Points, Rebounds, Assists, Blocked Shots, Steals, Free Throws. Players must be dressed and see court-time for bets to have action. There is no time limit as to how long a player must be on court. Push rules apply.

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

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

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

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

Futures/Tournament Props:

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

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

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

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

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

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

1st Half: All 1st Half markets (Money Line, Spread, Over/Under, Total Team Points, Total Odd/Even and Total Team Odd/Even) will be settled according to the result of the first half only. NBA, NCAA, WNBA: If the game is abandoned before half time, all 1st half bets will be void. If a game is abandoned during the second

half, then all first half bets are still valid. Other Competitions: If the match is abandoned before the completion of 1st Half, then markets will be resulted as void except for bets on any markets that have been unconditionally determined.

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

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

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

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

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

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

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

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

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

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

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

NBA Player (Season) Props:

NBA Highest Season Average Points / Assists / Rebounds

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

Teasers:

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

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

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

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

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

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

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

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

All selections must be successful for the bet to win.

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

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

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

8. Beach Volleyball

General Rules

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

9. Boxing and MMA

General Rules

- a) When the bell is sounded for the beginning of first round, the fight is considered to have officially

started.

- b) If a fight does not take place and is declared as “no contest” all bets will be void and full stakes will get refunded. Bets on markets where the outcome has already been determined will stand and get resulted accordingly.
- c) Boxing events must start and complete within thirty (30) days and MMA events within seven (7) days of the initial scheduled date for bets to have action.
- d) If either fighter is replaced with another fighter all bets will be void and full stakes are refunded.
- e) If a fighter fails to “answer the bell” for the next round, then his opponent will be deemed to have won in the previous round.
- f) If the number of scheduled rounds in a fight is changed:
 - 1) Bets on Fight winner and Fight result stand.
 - 2) All other markets such as: Method of Victory, Exact round of ending, Winner and exact rounds, winner and round range, Will the Fight go the distance will be resulted as void.
- g) Settlement of bets is based on the official result announced in the ring. Settlement of bet is not affected if an official or unofficial sanctioning body overturns a fight decision based on appeal, drug testing result, lawsuit, suspension or any other fighter sanction. For all competitions, an exception is made if the amendment was made due to human error when announcing the result.

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

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

Fight to Go the Distance

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

Method of Victory

Method of Victory (MMA)

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

Method of Victory (Boxing)

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

10. **Bowls**

General Rules

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

11. **Cricket**

General Rules

- a) Unless otherwise stated, Super-Overs will not be accounted for the purposes of the determination of the results.
- b) 5-run penalties are not considered in any over or delivery market (markets for multiple overs are not considered for this rule).
- c) All predictions on postponed or suspended matches are void if the event is rescheduled more than 48 hours from the scheduled date (local time), except for predictions on any markets that have been settled.
- d) If an event is affected by external factors (such as bad weather) and is not declared as a 'no result', the results will be determined according with the relevant event's league governing body, including if the result is determined by the Duckworth-Lewis method or the Jayadevan system and where the scheduled number of overs is reduced
- e) In the event a match is tied or abandoned, and no winner is determined by the relevant league's governing body, then all undecided markets are considered void.
- f) If the winner of a match is determined by a Coin toss, a Bowl out, drawing of lots, One-Over Eliminators, Losing Fewer Wickets, Run Rates, Higher Group Position etc. then winner and all undecided markets are considered void.
- g) The following minimum number of overs must be scheduled, and there must be an official result (Duckworth-Lewis or Jayadevan system counts) otherwise all bets are void, unless settlement of bets is already determined.
 - 1) Twenty20 Matches - The full 20 overs for each team.
 - 2) One Day Matches - At least 40 overs for each team.
 - 3) Test, and all other matches - The whole match counts. In drawn matches there must be a minimum of 200 overs bowled for test and first-class matches.
- h) Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 overs or more on One Day Matches or by 3 overs or more for Twenty20 Matches, unless settlement of bets is already determined.
- i) Most Match Sixes/Total Match Sixes; For resulting purposes this is all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows). In matches decided by a Super-Over, sixes hit during the Super-Over will not count for settlement purposes.

12. Curling

General Rules

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

13. Cycling

General Rules

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

14. Darts

General Rules

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

Highest Checkout

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

Set Handicap

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

Total Legs Over/Under

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

Total Set Over/Under

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

15. Field Hockey

General Rules

- a) All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.
- b) If a match is abandoned or interrupted all bets on undecided markets are void unless the result of a market has already been established.
- c) All markets are considered for regular time only unless otherwise mentioned.

16. Floorball

General Rules

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

17. Futsal

General Rules

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

18. Gaelic Sports

General Rules

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

19. Golf

General Rules

- a) A player is deemed to have played once they have teed off. If the player withdraws, retires or is disqualified after having teed off then the selection will stand. Wagers on golfer who does not play in the tournament will be void.
- b) Wagers will be settled using the official tournament and match results of the respective governing body. This includes a play-off, additional round, or any other process which is used to determine the placings.
- c) Any changes or adjudications made by governing bodies after the event has finished will not affect settlement.
- d) Golf events must have tournament play within the scheduled week and on the scheduled course to be considered action unless otherwise specified in writing.

Matchups

- a) Bets stand only if both players tee off, otherwise bets are void (no action).
- b) The player with the lower score over the tournament is the winner of the matchup
- c) If one player misses the cut the other player is the winner. If all players within the group miss the cut, the player with the lowest overall score will be the winning selection in this market.
- d) Single day match-ups are wagers on the particular day's 18-holes. Should a day's round be shortened, or otherwise affected, due to weather conditions and the round is continued the next day, the full 18 holes shall be considered in determining the outcome of the bet even if they are played over two days. Both golfers must tee off for action. If both players end the 18 holes in a tie, the money line wagers shall be refunded, and stroke line wagers will be deemed 'Action'.

Outrights

- a) All outright bets are settled on the player awarded the trophy. The result of playoffs is taken into account.
- b) If there is a tie for placings, dead heat rules will apply
- c) If a tournament does not go to the scheduled number of completed holes and is reduced by the officials (e.g. due to bad weather conditions):
 - 1) Bets will be settled on the player awarded the trophy, if 36 holes of the tournament have been completed and outright bets are placed prior to the final completed round.
 - 2) Bets are void, if less than 36 holes have been completed
 - 3) Bets are void if outright bets were placed after the last shot of the previous completed round.
- d) When two or more golfers are tied for the lead at the end of regulation play and a playoff is used to determine the winner, the winner of the playoff is settled as the winner and all the others as second-place finishers.
- e) In the event of a tie for a finishing position, the tied position will count; for example, if three players tie for fourth place, all three will be considered to have finished fourth.
- f) Futures wagers that are originally offered seven (7) days or less from the start of the specified event may allow refunds on specific non-starters. Futures wagers that are originally offered more than seven (7) days from the start of the specified event will have no refund unless otherwise specified.
- g) For single round-single player propositions, all 18 holes must be completed.

Place Top 2/3/4/5/6/10

The market is resulted at the end of the tournament.

Tournament placings will be determined by the official rules of the respective governing body. This includes a play-off, additional round, FedEx Cup Starting Strokes, or any other process which is used to determine the placings.

If there is a change or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand. Nevertheless, bets placed after the last shot of the previous completed round will be void in case the round of tournament are less than the scheduled ones.

If the ournament is abandoned before completion, then the market will be resulted as void.

A player is deemed to have played in a tournament once they have teed off in the first round. Bets will stand if the selected player retires or is disqualified after they have teed off in the first round. Nevertheless, if a player is disqualified or withdraws before the tournament begins, bets placed on that player in this market will be void.

If the selected player misses the cut, bets placed on this selection will stand.

If players finish in the quoted top with the same score, then we will apply the Dead-Heat rules.

Any changes or adjudications made by governing bodies after the event has finished will not affect settlement.

2 Ball betting.

Predict which player will achieve the lowest score in the specified round. The market is resulted at the end of the round. If the round is abandoned before completion, then the market will be resulted as void.

If there is a tie for the lowest score in the specified round, bets in this market will be:

- If tie option is offered: bets on tie winner, all other bets are lost.
- Draw no bet market: void bets

A player is deemed to have played in the two ball once they have teed off in the round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two-ball market will be void.

If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.

If both players retire or are disqualified on the same hole, bets placed on this market will be void.

3 Ball betting

Predict which player will achieve the lowest score in the specified round. If there is a tie for the lowest score in the specified round between two or more players, dead heat rules will apply.

A player is deemed to have played in the three ball once they have teed off in the round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that market will be void.

If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this player in this market will be settled as lost.

If all players retire or are disqualified on the same hole, bets placed on this market will be void.

Fourball matches

* 7 Cedars Casino

* Cedars Sportsbook House Rules

Bets stand once both pairings have teed-off the first hole. If the market includes a tie selection the result will be determined over the scheduled number of holes. Fourball matches are played over 18 holes.

If the head to head market does not include a tie selection, the winner will be determined regardless of how many holes are played.

Dead heat rules apply

If a player/team withdraws or is disqualified before they tee off in the round, bets placed on that market will be void.

End of Round Leader

The market is resulted at the end of the round. If the round is abandoned before completion, then the market will be resulted as void. In the event two or more players are tied at the end of the round then this is treated as a Dead-heat and we will result all tied selections as winners.

Foursome

The market is resulted at the end of the round. If the round is abandoned before completion, then the market will be resulted as void. Bets stand once both pairings have teed-off the first hole.

Miss the Cut

The market is resulted at the end of the 2nd round. If the tournament is abandoned before the completion of the 2nd round, then the market is resulted as void.

20. Handball

General Rules

- a) All markets on a postponed or interrupted match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open.
- b) If the scheduled 60 minutes is not played then bets will be void, except for markets which result has been established (outcome is determined) or an official result is declared.
- c) All match markets are based on the result at the end of regular time. This includes any added injury or stoppage time but does not include overtime.
- d) If Mercy Rule is called in a match, all bets will stand on the score at the time.
- e) If match venue is changed then bets already placed will stand only if home team is still designated as such, otherwise bets will be void.

21. Ice Hockey

General Rules

- a) NHL and NCAA: All games must start on the scheduled date for bets to have action. If a game is suspended and completed on a subsequent day, then all undecided bets will be considered void (unless otherwise stated in these rules). Other competitions: All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open. If a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are

considered void.

- b) At least 55 minutes of play must elapse for bets to have action. If a game is suspended before mentioned above complete minutes are played, all bets on the outcome of the game are refunded unless otherwise stated, except for bets on any markets that have been unconditionally determined.
- c) The result of games decided by a shootout will include the shootout as a single goal attributed to the winning team.
- d) Betting markets odds refer to a scheduled 3 x 20 minute periods plus overtime/shootouts unless otherwise stated. If this scheduled format is not played, then bets will be void.
- e) All settlements are based on results and statistics provided by the relevant league's governing body.
 - AHL www.theahl.com
 - NCAAH www.ncaa.com
 - NHL www.nhl.com
 - Russia www.khl.ru
 - International www.iihf.com
- f) We reserve the right to suspend any or all betting on a game at any time without notice.
- g) Pre-match and live bets include overtime and penalty shootouts unless specifically stated otherwise.
- h) Excluding Overtime markets: Every effort will be made to specify including or excluding overtime, to each one of the bet types available, either for pre-live or live betting, clarifying how the settlement will affect the selections. Nevertheless, bet types which always exclude overtime: all periods bet types (1st, 2nd, 3rd), draw no bet, race to X goals, Both teams to score, 3 way match result, first to score, last to score, Win to nil, Highest scoring period, double chance and time of 1st goal.
- i) Penalty Shootouts are considered part of overtime period. If a game is decided by Penalty Shootout, the winner will be credited with an extra goal.
- j) Goals in overtime or the shootout do not count toward bets on the 3rd period.
- k) If a match venue is changed, bets already placed will stand. Nevertheless, if the home and away team for a listed match are reversed, then bets based on the original listing will be void.
- l) In the event of games being played "in a bubble" the nominated home team per the original schedule will be determined as such.

Overview of specific markets

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

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

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

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

Prop Markets: Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd Period for bets to have action.

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

Player(s) Props: The respective player(s) must start for bets to have action. Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd Period for bets to have action. All proposition bets are singles only.

Futures / Tournament Props:

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

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

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

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

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

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

22. Motors Sports

General Rules

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

Formula 1 and Rally

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

Race matchups

- a) Wager has ‘action’ only when both drivers start the race
- b) If both drivers do not finish the race, the driver completing more laps will be the winner of the matchup.
- c) If both drivers do not finish the race and both drivers completed the same number of laps, bets will be void.

d) Subsequent penalties or demotions will not affect the resulting of bets.

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

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

Indy Racing and Nascar

a) All race bets are settled on the official classification from www.indycar.com and www.nascar.com/

b) Driver must start the race for bets to have 'action'

Race matchups (head-to-head):

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

a) Original results will be considered as the official settlement results even if subsequent changes to the original finishing order occur due to appeals or decisions of the governing body.

b) NASCAR: For Group matchups, a wager has "action" only when all racers in the group start the race

23. *Olympic and Winter Olympic games*

a) General rules and individual sport rules apply.

b) If there is a change to the scheduled course or venue of any event, bets placed on this market will stand.

c) If two or more participants/teams finish at the same place, then this is treated as a Dead heat.

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

e) Results are declared at the time of the podium ceremony. If there is no podium presentation, then we will result markets based on the results published by the official governing body. Any subsequent disqualifications or new results will not affect settled bets.

f) In absence of closing ceremony: should the Olympic Games not complete in same calendar year, all undecided markets will be void.

g) Team-medals: Any medals won by a team/nation per competition count as one medal regardless of the number of team members.

h) Most Medals outright betting: if two or more countries finish with an equal number of Total Medals, then the number of gold, then silver and then bronze medals won, will be used to determine the winner.

i) Most Gold medals: If two or more countries finish with an equal number of gold medals, the number of silver medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.

j) Most Silver medals: If two or more countries finish with an equal number of silver medals, the number of gold medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.

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

24. Rowing

General Rules

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

25. Rugby (League and Union)

General Rules

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

Anytime Tryscorer

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

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

First Tryscorer

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

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

Last Tryscorer

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

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

Hat-trick (Players)

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

26. Sailing

General Rules

- a) The winner is determined by the official results list at time of medal presentation (podium finish). Any subsequent disqualification will not affect bets
- b) If a race or regatta is abandoned bets will be settled on the official result.
- c) If a race or regatta is postponed in the Olympics or World Championships bets will stand provided it is rescheduled before the closing ceremony, otherwise bets will be void.
- d) Head to head bets require both participants to start otherwise all bets will be void.
- e) Dead heat rules apply.

27. Snooker

General Rules

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

28. Soccer

General Rules

- a) All markets are based on the result at the end of regular time. Bets are decided on games with two halves scheduled for 45 minutes each and include any added injury or stoppage time but does not include extra time, penalty shoot-out or golden goal.
- b) Some Soccer matches may have different play format. In that case the following will apply:

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* Cedars Sportsbook House Rules

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

Change of match venue:

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

Neutral venue:

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

Team details:

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

Settlement and cancellation rules:

We reserve the right to void betting:

- a) If the market remains open when the following events have already taken place: goals, red or yellow-

red cards and penalties.

- b) If the market odd was opened with a missing or incorrect red card
- c) If odds were offered with an incorrect match time
- d) If a wrong score is entered, all markets will be cancelled from the time when the incorrect score was displayed affecting the odds.
- e) If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting.
- f) If the team names or category are displayed incorrectly
- g) In case of any score or card/corner/penalty related changes on any video assistant referee (VAR) situation.

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

Penalties awarded but not taken are not considered.

Use of VAR

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

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

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

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

Player propositions:

- a) Any selection that does not take part in the match will be void.
- b) Own goals do not count in the settlement of bets. If the own goal is the only goal of the game, 'no goal scorer' will be settled as the winner. For 1st, next and last goal scorer market all selections will be settled as void if goal is an own goal.
- c) Subsequent enquiries by official bodies will not be taken into consideration for settlement purposes.
- d) Every effort will be made to quote First/Last/Anytime/Next Player to Score odds for all possible participants. However, players who score the first or last goal will count as winners regardless if they were listed or not or relevant market.
- e) First goal scorer. Bets on players substituted in after the first goal is scored will be cancelled.

Bookings propositions:

Cards:

- a) Booking interval markets are settled based on the time the card is shown
- b) Yellow card counts as 1 card and red or yellow-red card as 2.
- c) The 2nd yellow for one player which leads to a red card will not be counted; 2 yellow cards shown to the

same player leading to a red card, will count as 3 points.

- d) Yellow or red cards shown to any “non-player” (Managers, substitutes, already substituted players, player on the bench, coach or other staff) do not count.
- e) Yellow or red cards shown during periods of extra time are not included.
- f) Yellow and red cards shown during the half time break are counted for 2nd half and full time Bookings Propositions.
- g) Booking points:
- h) Yellow card counts as 10 points and red or 2nd yellow that leads to a red card as 25 points.
- i) The 2nd yellow for one player which leads to a red card will not be counted; 2 yellow cards shown to the same player leading to a red card, will count as 35 points.
- j) Cards shown after the match is finished are not considered for resulting purposes.
- k) Settlement will be made according to all available evidence for cards shown during match play.

Corner kick Markets

- a) Corner Kicks which happen in period of extra time are not included.
- b) If a corner is awarded and not taken it will not be counted.
- c) Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.

Interval markets

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

Next scoring type

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

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

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

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

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

No goal.

Head to Head markets:

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

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

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

Both Teams to Score

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

determined.

“Yes” –both teams will score.

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

29. Swimming

General Rules

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

30. Table Tennis

General Rules

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

Exceptions to the previous rule are the following:

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

31. Tennis

General Rules

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

- e) In case a match does not start (for example due to walkover of a player), all bets are void.
- f) In case of a match is finished before certain points/games were finished, all affected point/game related markets are considered void.
- g) Every tie break or match tie break counts as 1 game.
- h) If a match tie break is played as a deciding set in best of 3 format, it will be considered as the 3rd set.
- i) If the player/teams are displayed incorrectly, we reserve the right to void betting.
- j) If the markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- k) Futures (Ante post) Betting: If a player withdraw before a tournament begins, or retire during a tournament, bets on that player to win the tournament lose.
- l) Change of Venue or Playing Surface. All bets stand regardless of any change of venue, change of court surface, changing from indoors to outdoors and vice versa.

Point Winner

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

Game Correct Score

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

- Player A to 40
- Player A to 30
- Player A to 15
- Player A to 0
- Player B to 40
- Player B to 30
- Player B to 15
- Player B to 0

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

Game to Deuce

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

Double Result

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

Tie break

- a) Tie break points will not be counted for total game points markets.
- b) Total Tie Break is like Over/Under Wager. Win/loss is determined by the number of tie breaks in the match.

- c) A super tie break is not considered as a tie break.
- d) A super tie break is considered as one game for all Games bets.
- e) If there was a Tie Break in an unfinished event, bets will be valid. If there's no Tie Break in an unfinished event, bets will be void.

32. Volleyball

General Rules

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

33. Water Polo

General Rules

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

Outright Betting:

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

34. Winter Sports

General Rules

- a) All markets on a postponed or interrupted event will be treated as void if the event has been moved to

more than 48 hours in the future.

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

35. Betting Props

- a) Fantasy/Virtual "Matches" or "Head to Heads" are implicit match-ups where the performances of two or more participants/teams which are not directly confronting each other in the same match/event/round are compared.
- b) Settlement will be based on the number of times each participant records a predefined occurrence (example: goals) in the respective match. The following criteria will be used to determine the settlement of these type of offerings:
 - 1) Unless specifically stated the bets refer to the next official match/event/round (as applicable) that the listed participants/teams are scheduled to take part in.
 - 2) All relative matches/events must be completed on the same day/session which the match/event/round is scheduled to be completed for bets to stand, except for those offers the outcomes of which has been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.
 - 3) Results for these offers will only take into account occurrences deriving from the actual play. Results attributable to walk-overs as well as other decisions as specified in clauses 2, 3 and 4 of
 - 4) Result Settlement standards (below) will not be taken into consideration.
 - 5) Should the aforementioned criteria be inconclusive in determining the outcome for these offers, the following criteria will be progressively referenced to in order to settle the offering:
 - a. the applicable Sport-specific rules as listed in Section C
 - b. Result Settlement rules as listed in Section B, Para 5

Bets will be settled as void should it still be impossible to determine a winning outcome.

- c) "Grand Salami" is where it is possible to bet on the total number of listed occurrences (Example: Total Goals, Total Runs) happening in a collection of matches/events on a specified round/day/match day. All relative matches/events must be completed for bets to stand except for those the outcomes of which have been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.
- d) Over/Under bets on classification of participants in performances/events must be interpreted as follows: "Over" means a worse or lower position while "Under" means a better or higher position. Example: A bet on a player's classification in a tournament with an Over/Under line 2.5 will be settled as Under if the player classifies first or second. All other placements will be settled as Over.
- e) Bets on "Quarter / Half / Period X" refer to the result/score achieved in the relevant timeframe and does not include any other points/goals/events tallied from other parts of the event/match. Bets will be voided if the match is played in any other format but the one stipulated in the offer.
- f) Bets on "Result at end of Quarter / Half / Period X" refer to the result of the match/event after termination of the stipulated timeframe and will take into account all other points/goals/events tallied from previous parts of the event/match.
- g) Bets on "Race to X Points / Race to X Goals..." and similar offers refer to the team/participant reaching the earliest the particular tally of points/goals/events. If the offer lists a timeframe (or any other period restriction) it will not include any other points/goals/events tallied from other parts of the event/match which are not related to the mentioned timeframe. Should the listed score not be reached within the stipulated timeframe (if any), all bets will be declared void, unless otherwise stated.
- h) Bets on "Winner of Point X / Scorer of Goal X" and similar offers refer to the team/participant scoring/winning the listed occurrence. For the settlement of these offers, no reference to events happening prior to the listed occurrence will be taken into consideration. Should the listed event not be scored/won within the stipulated timeframe (if any), all bets will be declared void, unless otherwise stated.
- i) Bets referring to the happening of a particular occurrence in a pre-defined time order, such as "First Card", or "Next Team to receive penalty minutes" will be settled as void should it not be possible, without any reasonable doubt, to decide the winning outcome, for example in case of players from different teams which are shown a card in the same interruption of play.
- j) "Team to score first and win" refer to the listed team scoring the first goal in the match and going on to win the match. Should there be no goals in the match all bets will be settled as void.
- k) Any reference to "clean sheet" indicates that the listed team must not concede any goal during the match.
- l) "Team to win from behind" refers to the listed team winning the match after having been at least 1 goal down at any point in the match.
- m) Any reference for a team to win all halves/periods (e.g. Team to win both halves) means that the listed team must score more goals than its opponent during all the stipulated halves/periods of the match.
- n) Any reference to "Injury Time" refers to the amount displayed by the designated official and not to the actual amount played.
- o) Settlement of bets on offers such as "Man of the Match", "Most Valuable Player" etc. will be based on the competition's organizers' decision, unless otherwise stated.
- p) Settlement of bets which make reference to terms such as "decisive goal" will be settled based on the scorer of the goal that at the end of the match/tie (as applicable) proves to be the one that has produced an unassailable lead, following which any further goals would prove to be irrelevant towards the final outcome.
 - 1) For a bet to be settled as "YES" the listed player's team must be declared winner of that particular match (in case of one match) or progressing to the next round/winning the competition.

2) Goals scored in Regular Time and Extra Time count but not Penalty Shoot outs.

- q) Bets on events which feature a selection of episodes that could happen in a match (E.g. "What will happen first to the player? with options "Score a goal, Get a Yellow/Red Card, Be Substituted) will be settled as void should none of the listed events/outcomes occur.
- r) Settlement of Transfer bets will also take into account players signed by the club on loan deals.
- s) Bets referring to Managerial changes refer to the individual in the Head Coach/Manager role (as applicable) who steps down/is removed from the position for any reason. Bets are valid even in cases where a joint responsible (if any) leaves their position and will be settled accordingly. In case that no more changes are happening between the time the bet is placed and the last league fixture(excluding play-offs, play-outs, post season, etc.) the bets placed after the last Managerial change (if any) will be void, unless a suitable option has been offered for betting. Offers referring to which team/participant will achieve a particular accomplishment against another team/participant (E.g. Next team to beat Team X) as well as offers which refer to the classification on a certain date, will stand and be settled regardless of any eventual fixture changes and number of games/rounds played.
- t) Settlement of offers referring to which team/participant will be the first to achieve a particular accomplishment against other team(s)/participant(s) (E.g. Team to score first in Matchday X) will be based upon the timeframe in the respective match in which the feat has been accomplished. Example: Team A plays on Saturday and score their first goal in the 43rd minute while Team B plays on Sunday and score their first goal after 5 minutes, then Team B will be settled as winner.
- u) Bets referring to "Rest of the game" or similar will consider only outcomes and occurrences obtained from the time of bet placement until the end of the listed timeframe, thus disregarding any occurrences registered before the time the bet was placed and accepted.
- v) Bets on specific timeframes/intervals (example: Game result between 60:00-89:59), will consider only outcomes and occurrences accumulated during the specified timeframe/interval. Settlement will not take into account any other points/goals/events tallied from other parts of the event/game outside the specified timeframe/interval, including stoppage/injury time, unless specified.

36. System Bets

- a) In Pre-match betting, it is possible to combine up to twelve (12) different offers on a single coupon.
- b) In Live Betting it is possible to combine up to twelve (12) different offers on a single coupon as an accumulator bet. All selected matches/offers in an accumulator must be included in the coupon and no other multiple options (Example: singles, doubles, etc.) which exclude 1 or more matches/offers are available.
- c) Operations reserves the right to limit the amount of combinations due to what is known as outcome dependency, as defined in Section A, Para 5.4, and also other factors, solely at its own discretion.
- d) It is possible to include one or several matches as 'bankers' which means that the selected matches/events will be included in all coupons.
- e) For display purposes, when necessary, the second digit after the decimal point of the odds is shown as rounded up in the Customer's bet history to the nearest decimal number. The payout will however be affected based on the actual odds multiplied by the stake, disregarding the aforementioned rounding.

37. Result Settlement

- a) When settling results, Operations will do its utmost to attain information first-hand (during or exactly after the event has been concluded), through TV transmissions, streaming (web-based and through other sources) as well as official sites. Should this information be omitted from first-hand viewing and/or official sources and/or there is an obvious Error in the information included in the sources above, the settlement of the bet offer will be based on other public sources.

- b) Settlement of bets will not include any changes deriving from and/or attributable to, but not limited to: disqualifications, penalizations, protests, sub judice results and/or successive changes to the official result after the event has been completed and a result has been announced, even preliminarily. For bets referring to competitions which span over more than 1 round/stage (Example: Season Bets), only amendments effecting bets which settlement has not been decided yet will be taken into consideration. Such measures must be announced by the governing association before the last scheduled round/stage will be considered. Any changes effected after this date, or else referring to bets which have already been settled based on events happening during the event/competition will not be considered.
- c) Occurrences which have not been sanctioned and/or acknowledged by the match/event officials (e.g. disallowed goals) will not be taken into account towards the settlement of the bet. As a general rule, and unless the offer specifies otherwise, Operations will settle offers based on the exact time that the flow of play was interrupted/resumed (as applicable) by the occurrence in question (e.g. ball went out of play for a throw-in/goal kick or crosses the line for a goal). Bets referring to the accumulation of a particular occurrence (e.g. Total corners) and/or the execution of a particular action, will require said occurrence to actually take place during the time interval specified (Example: the corner being kicked). In such instances, should the occurrence be only awarded and not taken, it will not be considered for settlement purposes.
- d) All bet offers related to matches/events which do not take place at all or are awarded a result through a walk-over decision will be declared void.
- e) In case of an abandoned event, all bet offers that have been decided prior to the abandonment and could not possibly be changed regardless of future events, will be settled according to the decided outcome. Should the abandoned event not resume within 12 hours of its start time, all pending offers related to the event will be settled as void.
- f) In case an event is abandoned and is scheduled to restart from the beginning, all bets placed before the initial game which could not be settled through the outcomes deriving from the play prior to abandonment, will be declared void regardless of whether or when the game is continued
- g) Any event which does not start within 12 hours from the kick-off time as last issued by the governing association will be declared void.
- h) This includes cases like games which are postponed due to bad weather, crowd trouble or similar scenarios. Exception to this are cases of events whose starting times had not been officially defined yet by the governing association at time of bet placement, or those which are moved due to scheduling conflicts/tv broadcasts but are to be played within the same gameday (where applicable). In such cases bets will remain valid granted that the listed event is the next official commitment from that particular tournament/league/competition scheduled for all participants in the offer.
- i) In cases of events which have not been completed before their natural conclusion, and a result is issued through a decision by the association not more than 12 hours from the event's start, the Operator will use the issued decision as the official result for offers related to the event's outcome, such as Game, Draw No Bet and Double Chance granted that the issued decision does not change the outcome of the said bet offers at the time of the abandonment. In that case the stakes will be refunded. All offers referring to the tallying of particular occurrences (example: Total Goals, Handicaps, etc) will be declared void except for those the outcomes of which have been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.
- j) All bet offers related to uncompleted matches/events where the official governing body is not previously acknowledged (Example: Club Friendlies) will be declared as void unless at least 90% of the stipulated Regular/Full time is played, see in Section B, Para 1.1. Should the match/event be abandoned after 90% has been completed, the settlement will be based on the current score at the time when the match/event was stopped.
- k) Settlement of bet offers, such as, but not limited to, shots, shots on target, ball possession, assists, rebounds, etc. will be based according to the definition with which the official governing body issues said statistics. Unless backed by un-contradictory evidence, Operations will not acknowledge any complaints which derive from a personal interpretation of such terms.

- l) When placing "Outright" or "Place" bets, no stakes will be refunded on participants/outcomes that are not participating or withdrawing from an event (both prior and during), unless otherwise stated. Operations reserves the right, at its own discretion, to apply Tattersalls Rule 4, as explained in Section B, Para 6, on any competition and this will be stated in correlation to the bet offer and/or the relevant Sport-specific rule.
- m) In case a participant is disqualified/withheld/banned from taking part in a subsequent part/phase of an event/competition, the disqualification will be considered to have taken place at the time of the participant's removal from the event. No alterations will be made to previous results, regardless of any modifications due to said actions.
- n) If two or more Participants share the applicable finishing positions and no odds have been offered for a drawn outcome, the payout will be calculated by dividing the stake by the number of participants sharing those certain positions and are settled accordingly. The payout will always be at least equal to the stake, except in cases of "Head to Heads", see Section B, Para 2.5 and Section B, Para 5.19
- o) In "Group Betting" (aka "Best of X"), all listed participants must start the event for bets to stand.
- p) In "Group Betting" (aka "Best of X"), at least one participant from the selection list must successfully complete the event for the bets to stand. Should that not be the case, and the governing association does not follow specific tie-breaking criteria, the bets will be declared void.
- q) In a "Head to Head" between two or three participants, all listed participants must start the particular round or event which the bet refers to, for bets to be considered valid.
- r) In a "Head to Head" between two participants, all bets will be refunded if both participants share the same position/score or are eliminated at the same stage of the competition, unless the governing association follows specific tie-breaking procedures, in which case, these will be deemed valid.
- s) In a "Head to Head" between three participants and more than one winning outcome, the odds will be divided by the outcomes sharing the winning position, irrespective whether the net outcome is lower than the Customer's stake.
- t) If a "Head to Head" is offered between different rounds/stages, all participants must take part in the upcoming round/stage for bets to be valid.
- u) Unless specifically stated, whenever the organizing association deems it fit to include any necessary rounds, matches, or series of matches (e.g. Play-offs, Play-outs, Postseason) following the end of the so-called Regular Season in order to determine the classification, league winners, promotion/relegation, etc., the Operator will take into account the results and outcomes deriving from these matches for settlement purposes of bets referring to the final league classification, promotion, relegation, etc. For example, seasonal bets on the team winning the NHL will refer to the StanleyCup Winners.
- v) Offers which confront against each other the performances of two or more individuals/teams over a stipulated timeframe/competition will only be settled based on the result of the listed participants, disregarding all other participants in the same competition/event.
- w) Unless specifically stated, all offers referring to a single player's performance in a specific domestic league (such as Total Goals Scored by Player X in League Y) or "Head to Head" bet offers involving two players' performances in domestic leagues, will not take into account those events happening during eventual Play-offs/Play-outs/Post-season or any other matches, or series of, which would happen after the so-called Regular Season.
- x) Offers related to a total amount of occurrences/events scored/tallied by a particular team, either in a single team performance in a specific domestic league (such as Total Goals Scored by Team X), or "Head to Head" bet offers involving two teams' performances in domestic leagues (Example: Most Penalty Minutes in League X - Team Y vs Team Z), or a cumulative league performance (Example: Team to receive Most Yellow Cards in League X) will not take into account those events happening during eventual Play-offs/Play-outs/Post-season or any other matches, or series of, which would happen after the so-called Regular Season, unless otherwise specified.
- y) In a single player performance bet offer in a specific domestic league (such as Total Goals Scored by

Player X in League Y) or "Head to Head" bet offers involving two players' performances in domestic leagues, should any of the following occurrences happen to either of the participants in the selection list, the bets will be considered void: (i) does not take part in at least 50% of the stipulated matches (excluding eventual Play-offs/Play-outs/Post-season); (ii) does not take part in at least another match after the bet has been placed, (iii) totals the same amount as the other player.

- z) In a single player performance bet offer in a specific event (such as Total Goals Scored by Player X in International Tournament) or "Head to Head" bet offers involving two players' performances in specific events, should any of the following occurrences happen to either of the participants in the selection list, the bets will be considered void: (i) does not take part at all in the event (ii) does not take part in at least another match after the bet has been placed, (iii) totals the same amount as the other participant.
- aa) During specific events Operations might decide to offer for betting a reduced selection of participants and might also include betting options such as "any other", "the field", or similar. This option includes all unlisted participants except for the ones mentioned specifically as available.
- bb) Offers that make specific reference to a participant's/participants' performance in a particular event (Example. Player X vs The Field) are to be considered void if the mentioned participant(s) do(es) not take part in the competition.
- cc) Any form of a qualification ahead of the main event is considered to be a valid part of that competition. Any participant who is eliminated at the qualification stage will be considered losing to anyone that is pre-qualified or is successful in the qualification part.
- dd) Bet offers which originally require participant(s) to compete in two or more stages/legs to advance into a subsequent phase/round of a competition, will remain valid regardless of any postponement/movement of the actual match dates, given that said match(es) actually takes place within the frame of the competition.
- ee) A bet on a "To Qualify" market originally requiring just one stage/leg to advance to a subsequent phase/round of a competition (including any eventual prolongations/additional matches, Example: replays) will be declared void if said match is not decided within more than 36 hours of its supposed start time.
- ff) Should an event be moved from its originally announced venue and/or have its playing surface changed, this will not be treated as a cause for the offers to be voided unless (i) the Sport-specific rules dictate such, and/or the new location in which the event takes place is the habitual "home pitch" (home field) of either participant involved in the game, except as dictated below. As a general principle, the Operator will refer to the Home team (host) and the Away team (visitor) in accordance with the definition issued by the governing association for that particular game/competition.
 - 1) Bets on games played on so-called "Neutral pitches" will remain valid regardless of whether such information has been detailed in the bet offer and/or the positioning of the teams on the betting board/display. In those cases where there is a discrepancy between the positioning of the teams/participants on the official website and their placement on the betting board/display, and such discrepancy causes a significant effect on the odds of the game/competition Operations will void the affected bets.
 - 2) For example, in cases of swapped Home and Away teams in an Ice Hockey game the Operator will void the bets. Operations will consider valid bets placed on events where the so-called home-field advantage is not considered and in cases of neutral venues. Examples of such cases include but are not limited to tennis tournaments, MMA fights, singles competitions in general, or specific events such as the final/late stages of team competitions being held in pre-established venues, like the Superbowl, the NCAA Final 4 or the Italian Football Cup Final even if the location can be deemed as a potential customary "home" pitch for either of the teams involved. In such cases, said events will be considered as being played in neutral venues and all bets stand regardless of the positioning of the teams/participants on the official website and their placement on the betting board/display.
- gg) Information referring to gender of the teams, age groups and youth teams, as well as various definitions

of reserve teams (Example: B and C teams), is to be treated as supplementary information. The inclusion (or lack of) and correctness of such information will not be treated as sufficient cause for the voiding of the offers related to the match/event, given that this does not cause an obvious inconsistency in odds offered.

- hh) While all necessary precautions are taken by the Operator to assure the most faithful rendition of all components involved in a bet offer, it is to be assumed that certain denominations could be represented differently due to different interpretations deriving from adaptations into another language. Such linguistic incongruence will not be treated as sufficient cause for the voiding of the offers related to the match/event, given that it does not create uncertainty with other participants. The same applies for denominations referring to events, team names, sponsor names, etc.
- ii) In case of bets where there is reference to timeframes, they should be interpreted in the following way: “within the first 30 minutes” will include anything happening until 0 hours 29 minutes and 59 seconds; “between 10 to 20 minutes” will include anything happening from 10 minutes and 0 seconds until 19 minutes and 59 seconds.
- jj) Unless listed either in conjunction with the bet offer, or else in the Sport Specific rules, bets referring to event/match duration which include non-full integer digits (E.g. 88.5 minutes or X.5 rounds) require the full completion of the full integer of the listed duration for them to be considered won. For example: a bet on Over/Under 88.5 minutes in a Tennis match will be settled as Over only if at least 89 full minutes are completed.
- kk) The Operator acknowledges that some bets might require the rounding-up of percentages, units or other criteria which are decisive for the settlement of the bet. Should that be the case, the Operator reserves the right to adjust and settle accordingly.
- ll) Any reference to goals scored by specific players will not count if they are defined as ‘own goals’ (scored in their own goals) unless otherwise stated.
- mm) Any reference to confederation, nationality or similar will be subject to the definition by the governing association.
- nn) Any medals won by a team/nation per competition will count as one (1) single medal regardless of the number of team members.
- oo) Offers related to a total amount of occurrences/events scored/tallied by a particular player, in a single team performance in a specific competition (such as Total Goals Scored by Player X for Team Y) will only take into account total amount of occurrences/events scored/tallied by the particular player while playing for that team in that particular competition. Should any of the following occurrences happen to the listed player, the bets will be considered void: (i) does not take part in at least 50% of the competition's stipulated matches (excluding eventual Play-offs/Play-outs/Post-season); (ii) does not take part in at least another match after the bet has been placed.
- pp) Offers on whether certain individuals will be occupying a specified position/title/job on a certain date (E.g. Minister X to still be Minister on date Y, Player/Coach to still be with Team Y on Date Z) refer to the individual in question to hold (or alternatively to be appointed in) the listed position uninterrupted between the time the bet is placed and the specified deadline. Should the individual for any reason whatsoever leave the position before the specified deadline, the outcome of the bet will be considered as not having happened. This is valid even in cases where the individual is re- appointed/signed again in that same position/title/job and even if on the specified deadline the individual is occupying once more that same position/title/job to which the bet refers to. Settlements will also take into account players signed on loan deals.

38. Tattersalls Rule 4

- a) In the event of one non-runner or one non-Participant, the odds on the remaining runners or remaining Participants are reduced in accordance with the so-called Tattersalls Rule 4.
- b) Win Betting:

Current odds of the withdrawn runner/Deductions in percentage of net gain

1.30 and lower	75%
1.31 to 1.40	70%
1.41 to 1.53	65%
1.54 to 1.62	60%
1.63 to 1.80	55%
1.81 to 1.95	50%
1.96 to 2.20	45%
2.21 to 2.50	40%
2.51 to 2.75	35%
2.76 to 3.25	30%
3.26 to 4.00	25%
4.01 to 5.00	20%
5.01 to 6.50	15%
6.51 to 10.00	10%
10.01 to 15.00	5%
15.01 and higher	No deductions

E. Sport Specific Rules

1. Olympic and Championship events

- a) All conditions stated in this section have priority to any other rule or condition.
- b) All bets are valid provided that the event is held and decided during the championship and the year it refers to, regardless of any venue changes.
- c) This clause is applicable to offers which reasonably fulfil any of the following criteria:
 - 1) The bet refers to events scheduled for the final phase of events forming part of Olympic, World and Continental competitions
 - 2) The final phase of the event is time restricted.

2. American Football

- a) Unless otherwise stated, all bets on American Football are determined on the basis of the result after the so called extra (over) time.
- b) All offers will be declared void unless 55 minutes of play have been completed except for those the outcome of which have been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.
- c) If a game is postponed and moved to a different date, all bets will have action as long as the new time and date are within 72 hours of the originally scheduled date and it is played in the same venue.
- d) If the new time and date exceeds 72 hours past the originally scheduled date or the game is moved to a different venue, all bets will be graded as no action

- e) "Head to Head" and "Over/Under" bets involving one or more players' performance in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage for bets to stand.
- f) Unless specifically stated or implied in the offer characteristics, settlement of Season bets will be based as per the classifications, definitions and tie-breaking rules as per NFL.com, or the official website of the competition (as applicable).
- g) Unless otherwise specified, a typical NFL week/round schedule is considered as running from Thursday to the following Wednesday, as per local stadium time. Any events/offers not completed within the aforementioned timeframe will be settled as void, except for those offers the outcomes of which has already been decided and could not possibly be changed regardless of future events, which will be settled according to the decided outcome. Bets referring to events which have been rescheduled within the same week/round will remain valid as much as said events are played within timeframe above.
- h) Matchday/Weekly props is where it is possible to bet on the performances and outcomes of a pre-defined selection of teams and/or individual players' occurrences happening in a collection of matches/events on a specified week/round/day/match day (example: Total Points Scored in matches from a specific Conference, Highest/Lowest Scoring team, Player Yardage markets etc.). All applicable matches/events (including any rescheduling to be played within the aforementioned timeframe), must be completed and validated for the specified week/round/day/matchday for bets to stand except for those the outcomes of which has been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome. In addition, offers referring to the performance of specified players require that all the specified players are active participants at any point of the applicable match for bets to stand.
- i) All offers referring to player performances remain valid regardless of eventual player trades during any point in the season.
- j) Offers referring to individual player performances in a single match (example: Total Passing Yards Thrown by Player X) or confronting performances from 2 individual players during the course of a match (example: Which of Player X or Player Y will throw most Passing Yards), require all listed individuals to be an active participant in the applicable match for bets to stand.
- k) Offers referring to individual player performances' over a particular period (example: Total Passing Yards Thrown by Player X during the Regular Season) or confronting performances from 2 individual players during the course of the season (example: Which of Player X or Player Y will throw most Passing Yards during the Regular Season), require all listed individuals to be an active participant in at least one more match applicable for the offer after bet acceptance for bets to stand.
- l) Bets on Double Result (Example: predicting the outcome at Half Time combined with the result at the end of the 4th Quarter) will not take into account any outcomes deriving from Overtime.
- m) First/Next Offensive Play markets are settled based on the first/next offensive play from scrimmage (as applicable), excluding Penalties. Should a kick-off be returned for a touchdown, bets will be settled with the outcome of the following kick-off. For settlement purposes, incomplete/intercepted passes, Quarter Back sacks or fumbles will be considered as "Pass Play". Fumbles on exchanges to the Running Back will be considered as "Run Play".
- n) Settlement on offers referring to "Offensive Yards" will be based on the net number of yards including any sack yardage lost.
- o) Offers referring to any team scoring a specified successive number of times unanswered will consider scorings tallied during eventual Overtime but excludes any PATs (points after Touchdowns or 2-point conversions).
- p) Settlement on all penalty offers will be based on the penalty being accepted. Declined penalties do not count.
- q) Bets referring to the outcome of a particular drive will be settled as void in case of an incomplete drive. In cases where Team A has the ball and fumbles with the ball being recovered by Team B who successively fumbles it back to Team A, the outcome will be settled as a "Turnover". Turnover on Downs

(failed 4th Down attempt), will also be considered as a "Turnover". Should it happen that a punt is fumbled by the receiving team and recovered by the kicking team, bets will be settled as "Punt".

- r) Offers on whether a 1st Down will be made during the current drive will be settled as "YES" should a new set of "Downs" be achieved either by Run, Pass (including cases where a Touchdown is scored as a result) or an Automatic 1st Down Penalty. "Safety" or "Field Goal" (irrespective whether the Field Goal being scored or not), will settle the offer as "NO". Any Down replayed due to non-automatic penalties will not be considered for settlement purposes unless committed with 5 yards or less to go.
- s) Settlement on which team will gain most Passing/Rushing yards will be based on the gross number of yards thrown/run, including any negative yarding for rushing.

3. Athletics

- a) Unless otherwise stated, all bets on Athletics are determined on the basis of the result after the final stage of that competition. If neither of the listed participants takes part in the final stage, all bets will be void, unless the governing association follows specific tie-breaking procedures, in which case, these will be deemed valid.
- b) All bet offers will be settled based on the first official result being presented. However, the Operator will take into account and settle/re-settle accordingly, following any changes to the official result issued within 24 hours after the event has taken place. For such eventuality to be considered, the protest must be attributable to incidents happening exclusively during the event, such as a line infringement, pushes or a false handover in a relay race, etc. No doping cases will be considered. The result available at the end of the aforementioned 24 hours will be deemed as binding regardless of any further protests, changes to the official result, etc.
- c) If two or more participants take part in different heats during a competition, all Head-To-Head-offers between them will be considered void, unless there is a later stage in the competition that at least one of them qualifies for.
- d) A participant that is disqualified due to infringement of the start procedure (false start) will be deemed as having taken part in the event.

4. Australian Rules Football

- a) Unless explicitly stated, should a match or else a specified period (ex. 1st Half, 3rd Quarter, etc.) end in a draw, all bets will be settled according to the so-called "dead-heat" rule. In such case the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the Customer's stake.
- b) Unless otherwise stated, all bets referring to matches will be settled on with the result at the end of 4th Quarter (normal time).
- c) All bets referring to player performance, as well as "Head to Head" and "Over/Under" bets involving one or more players' performances in a single match/event are considered valid given that the specified players play from the start of the match.
- d) First Goal Scorer in the match/1st Quarter - Stakes will be refunded on players who are not in the starting 21. Bets on First Goal Scorer in the match do not require the goal to be scored in the 1st Quarter. Should no goal be scored in the listed period all bets will be settled as void.
- e) First Goal Scorer in the 2nd, 3rd or 4th Quarter - All bets stand irrespective of the player's participation (or lack thereof) in the listed Quarter and the match. Should no goal be scored in the listed quarter all bets will be settled as void.
- f) "Wire-to-Wire" betting refers to which team (if any) is leading the match at the end of each quarter.
- g) Should any replay/extra matches be required to determine any position in the classification, league winners, etc., the outcomes deriving from these replays/extra matches will be used for the settlement of the respective bet offer.

- h) For match betting on a Grand Final, the betting is specific to the upcoming match to be played, or the current match, in the case of live betting. Bets will not carry over to any replay and a new market will be added for any subsequent matches.
- i) When settling offers which relate to the performances of two or more individuals/teams over a stipulated timeframe/competition, stages of elimination within the "Finals" will count for the settlement. Should two teams be eliminated at the same stage, the team that finished highest on the AFL ladder at the conclusion of the Regular Season will be considered as having achieved a better position.
- j) All bets stand, regardless of change of venue.

5. Baseball

- a) All MLB baseball games, regardless if they are regular season or exhibition will be considered as legitimate for money lines 4.5 innings of gameplay in case the home team is up on the scoring board, and 5 innings if the away team is leading.
- b) If a game is postponed or called after the first five innings (official game), then the winning team will be the one leading after the last complete inning, except if the home team ties the score or takes the lead in the bottom half of the inning. In that case, the winner will be determined by the score at the moment the game was suspended.
- c) Bets for run lines and game totals require the game to go to full 9 innings. That's is unless the home team wins the game in 8.5 innings
- d) During the Post-Season, all games will not be ruled as official until a winner is acknowledged. If a post season game starts but after a while is delayed or postponed to a later date, all bets will have action with the final score result on that new date.
- e) Unless otherwise stated, bets on Baseball are determined on the basis of the result after any eventual extra innings, and regardless of the amount of innings played, as declared by the organizing association.
- f) A bet is declared void on a cancelled or postponed match which has not started, or in the case of a result not having been issued within twelve hours of the scheduled start time.
- g) "Match" bets will be declared void in case of a draw after the eventual extra innings. All other offers which could reasonably be settled (e.g. "Over/Under", "Handicap" and "Odd/Even") will be settled according to the result after the extra innings.
- h) "Handicap", "Over/Under" and "Odd/Even" bets require all scheduled innings to be completed, or at least one half-inning less than the number of scheduled innings if the home team is in advantage, for bets to stand. This applies to all offers except those the outcome of which has been decided prior to the abandonment and could not possibly be changed regardless of future events. These will be settled according to the decided outcome.
- i) The name of the so-called starting pitcher has no relevance on how offers are settled.
- j) For settlement purposes "First Half" bets are deemed to be referring to the outcomes deriving from the first 5 innings. All 5 innings must be completed for bets to stand except for those offers the outcome of which has been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome. For games played under a scheduled, shortened format the first half innings will be shortened accordingly, for example "first half" bets in a 7 innings game refer to outcomes deriving from the first 4 innings.
- k) "Head to Head" and "Over/Under" bets involving one or more players' performance in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage for bets to stand.
- l) All bets referring to aggregated Tournament Totals (such as Runs, etc.) will be settled based on official statistics by the governing association. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g. Extra Innings).
- m) "Match" bets (aka Moneyline) require a minimum of 5 full innings to be played or at least 4.5 innings in

case the team batting second is leading at that particular point.

- n) Bets on the outcome of a particular period (example Inning X) or occurrences achieved during a time-limited period require the specified period to be completed with the exception of those offers the outcome of which is already determined before any interruption and/or any further continuance of play could not possibly produce a different outcome to said offers which will be settled accordingly.
- o) Unless specifically stated or implied in the offer characteristics, settlement of Season bets will be based as per the classifications, definitions and tie-breaking rules as per MLB.com, or the official website of the competition (as applicable).
- p) All offers referring to player performances remain valid regardless of eventual player trades during any point in the season.
- q) Offers referring to individual player performances' in a single match (example: Total Hits by Player X) or confronting performances from 2 individual players during the course of a match (example: Which of Player X or Player Y will have most Hits), require all listed individuals to be an active participant in the applicable match for bets to stand.
- r) Offers referring to individual player performances' over a particular period (example: Total Runs Scored Player X during the Regular Season) or confronting performances from 2 individual players during the course of the season (example: Which of Player X or Player Y will score most Runs during the Regular Season), require all listed individuals to be an active participant in at least one more match applicable for the offer after bet acceptance for bets to stand.

6. Basketball

- a) For wagering purposes, in Basketball our guidelines state that all overtime periods will be considered as part of the wager on half time and full game bets. In order for a game to be considered as official 43 minutes of gameplay are required on NBA games, and 35 minutes of gameplay are required on NCAA basketball
- b) A bet on Basketball is determined on the basis of the Result after the so-called extra (over) time, unless otherwise stated.
- c) Bets referring to the match outcome (aka "Moneyline") from ties which are decided over two or more match-ups will have the "Including Overtime" offer voided in case the match ends in a draw and no further play is done in that particular match.
- d) In multiple legged ties, all points collected during any overtime period will count for the final settlement of that particular match.
- e) "Head to Head" and "Over/Under" bets involving one or more players' performance in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage for bets to stand.
- f) All bets referring to aggregated Tournament Totals (such as Points, Rebounds, Assists, etc.) will be settled based on official statistics by the governing association. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (Example: Over Time).
- g) Unless specifically stated or implied in the offer characteristics, settlement of Season bets will be based as per the classifications, definitions and tie-breaking rules as per NBA.com, or the official website of the competition (as applicable).
- h) All offers referring to player performances remain valid regardless of eventual player trades during any point in the season.
- i) Offers referring to individual player performances' in a single match (example: Total Points Scored by Player X) or confronting performances from 2 individual players during the course of a match (example: Which of Player X or Player Y will score most Points), require all listed individuals to be an active participant in the applicable match for bets to stand.
- j) Offers referring to individual player performances' over a particular period (example: Total Points Scored

by Player X during the Regular Season) or confronting performances from 2 individual players during the course of the season (example: Which of Player X or Player Y will score most Points during the Regular Season), require all listed individuals to be an active participant in at least one more match applicable for the offer after bet acceptance for bets to stand.

- k) Bets on Double Result (ie. predicting the outcome at Half Time combined with the result at the end of the 4th Quarter) will not take into account any outcomes deriving from Overtime.

7. Beach Volleyball

- a) All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes in schedule, conditions, etc., unless other arrangements have been agreed.
- b) "Match" bet offers are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The team progressing to the next round or winning the tournament is to be considered the winner of the bet regardless of match duration, withdrawals, disqualifications, etc. These bets require at least one set to be completed for bets to stand.
- c) "Over/Under" offers on unfinished matches/events the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of sets which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer, this will be settled as such. See examples from the Tennis section for reference.
- d) "Handicap" offers require all scheduled sets to be completed for bets to stand except in those events the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers which will be settled accordingly. See examples from the Tennis section for reference.
- e) All "Correct Score", "Odd/Even" and those offers which refer to the winner of a particular period in the match (example "E.g. Team to win the first set") require the relevant part of the match to be completed.

8. Boxing & MMA

- a) All offers will be settled according to the official result of the relevant governing body immediately as declared by the ring announcer at the end of the fight.
- b) For settlement purposes, in case the match is interrupted for any reason in between rounds, e.g. retirement before the start of a round, disqualification, failure to answer the bell, the fight will be deemed to have finished at the end of the previous round.
- c) Offers on fights declared as a "No Contest" or "Technical draw" will be settled as void, except for those offers the outcome of which has been decided prior to the decision and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.
- d) If for any reason, the number of rounds in a fight is changed, offers which make specific reference to rounds, such as "Round betting", "Group of Rounds", "Over/Under", "Method of Victory" and "To go the distance" will be declared void.
- e) For settlement purposes, betting on rounds or groups of rounds refers to a fighter to win by KO (Knockout), TKO (Technical Knockout), or disqualification during that round or group of rounds. If for any reason, a points decision is awarded before the full number of scheduled rounds is completed, or a boxer is disqualified, bets will be settled on the round in which the fight was stopped. Bets which nominate 'to win on points' will only be deemed winners if the full number of rounds is completed.
- f) For a match to be declared as having been decided by "points", (e.g. the different definition of "decision"), all scheduled rounds must be completed. All other decisions (e.g. KO, TKO, withdrawal, submission, disqualification, failure to answer the bell, clash of heads, low blow, etc.) will be settled as if the boxer has won the fight without the need of a decision, aka "before the bell".

- g) Bets referring to round/fight duration represents the actual time passed in the round/fight, as applicable, depending on the scheduled round/fight duration. For example a bet on Over 4.5 Total Rounds in a Boxing fight will be settled as Over once a minute and a half in the 5th Round has passed.

9. Cricket

General Cricket Rules

- a) In cases where no odds have been offered for a tie and the match/offer ends in a tie, bets would be settled according to the so-called “dead-heat” rule where the payout would be calculated after the odds are divided and multiplied by the stake, irrespective whether the net payout is lower than the Customer's stake. Should such provision be in place, it would be listed in conjunction with the bet offer. In competitions where other means are used to determine a winner after a tie (‘Bowl out’ or ‘Super over’) then offers will be settled based on the result after such prolongations are completed.
- b) “Highest Opening Partnership” requires that both sides complete their opening partnerships with the exception of those situations where an outcome has already been determined.
- c) “Batting” Head to Heads require that both players be at the batting crease while a ball is bowled, though not necessarily facing a ball. In case either batsman's innings are not completed bets will be voided with the exception of those situations where an outcome has already been determined.
- d) “Bowling” Head to Heads require that both players bowl at least 1 ball for bets to stand.
- e) Total “Batsman Runs” (Over/Under) require the innings to be completed. In cases where a batsman's innings is ended by weather or bad light, all bets where a result has not been determined will be declared void. A result is deemed to have been determined if a Batsman has passed the Run total at which the bet was accepted, has been dismissed or an innings is declared. For example, if a Batsman's score stands at 50 ‘Not-Out’ when a game or innings is terminated due to bad light or rain, all bets on 50.5 Runs will be voided. However, all bets on “Over 49.5 Runs” will be considered as winning while bets on “Under 49.5 Runs” will be settled as losing. Should a batsman retire due to injury, his score at the end of his team's innings will be considered as the result for that bet.
- f) In “Fall of Next Wicket” betting should either batsman retire due to injury before a result has been determined all bets will be declared void. A result is deemed to have been determined if the Innings total has passed the Run total at which the bet was accepted. If a team declares or reaches their target, the total achieved by the batting team will be the result of the market. If a partnership is disrupted due to weather all bets will stand, unless there is no further play in the match. In such case all bets where a result has not been determined will be declared void.
- g) For “Next Over” betting (Over/Under & Odd/Even), extras are included for settlement purposes. Bets will be void if the Over is not completed unless a result has already been determined. Market refers only to the listed Over (e.g. “5th Over” refers to Over number 5, i.e. the Over directly following Over Number 4).
- h) In “Race to X Runs” both players must open the batting for bets to stand.
- i) For “First Over” Runs the Over must be completed for bets to stand, unless the maximum range offered has already been achieved. Any Extras count for settlement purposes.
- j) For “First Scoring Play” betting, should Runs be scored from a “No ball”, extras will be deemed as the winner.
- k) In “Wicket 1st Over” betting the Over must be completed for bets to stand, unless a wicket has already fallen.
- l) In “Next Man Out” betting bets will be settled as void if either player retires due to injury before the wicket falls or there is no further wickets. Both named Batsmen must be batting at the fall of the nominated wicket for bets to stand.
- m) For “Method of Dismissal” betting bets will be void if either player retires due to injury before the wicket falls or there is no further wickets. ‘Any Other’ includes hit wicket, handled ball, obstructing the field, timed out or hit the ball twice.

- n) For Odd/Even betting a ball must be bowled for bets to stand.
- o) "Top Batsman" and "Top Bowler" bets placed on any player not in the starting 11 will be declared void. Bets on players who are selected but do not bat or field will be settled as losers.
- p) Settlement of betting on "Wides" will be based on the "Runs" scored from "Wides" and not the number of "Wides" bowled.

Limited Overs (including One-Day Internationals, Twenty20s & Domestic One- Day cricket)

- a) Should a match be transferred to a 'reserve' day, all bets will remain valid.
- b) Head to Head betting pays on official result. In the event of a tie, dead heat rules as explained in Clause 1 of the General Cricket Rules might apply unless a subsequent tiebreaker method is used to determine the winner (e.g. super over, bowl-off), in which case the outcome will be settled on the result of this method. Should the match be declared a 'no-result' all bets will be settled as void. Any other betting on the match (example High Bats, Most Sixes, Batting & Bowling Head to Heads etc.) will not include any outcomes deriving after the dispute of the tiebreaker.
- c) "Top Batsman/Bowler" requires a minimum of 20 overs to be bowled per innings of a One Day Match, unless a team is All-Out or the match is completed, or a minimum of 5 overs to be bowled per innings of a Twenty 20 match, unless a team is All-Out or the match is completed.
- d) For "Total Team Runs" betting, all bets will be declared as void should the number of Overs be reduced due to weather, or any other reason, from the standard scheduled number of Overs in a Twenty 20 match or any other limited Overs match. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.
- e) For "Highest 1st 6/15 Overs" bets will be void if both teams do not face the full amount of overs unless target has been reached or the team has been bowled out. In the event of a tie dead heat rules as explained in Clause 1 of the General Cricket Rules might apply.
- f) For "Most Fours/Sixes/Wides/Run-outs" betting, should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction per Innings is of 3 or more Overs in a Twenty 20 match, and of 5 or more in other limited Overs matches. In case that the reduction per Innings is of 2 or less Overs in a Twenty 20 match, and of 4 or less Overs in other limited Overs matches bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.
- g) For "Total Fours/Sixes/Wides/Run-outs" betting, should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction per Innings is of 3 or more Overs in a Twenty 20 match, and of 5 or more in other limited Overs matches. In case that the reduction per Innings is of 2 or less Overs in a Twenty 20 match, and of 4 or less Overs in other limited Overs matches bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.
- h) For "Winning Margin" bets are void if there is any reduction in the original scheduled Overs for either team.
- i) Highest Individual Score bets are void if there is any reduction in scheduled Overs for either team unless a "Century" has already been scored.
- j) In Team of Highest Individual Score there must be an official match result for bets to stand.
- k) For "Team of Top Batsman" betting, should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction per Innings is of 3 or more Overs in a Twenty 20 match, and of 5 or more in other limited Overs matches. In case that the reduction per Innings is of 2

or less Overs in a Twenty 20 match, and of 4 or less Overs in other limited Overs matches bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly. In the event of a tie, dead heat rules might apply as explained in Clause 1 of the General Cricket Rules

- l) For "Fifty/Century in Match" betting, should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets on Most Sixes/Run-Outs will be declared void granted that the reduction per Innings is of 3 or more Overs in a Twenty 20 match, and of 5 or more in other limited Overs matches. In case that the reduction per Innings is of 2 or less Overs in a Twenty 20 match, and of 4 or less Overs in other limited Overs matches bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

Test Matches/First Class Matches (including domestic cricket e.g. Sheffield Shield)

- a) If a match is officially abandoned (e.g. due to dangerous pitch conditions) then all undecided bets on the match are void.
- b) In "Match Result" betting in the event of a tie (where both teams have completed two innings each and have the same score) all bets to win on either team might be paid as a dead heat, as explained in Clause 1 of the General Cricket Rules, while bets on the draw are losing bets.
- c) In "Draw No Bet" offers, bets are void if the match finishes in a draw or tie.
- d) In "Double Chance" offers, bets will be void if the match finishes in a tie. Settlement of "Most Points" offers will be based on who has most points awarded for the match (e.g. Sheffield Shield).
- e) "Top Batsman/Bowler" (innings) offers require 50 Overs to be completed for bets to stand, unless the Innings has reached its natural conclusion (including 'Innings declared').
- f) "Top Batsman/Bowler" (match) offers require 50 Overs to be completed for bets to stand, unless the Innings has reached its natural conclusion (including 'Innings declared').
- g) For "Innings Runs" offers all bets will be void if 50 overs are not bowled, unless an innings has reached its natural conclusion, or is declared. If an innings is declared at any point bets will be settled on the declaration total.
- h) "Session Runs" betting requires 20 overs to be bowled in a session for bets to stand.
- i) For "Test Match Finish" offers, where a match finishes in a draw, the winner will be deemed as 'Day 5, Session 3'.
- j) "Highest Opening Partnership" offers apply to first innings only.
- k) "First Innings Lead" offers require both teams to be bowled out or declare their first innings for bets to stand. In the event of a tie, dead heat rules as explained in Clause 1 of the General Cricket Rules might apply.
- l) "First Innings Century" offers require 50 overs to be bowled unless a result has already been determined or the innings has reached its natural conclusion (including innings declared).
- m) For "Fifty/Century/Double Century in match" in either Test or First class matches, bets will be void in drawn matches where the number of Overs bowled is less than 200, unless a result has already been determined.
- n) For "Fifty/Century/Double Century in match" in 'Home/Away 1st Innings' of either Test or First class matches, bets will be void unless the Innings reaches its natural conclusion (including 'Innings declared') or a result has already been determined.
- o) For "Fifty/Century/Double Century in match" in Either 1st Innings of either Test or First class matches, bets will be void unless both Innings reach their natural conclusion (including 'Innings declared') or a

result has already been determined.

- p) For "Fifty/Century/Double Century in match" in 'Home/Away 2nd Innings' of either Test or First class matches, bets will be void in case the number of Overs bowled for that Innings is less than 50, unless a result has already been determined.

10. Series/Tournament Betting

- a) Should no draw odds be offered for a "Series Winner" bet and the series is drawn, all bets will be declared void.
- b) If a tournament is not completed but a winner or winners are declared by the governing body, bets are paid on the winner(s) as declared (dead heat rules as explained in Clause 1 of the General Cricket Rules might apply). Should no winner be declared then all bets will be settled as void.
- c) All tournament betting includes Finals, unless otherwise stated.
- d) If for any reason, the number of matches in a Series is changed and does not reflect the number envisaged in the offer all "Series Correct Score" offers will be declared void.
- e) In "Top Series Runscorer/Wicket Taker" offers where a tie occurs, dead heat rules apply, as explained in Clause 1 of the General Cricket Rules. No refunds will be issued on players not participating. At least one game must be completed in the tournament/series for bets to stand.
- f) Bets referring to a particular player/teams' performances in a Series/Tournament will not take into account any statistics accumulated from warm-up matches.

11. Curling

- a) Settlement of all bets referring to Curling will be based on the result after eventual extra innings, unless specifically specified.

12. Cycling (Track & Road)

- a) Settlement of offers will be based upon the rider/team achieving the highest position at the end of the stage/event.
- b) The decisive factor in settling bets will be the highest placing in the specified event as listed by the official organization at the time of the podium presentation, disregarding subsequent disqualifications, changes to the official result, etc.
- c) All "Head to Head" and "Over/Under" bets featuring the performance of one or more riders in an event/stage are considered valid given that all listed riders start the relative event/stage and at least one completes the said event/stage.
- d) Bets referring to the outcome upon completion of the event require that the specified event is considered as completed in full and its result is declared, otherwise bets will be declared void, unless the result is already determined. In case the full number of stages for an event is not totally completed, or if the organizers decide to remove the result of certain stages from the computation of the official result, then the bets will be deemed valid granted that the number of the excluded stages does not exceed 25% of the pre-established number of stages (excluding prologue) at the beginning of the competition.
- e) All bets will be deemed as valid provided that the Event, or the relative stage to which the bet refers to, is played within the same year, unless other arrangements have been agreed to.
- f) Bets on performances in a particular stage stand regardless of any route modifications which the organizers might deem fit to consider and apply during the stage. Exception to this is the case where a stage which has particular characteristics (Example: a Mountains stage) is changed by the organizers, before the stage starts, into a stage which has other predominant characteristics (E.g.: Time Trial or low-lying stage). In such case bets which have been placed before the announcement of the change in stage concept will be declared void.

- g) Unless otherwise specified, in a team/rider performance bet offer in a specific event (such as Total Stage wins by Team/Rider X in Tour Y) or "Head to Head" bet offers involving two riders/teams performances in specific events, occurrences happening in events which are given any of the following denominations will not count towards the settlement: Prologue, Team Time Trial.

13. Cyclo Cross

House Rules stated for Cycling apply where applicable.

14. Soccer

- a) First Goal Scorer – The bet refers to a specific player being the scorer of the first goal either during a particular timeframe of the event (E.g. "First goal in the match" or "First goal in the 2nd Half"), or else being the first scorer for his team (E.g. "First Goal Scorer – Team X"). Stakes will be refunded on players who do not take part in the match or else come on the field of play after the goal to which the bet refers to has been scored. Own goals do not count for the settlement of this offer. Should the goal to which the bet refers to be deemed as an own goal, the next player to score a goal which is not an own goal and conforms with the bet offer parameters will be deemed as the winning outcome. In case no goals (or no further goals, as applicable) is/are scored which are not own goals and fulfil the remaining bet offer parameters, all bets will be considered lost.
- b) Last Goal Scorer – The bet refers to a specific player being the scorer of the last goal either during a particular timeframe of the event (E.g. "Last goal in the match" or "Last goal in the 1st Half"), or else being the last scorer for his team (E.g. "Last Goal Scorer – Team X"). Stakes will be refunded only on players who do not take part in the match at all. In all other instances, bets will remain valid, irrespective of the time of inclusion/substitution of the player. Own goals do not count for the settlement of this offer. Should the goal to which the bet refers to be deemed as an own goal, the previous player to score a goal which is not an own goal and conforms with the bet offer parameters will be deemed as the winning outcome. In case no goals (or no previous goals, as applicable) is/are scored which are not own goals and fulfil the remaining bet offer parameters, all bets will be considered lost.
- c) "Scorecast" and "Matchcast" are bet offers where it is possible to bet simultaneously on a particular occurrence (e.g. First Goal Scorer) combined with another from the same, or related event (e.g. Correct Score in the match, or match outcome). Should the bet refer to First or Last Goal Scorer, House Rules as stated in <Section C, Para 13.1> and <Section C, Para 13.2> will apply, where applicable. Stakes will be refunded on players who do not take part in the match at all. In all other instances, bets will remain valid, irrespective of the time of inclusion/substitution of the player. Own goals do not count for the settlement of this offer.
- d) Unless otherwise specified, or indicated in conjunction with the bet offer, all other goal-related bets will require the listed player(s) to play from the start of the match to be valid. Own goals will never count as a goal scored for any selected player.
- e) On all bets related to yellow/red cards, booking points, etc., only cards shown to players which at that moment are on the pitch are valid for settlement purposes. Cards, disciplinary actions, suspensions, imposed on any other individual which at the moment of the sanction is not, or should not, be actively playing on the pitch, as well as disciplinary measures taken after the game has officially ended, are disregarded.
- f) All disciplinary-related bets referring to individual(s) (Example: yellow card, red card, number of fouls), will require the listed player(s) to play from the start of the match to be valid.
- g) "Booking Points" are calculated according to the following rules: Yellow card = 10 points, Red card = 25 points. Maximum points for one player are 35.
- h) "Head to Head" and "Over/Under" bets involving the performance of one or more players in the match are considered valid given that all listed players start the match for bets to stand.
- i) "Head to Head" and "Over/Under" bets involving the performance of one or more players in the event/tournament are considered valid given that all listed players take part in the event/tournament at some stage for bets to stand.

- j) All bets referring to aggregated Tournament Totals (such as Goals, Corners, Cards, Penalties, etc.) will be settled based on official statistics by the governing association. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g. Extra Time) but not Penalty Shoot Outs.
- k) Unless specifically stated, all bets referring to a particular team winning a number/selection of trophies in the same season will be based on the particular team's performance within the following competitions: the domestic league, the apparent equivalent of the respective FA Cup and League Cup as well as the Champions League or Europa League. Other trophies (e.g. domestic and European Super Cup, World Club Cup) do not count.
- l) The "Domestic Double" is to be considered as the team's victory in the apparent equivalent of the respective domestic league and FA Cup.
- m) For settlement purposes, bets referring to the number of cards shown by the referee will be counted as follows:
 - 1) Yellow card = 1
 - 2) Red card = 2
 - 3) One yellow and a red = 3
 - 4) Two yellow cards and a red = 3

The maximum cards for one player is 3 cards. Only cards shown to players currently eligible as per C.14.5 will be taken into consideration.

- n) Bets on whether a particular player(s) will manage to score from certain areas of the pitch (E.g. from outside the 'penalty box') will be settled based on the position of the ball at the time the shot was struck by the player, irrelevant of any further deflections which the ball trajectory might incur following the initial shot. For the sake of clarity, it is to be understood that the lines delineating the 'penalty box' are to be considered as an integral part of such area of the pitch. Thus, should a shot be struck with the ball hovering above, or touching, even partially, said lines, the shot will not be considered as having been affected from outside the box.
- o) Bets on whether a particular player(s) will manage to hit the cross bar, goal post or any other part of the frame delineating the goal area will only be settled as having accomplished such feat if the shot does not result directly in a goal being awarded exactly after the ball hits a part of the goal frame. Settlement will only take into consideration shots aimed at the goal frame defended by the opponents of the listed player(s) team. Should a player have a shot which hits the post their team defends this will not be considered as having accomplished such feat.
- p) During certain events the Operator might decide to offer for betting a reduced selection of participants (E.g. Any unlisted Team X player) or else a single participant as a representation of the whole squad (E.g. "Any Team X player"). In both cases for settlement purposes, all unlisted squad members are to be deemed as starters (and settled as such), including substitutes regardless whether they take part in the match or not.
- q) Bets on the performance of players starting the match on the bench will be settled as void if the player is either listed in the starting XI or does not take part in the match at all.
- r) On offers such as Next Goal Scorer, Next Carded player, Next Assist and Man of the Match, stakes will be refunded should the chosen player not take part in the match at all. Results for this offer will include any outcomes obtained during eventual Extra Time but not during Penalty Shoot-outs.
- s) Bets on "Next Assist" for a particular goal will be settled as void should the governing association declare the specified goal as having been unassisted, the specified goal is an own goal and/or no more goals are scored in the match. Results for this offer will include any goals scored during eventual Extra Time but not during Penalty Shoot-outs.
- t) Bets referring to penalty kicks conversion and/or outcome will be settled according to the outcome occurred on the field of play as per the rules governing that specific scenario and in cases of penalty

shoot-outs will remain valid regardless of the format employed by the governing association during the shoot-out. Bets stand in case the penalty is ordered to be re-taken and will be settled with the outcome achieved from the re-taken penalty.

- u) As a general principle, settlement will be based on the concept that unless the penalty kick results in a goal being awarded (and settled accordingly), the first person/object/location (as applicable) which the ball initially touches after being kicked will be considered as the winning outcome, disregarding any other persons/objects the ball hits in its subsequent trajectory following any previous deflection, if any. The following examples are being issued as a general guideline on settlement:

"Goal" would be the winning outcome in case of the following scored penalties scenarios:

- i. Any penalty kick which ends up as a goal without it being deflected
- ii. Goalkeeper touches the penalty kick, but ball ends up as goal
- iii. Penalty kick touches the woodwork before ending up in goal

"Save" would be the winning outcome in case of the following missed penalties scenarios:

- i. Goalkeeper deflects the penalty kick to outside the goal frame
- ii. Goalkeeper deflects the penalty kick onto the post/crossbar

"Woodwork" would be the winning outcome in case of the following missed penalties scenarios:

- i. Penalty kick hits the woodwork before it is touched/saved by the goalkeeper
- ii. Penalty kick hits the woodwork, and the ball goes outside the goal frame.

"Any other Miss" would be the winning outcome in case of any penalty kick which without any deflection either by the goalkeeper or by the woodwork ends up outside the goal frame:

Exception to the above scenarios would be in in case of penalty shoot-outs, should the ball hit the woodwork, bounce on the goalkeeper and end in goal, such penalty will be considered as having been scored while should said situation occur during any other part of the match which is not a penalty shoot-out, the penalty taker would be considered as having missed to score and "hitting the woodwork" will be considered as the winning outcome.

- v) Any decision taken by the Video Assistant Referee (VAR) which conflicts with the original decision sanctioned by the officials on the pitch (including non-decisions like allowing play to continue before reviewing the video), thus altering the understood state of the match at the time of bet placement, will result in all bets placed in the timeframe between the actual occurrence of the original incident and the referee's final decision on the incident being deemed as void, unless the odds offered on the specific bet offer are unaffected by the use of VAR or have already been accounted for in the odds offered at the time of bet acceptance. Settlement on all other unrelated bet-offers, including those determined by any play between the time of the original incident and the decision following the VAR review, which are not influenced/altered by the VAR decision will stand.
- w) For resulting purposes VAR reviews are to be considered as having happened at the time of the original incident for which the VAR would be eventually used even if play has not been immediately interrupted. The Operator reserves the right, in accordance with <Section A, Para 6.1>, to reverse or resettle any previously settled offers where the settlement becomes inaccurate following the final referee decision, providing said decision is taken and communicated before the conclusion of the match and/or timeframe listed.
- x) In order to avoid any doubts, the Operator will consider the VAR as having been used if it is understood from the referee's gestures (ex. hand gestures, stopping the match to review the incident themselves), and/or the VAR usage is confirmed by the match report issued by the official organization. In cases where it is unclear whether the VAR has been used due to missing TV coverage and/or conflicting reports, the

Operator will settle the bets based on the information acquired from feed providers and generally reputable online sources on the basis of equity.

- y) For settlement purposes, markets referring to team to be shown the next Card (booking) and/or “Total Cards” will always consider a Red Card as 2 instances of a card being shown and will be settled accordingly. The following examples are being listed as a guideline:
 - i. First card shown in a match is a straight Red Card. The team to which the card is awarded will be settled as the winning selection for the offers: Cards #1 and #2;
 - ii. First card shown in a match is a Yellow Card followed by a straight Red Card to the same player without a second yellow card being shown. The team to which the cards are awarded will be settled as the winning selection for the offers: Cards #1, #2 and #3;
 - iii. First card shown in a match is a Yellow Card followed by a second Yellow Card with the subsequent Red Card to the same player. The team to which the cards are awarded will be settled as the winning selection for the offers: Cards #1, #2 and #3.
- z) Markets referring to which specific player will be the next to be booked/receive a card are to be understood and settled as per the order of the instance in which each single player gets booked/sent off by the referee. The card color shown by the referee will not be given any consideration in the settlement of this offer and the decisive criteria will always be the order in which the single player is considered to have gone into the referee’s book. For settlement purposes it is possible for a single player to be listed twice as the “Next Carded player” as much as both bookings occur during different interruptions of play. Should 2 or more players be booked during the same interruption of play, bets on this offer will be settled as void.
- aa) Any reference to “Free Kicks” both when presented as a single outcome, as well as an occurrence will also take into consideration instances awarded for offsides and any other violation except those sanctioned with a penalty.
- bb) For selected events, and without prejudice to <Section A, Para 5, Clause 4>, the Operator will allow users to place bets combining outcomes and occurrences from the same event (aka intra-event combinations), either through pre-established combinations present in its Sportsbook or through the BetBuilder functionality. Unless otherwise stated, either in conjunction with the bet offer or in the Sport-specific rules, settlement will be based as per the rules governing the particular sport the bet refers to. All listed occurrences must be fully accomplished for the bet to be considered as winning and any ties will be considered as a LOST outcome, unless otherwise stated within the offer (Example: A bet on Team X to win and have more than 8 corners will be considered as LOST should the listed team win and have exactly 8 corners). Should any part of an intra-event combination be settled as “VOID” in accordance with the respective Sport-Specific rules (Example: the intra-event combination included a bet on Player X to score but the listed player did not start the game when the Sport-Specific rules required them to), the related selections emanating from the same event will also be settled with odds 1.00. In cases of abandoned events, all pending bets will be settled as void with the exception of those the outcome of which has already been decided and no further play could produce a different outcome.

15. Golf

- a) All bets will be deemed as valid as much as the Tournament, or the relative round to which the bet refers to, is played within the same year, irrespective of any time delays, unless other arrangements have been agreed to.
- b) All bets referring to Tournament Performance (Winner, Place, Group Betting, Top Nationality, Individual Final Position, etc.) will be deemed valid as long as 36 holes have been completed by the eligible players, and an official result has been declared by the organization.
- c) Bet offers already decided are considered as valid bets even though 36 holes are not played and/or

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an official result has not been issued by the organization.

- d) Any result deriving from officially sanctioned playoffs will count towards the settlement of the offers.
- e) Bets on players who start the tournament but withdraw voluntarily or are disqualified will be settled as losing bets, unless the result of the offer which the bet refers to is already determined.
- f) All Win/Place bets referring to the Competition Winner and Top Nationality Markets placed after 00:00CET of the Monday of the week of the tournament on participants who do not compete at all will be refunded. All other Win/Place bets will be deemed valid.
- g) In outright bets which include a limited selection of participants, such as Top Nationality, Group Betting, etc., the Operator reserves the right to apply Tattersalls Rule 4 on any non-starter. Dead Heat rules will apply except for cases where a play-off has determined a better finishing position.
- h) All "Head to Head" bet offers require all participants to start in the event/round to which the bet refers to.
- i) In "Head to Head" bets featuring only two players, stakes will be refunded if both participants share the same finishing position and no draw option has been offered. In "Head to Head" bets featuring three players, should two or more participants share the same finishing position, stakes will be divided in accordance with Section B, Para 5.19.
- j) Settlement of "Head to Head" bet offers involving the performance of two or more players (e.g. Best Finishing Position in the tournament) will be based upon the best finishing position/lowest score (as applicable) achieved in the relative event/round which the bet refers to.
- k) Any reference to Make/Miss the "Cut" requires an official cut/exclusion effected by the organizers for bets to stand. In the case of tournaments where players are eliminated during more than one phase, settlement will be based on a whether the player has qualified or not following the first "Cut" made.
- l) Disqualification/withdrawals by a player before the "Cut" is made, will result in the player being considered as having missed the "Cut". Disqualification/withdrawals subsequent to the "Cut" being made will be irrelevant towards the original settlement of the "Make the Cut" offers.
- m) In "Head to Heads" based on the best finishing position in the tournament, in case one player misses the cut then the other player will be settled as the winner. If both participants fail to make the "Cut" the player with the lowest score at the "Cut" will be considered as the winner. Should both players fail to make the "Cut" with the same score then the bet will be void. A player disqualified after the "Cut" has been made is deemed to have beaten a player who has failed to make the "Cut".
- n) Any reference to "Majors" will be based on the tournaments for that particular season to which the PGA attributes said definition, irrespective of any venue, date, or any other changes.

16. Handball

- a) "Head to Head" and "Over/Under" bets involving the performance of one or more players in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage for bets to stand.
- b) All bets referring to aggregated Tournament Totals will be settled based on official statistics by the governing association. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g. Extra Time) but not Penalty Shoot Outs.
- c) Settlement of player related bets in a specific match will be based on the result after the end of the 2nd half (Regular Time), unless otherwise stated.

17. Ice Hockey

- a) Settlement of player related and team total bets in a league/competition/tournament (such as Goals, Assists, Points, Penalty Minutes, etc.) will be settled based on official statistics by the governing association. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g. Over Time) but not Penalty Shoot Outs.
- b) "Head to Head" and "Over/Under" bets involving the performance of one or more players in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage.
- c) Settlement of player related bets in a specific match will be based on the result after the end of the 3rd period (Regular Time), unless otherwise stated.
- d) For the purpose of settlement, "Over/Under" bets referring to Total Goals Scored in the match including any eventual goals scored in Overtime and Penalty Shootouts, will be settled by counting as only "1" the goals scored by either team during the prolongations. The following examples can be used for consideration:
 - i. Example 1 - Over/Under (Regular Time): Match ends 2-2 at the end of the 3rd period. Total Goals will be settled as 2-2 (4 goals in total).
 - ii. Example 2 - Over/Under (Including OT and Penalty Shootout): Match ends 2-2 at the end of the 3rd period and Team A scores in OT. Total Goals will be settled as 3-2 (5 goals in total).
 - iii. Example 3 - Over/Under (Including OT and Penalty Shootout): Match ends 2-2 at the end of the 3rd period. OT ends 0-0 while during the Penalty Shootout Team A scores 1 and Team B scores
Total Goals will be settled as 2-3 (5goals in total).
- e) Unless specifically stated or implied within the offer, all bets on Ice Hockey are determined on the basis of the result at the end of Regular Time (ie. end of 3rd Period).
- f) Unless specifically stated or implied in the offer characteristics, settlement of Season bets will be based as per the classifications, definitions and tie-breaking rules as per NHL.com, or the official website of the competition (as applicable).
- g) All offers referring to player performances remain valid regardless of eventual player trades during any point in the season.
- h) Offers referring to individual player performances' in a single match (example: Total Goals Scored by Player X) or confronting performances from 2 individual players during the course of a match (example: Which of Player X or Player Y will score most Goals), require all listed individuals to be an active participant in the applicable match for bets to stand.
- i) Offers referring to individual player performances' over a particular period (example: Total Goals Scored by Player X during the Regular Season) or confronting performances from 2 individual players during the course of the season (example: Which of Player X or Player Y will score most Goals during the Regular Season), require all listed individuals to be an active participant in at least one more match applicable for the offer after bet acceptance for bets to stand.

18. Motor Sports

- a) This section is valid for all sports related to Motor Racing, such as: Formula One, A1 GP, CART, Indy Car, NASCAR, Circuit Racing, Touring Cars, DTM, Endurance, Rally, Rally-cross, Motorcycling, Superbike.
- b) Bets are settled according to the publication of live timing and classification as shown on TV at the time of podium presentations, or at the end of the session/race/event (as applicable). Should the

information required for the settling of the offer be missing/not shown and/or incomplete, the first official information on the official site will be deemed binding, regardless of subsequent promotions, demotions, appeals and/or penalties inflicted after the termination of the session/race which the bet refers to.

- c) Events being shortened due to weather conditions or other situations but are deemed official by the governing association will be settled accordingly, regardless of any changes which said associations might make due to the incompleteness of the race.
- d) Should an event/race/session/lap/heat be restarted from the beginning, bets will stand and will be settled according to the result issued after the restart, except for those bets the outcome of which has already been determined.
- e) For settlement purposes, a driver/rider who has taken part in an officially-sanctioned practice or qualification session is considered to have taken part in the event, regardless of his eventual participation in the actual race.
- f) In "Head to Head" bets all listed participants must take part in the session to which the bet refers to for bets to stand, irrespective of whether a driver manages to get an official time.
- g) In "Outright" or "Place" bets, no refunds will apply on those participants who do not take part for any reason, for the session/event/championship to which the offer refers to.
- h) Settlement for any offer with reference to "Race completion" will be based on official regulations as issued by the governing association.
- i) A "Head to Head" bet where both drivers/riders fail to complete the race is determined on the basis of the most laps completed. In case the participants fail to complete the race and are recorded for the same number of laps, the bet is declared void, except in cases of Rally where at least one of the listed participants must complete the event, otherwise the bets will be declared void.
- j) Time penalties inflicted by the governing Association during the qualifying session(s) will count. Other grid demotions/promotions are disregarded.
- k) A Race is considered to have started when the warm-up lap starts (where applicable), thus all drivers/riders taking part in the warm-up lap are deemed to have started. In case of a participant whose start is delayed, or starts the race from the pit lane, the participant is also deemed to have taken part.
- l) Settlement of seasonal markets will take into account the classification issued exactly after the completion of the last race of the season including any decisions taken by the organizing association during the season, given that said decision is issued before the last race of the season. Any decision (even on appeal) taken after the end of the last stipulated race is deemed as irrelevant.
- m) All bets which make reference to teams' performances will stand regardless of any driver/rider changes.
- n) Bets will stand regardless of any schedule/location/circuit changes as far as the race/event is held within the same year/season, irrespective of any time delays, calendar order, etc., except for those bets placed after 00:00CET of the Monday of the week for which the race/event is scheduled which will be refunded should the race/event/session that the offer refers to not be held within 7 days of the scheduled date at the time the bet was placed.
- o) Bets referring to specific teams' performance during the race require the initially stipulated number of vehicles from each team to start the race for bets to stand, otherwise they will be declared void (e.g. in Formula 1, two cars from each team should start the race).
- p) Settlement of bets referring to the inclusion of the "Safety Car" will not take into account those occurrences in which the actual race starts behind the "Safety Car".

- q) Settlement of offers on the first driver/car to retire will be based on the actual lap in which the driver is considered to have withdrawn from the race. Thus, if two or more drivers retire during the same lap bets will be settled in accordance with Section B, Para 5, Clause 14.
- r) Bets on the First/Next Driver to retire during the race will include only the outcomes deriving after the official start of the race. Any retirements/withdrawals previous to the actual start of the GP (including those during the warm-up lap) will not be considered for settlement purposes.

19. Rugby League

- a) Unless otherwise stated, settlement of bets on Rugby League is determined on the basis of the result after the so called extra (over) time or Golden Point Rule, as applicable.
- b) "Margin Betting" and "Half/Time Full Time" offers are settled with the outcome at the end of the 80 minutes play.
- c) Certain competitions/events might have offers that are relevant to a specific period/match that can end in a draw, either at the end of the normal 80 minutes of play or even after eventual extra (over) time is played. In such cases bets are settled according to the so-called "dead-heat" rule where the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the Customer's stake. Should such provision be in place it would be listed in conjunction with the bet offer.
- d) Try Scorers (First/Last/Anytime/Team) – All bets include any potential extra (over) time. Any bets placed on players in the game day 17 stand regardless of the player's participation (or lack thereof) in the match. Stakes on players not included in game day 17 will be refunded.
- e) Unless otherwise specified, all other bets involving the performance of one or more players will require the listed participant(s) to play from the start of the match to be valid.
- f) Settlement of player-related bets in match/event/tournament will be based on the result after potential over (extra) time, unless otherwise stated.
- g) All bets stand, regardless of change of venue.

20. Rugby Union

- a) Unless otherwise specified all bets referring to the match and team performances, etc. are settled in accordance with the result at the end of the 2nd half (after 80 minutes play).
- b) Certain competitions/events might have offers that are relevant to a specific period/match that can end in a draw, either at the end of the normal 80 minutes of play or even after eventual extra (over) time is played. In such cases bets are settled according to the so-called "dead-heat" rule where the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the Customer's stake. Should such provision be in place it would be listed in conjunction with the bet offer.
- c) Try Scorers (First/Last/Anytime/Team) – All bets include any potential extra (over) time. Any bets placed on players in game day 22 stand regardless of the player's participation (or lack thereof) in the match. Stakes on players not included in game day 22 will be refunded.
- d) Unless otherwise specified, all other bets involving the performance of one or more players will require the listed participant(s) to play from the start of the match to be valid.
- e) Settlement of player-related bets in match/event/tournament will be based on the result after potential

over (extra) time, unless otherwise stated.

- f) All bets stand, regardless of change of venue.

21. Surfing

- a) All bets stand, regardless of any postponement, change of venues, etc., granted that the event is held within the official waiting period as declared by the governing body.
- b) Matchups referring to the performance of one or more surfers are considered valid given that all listed surfers start in the listed heat/event.
- c) Certain competitions/events might have offers that are relevant to the performance in an event where two or more listed surfers are eliminated in the same stage. In this case bets would be settled according to the so-called "dead-heat" rule where the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the Customer's stake. Should such provision be in place it would be listed in conjunction with the bet offer.

22. Swimming

- a) Unless otherwise stated, all bets on Swimming are determined on the basis of the result after the final stage of that competition. If neither of the listed participants takes part in the final stage, all bets will be void, unless the governing association follows specific tie-breaking procedures, in which case, these will be deemed valid.
- b) All bet offers will be settled based on the first official result being presented. However, the Operator will take into account and settle/re-settle accordingly, any changes to the official result issued within 24 hours after the event has taken place. For such eventuality to be considered, the protest must be attributable to incidents happening exclusively during the event, such as a lane infringement or an early start in a relay race, etc. No doping cases will be considered. The result available at the end of the aforementioned 24 hours will be deemed as binding regardless of any further protests, changes to the official result, etc.
- c) If two or more participants take part in different heats during a competition, all Head-To-Head-offers between them will be considered void, unless there is a later stage in the competition that at least one of them qualifies for.
- d) A participant who is disqualified due to the infringement of the start procedure (false start) will be deemed to have taken part in the event.

23. Tennis and Racket Sports (Badminton & Table Tennis)

- a) All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes (either before or during the match), in conditions (indoor/outdoor) and/or surface types, unless other arrangements have been agreed.
- b) "Match" bet offers are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The player/team progressing to the next round or winning the tournament is to be considered as the winner of the bet regardless of match duration, withdrawals, disqualifications, etc. These bets require at least one set to be completed for bets to stand.
- c) "Over/Under" and "Handicap" offers on unfinished matches the outcome of which is already determined before the interruption of play and/or where any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences which should have been

needed to bring the offer to the natural conclusion will be added as necessary depending on the number of sets which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer this will be settled as such. The following examples can be used for consideration:

- i. Example 1 - Over/Under: A retirement occurs in a match scheduled for three sets with the score 7-6, 4-4. The offers: "Total Games Set 2 – 9.5" (or any lines lower than that amount) & "Total Games Played in the Match – 22.5" (or any lines lower than that amount) will be settled with "Over" bets as winning and "Under" bets as losing. Bets on lines higher than that will be settled as void.
- ii. Example 2 - Handicap: A retirement occurs at the start of the 3rd set in a match scheduled for 5 sets with the score at 1-1. Bets on +2.5/-2.5 Sets will be settled as winners and losers respectively.

Offers on any lines lower than that amount will be settled as void.

- d) All "Correct Score" (namely Set Betting and Game Betting), "Odd/Even", and those offers which refer to the winner of a particular period in the match (example "Which player will win the first set?" and "Set 2 – Game 6: Winner" require the relevant part of the match to be completed.
- e) All type of offers not specified above require at least one set to be completed for bets to stand, except for those offers the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.
- f) In a Doubles match, all bets will be declared void if any of the stated players are being replaced.
- g) Any reference to "Grand Slams" will be based on the tournaments for that particular season to which the ITF attributes said definition, irrespective of any venue, date, or any other changes.
- h) Unless explicitly stated, all bets on Davis Cup matches will be voided in case it is decided that the match is played in any other format than "Best of 5 Sets", (e.g. Best of 3 Sets).
- i) Offers relative to the Davis Cup are offered with the explicit assumption that the particular match-up will form part of the so-called "rubbers" for the next available Singles session, which usually consists of two Singles matches per session. All bets will be cancelled on matches which are intended for the first or second rubber (usually Friday Singles matches) which had the listed participants changed, regardless of the fact that the same encounter could actually happen during other match-ups of the same tie/round.
- j) Results acquired in a "Pro Set" will be valid only for the following offers: "Match", "Set Handicap", "Set Betting" and "Total Sets". All other types of offers will be settled as void, with the exception of offers the outcome of which is already determined.
- k) In cases where a "Match Tie-Break" is used by the organizing committee/federation as the deciding factor in determining the outcome of the match, said "Match Tie-Break" will only count as 1 "Game" as applicable. (Example: A match with the following scores: 6-4 (Set 1), 2-6 (Set 2) and 10-8 (Match tie-break) will be resulted in Participant/Team A winning 9 Games (6+2+1) while Participant/Team B will be considered as won 10 (4+6+0).

24. Volleyball

- a) Any points tallied during the so called "Golden Set" will not count for the settlement of the offers relating to that particular match, with the exception of any bets referring to tournament progression and Tournament Totals.
- b) Settlement of player-related bets in match/event/tournament will be based on the result after potential over (extra time, unless otherwise stated).

- c) "Head to Head" and "Over/Under" bets involving the performance of one or more players in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage.
- d) "Over/Under" and "Handicap" offers on unfinished matches the outcome of which is already determined before the interruption of play and/or where any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of sets which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer, this will be settled as such. See examples from the tennis-section for reference.
- e) All "Correct Score" offers, "Odd/Even", and those offers which refer to the winner of particular period/timeframe in the match (example "Which team will win the 1st set?" and "Set 2 – Race to 15 points" require the relevant part of the match to be completed.
- f) All type of offers not specified above require at least one set to be completed for bets to stand, except for those offers the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.

25. Winter Sports

- a) This section is valid for the following sports: Alpine Skiing, Biathlon, Cross Country Skiing, Freestyle, Nordic Combined, Short Track, Ski Jumping, Snowboard & Speed Skating.
- b) Results from a competition will be deemed valid if it is declared as a valid competition for the relevant category, by the governing association for that sport. This applies in case of an event being shortened, such as only consisting of one run/jump instead of two, or an event being moved to another venue.
- c) In cases of abandoned/uncompleted events, all those offers the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome are deemed valid and will be settled accordingly.
- d) All offers will be settled as void if the original/stated format of an event is completely changed, like the size of hill in Ski Jumping, style in Course Country Skiing, etc.
- e) The Operator reserves the right to apply Tattersalls Rule 4 in case of a non-starter in a "Group Betting" ("Best of X") offer.
- f) Offers related to specific Winter Sports events (excluding for example bets referring to Overall classifications, Olympic, World and Continental competitions), are offered with the explicit assumption that the particular event will be the next event held in that particular sports/discipline. Should the specific event be moved for any reason whatsoever and an exactly similar event for that sports/discipline is held in the same location starting in not more than 72 hours, the bets will be valid for the next scheduled event in that sports/discipline. Thus, if for example two separate races from the same sports/discipline are scheduled for Friday and Saturday and the Friday competition is moved to Saturday or Sunday, the bets on the Friday competition will be settled in accordance with the next scheduled event, in this case Saturday's events. In cases where just 1 event is scheduled in that sports/discipline and the starting time is moved less than 72 hours, bets will remain valid and will be settled accordingly. Should no event with the same connotations be held in the 72 hour period after the initially scheduled time, bets will be settled as void.
- g) In a "Head to Head" between two or three participants, at least one of the listed participants must complete the final run/stage/jump which the bet refers to, for bets to be considered valid. Such provision is not applicable for Cross-country Sprint events which include different elimination stages

as well as Ski Jumping. In such cases, settlement will be based on the official classification irrespective of whether any of the listed participants completes the final run/stage/jump.

26. Sport Specific Limits

- a) As mentioned in these House Rules, the Operator reserves the right to limit the net payout (the payout after the stake has been deducted) on any bet or combination of bets, by one Customer or any group of Customers acting together by lowering the amount the Customer is permitted to wager on the event.
- b) Unless explicitly agreed upon, winnings in excess of the limits will be disregarded.
- c) Limits vary depending on the sport, the type of competition and the type of bet offer. Should a bet contain a combination of offers from different sports/categories/matches and/or offer types, the payout will be limited to the lowest level included in the combination, as specified below.
- d) Please visit the Sports Wagering counter for information on limits on a specific event.

