

THE SITE RULES AND REGULATIONS

PART A - INTRODUCTION

Use and interpretation.

These Rules and Regulations ("**Rules**") are part of the Site's terms and conditions.

The Rules apply to all bets placed on this online betting platform ("**Site**"). The Rules consist of the following:

- This INTRODUCTION section (Part A);
- The GENERAL RULES (set out in Part B below); and
- The SPECIFIC SPORTS RULES (set out in Part C below - these apply to certain sports).

The General Rules apply to all bets unless stated otherwise in the Specific Sports Rules. If there is any inconsistency between the Specific Sports Rules and the General Rules, the Specific Sports Rules shall prevail.

The rules governing how markets are offered, managed and/or settled are not the same for every market on each product. In certain circumstances, a bet that is settled as a winner on one product may be settled as a loser on the other product (and vice versa). Additionally, different settlement rules may apply so that, for example, bets that are a winner on one product may be settled as a dead heat or be voided on the other product. Customers must ensure that they familiarise themselves with the relevant rules that apply to the bets that they place on the Site.

Customer responsibility

- Customers should make themselves aware of all of the Rules affecting any market on which they wish to place a bet.
- In particular, customers who use the "one-click" option to place bets are solely responsible for their actions and the Site shall have no liability to such customers for any errors made by customers when using this option.

PART B - GENERAL RULES

Matters beyond the Site's reasonable control and malfunctions

The Site is not liable for any loss or damage you may suffer because of any: act of God; power cut; trade or labour dispute; act, failure or omission of any government or authority; obstruction or failure of telecommunication services; or any other delay or failure caused by a third party or otherwise outside of our control. In such an event, the Site reserves the right to cancel or suspend access to the Site without incurring any liability.

The Site is not liable for the failure of any equipment or software howsoever caused, wherever located or administered, or whether under its direct control or not, that may prevent the operation of the Site.

In the event of a technological failure or error which is apparent to the customer, the customer is obliged to notify the Site of such failure/error immediately. If the customer continues to place a bet in these circumstances, they shall take reasonable action to minimise any potential loss. In the absence of such action, the Site reserves the right to void a bet.

The Site reserves the right in its absolute discretion to restrict access to the Site, or withhold funds or void any bets outstanding to a customer's account in its absolute discretion in the event of a technological failure or other malfunction which affects the integrity of the Site whether this is under its direct control or otherwise. Customers will be notified on the Site of any such malfunction which may operate to prevent the placing of further bets or which may result in outstanding bets being voided.

Managing markets In-Play

General

- For everything other than horseracing and greyhound racing, if a market is not scheduled to be turned in-play but the Site fails to suspend the market at the relevant time, then:

i. if the event has a scheduled 'off' time, all bets matched after that scheduled off time will be void;
and

ii. if the event does not have a scheduled 'off' time, the Site will use its reasonable endeavours to ascertain the time of the actual 'off' and all bets after the time of the 'off' determined by the Site will be void.

- For horseracing and greyhound racing, if a market is not scheduled to be turned in-play but the Site fails to suspend the market at the relevant time, then all bets matched after the official 'off' time will be void.
- The Site aims to use its reasonable endeavours to suspend in-play markets at the start of and at the end of the event. However, the Site does not guarantee that such markets will be suspended at the relevant time.
- Customers are responsible for managing their in-play bets at all times.
- For the purposes of in-play betting, customers should be aware that transmissions described as "live" by some broadcasters may actually be delayed or pre-recorded. The extent of any delay may vary depending on the set-up through which they are receiving pictures or data.

All markets other than soccer markets - not suspending at the time of the 'off'

- In relation to markets which are scheduled to be turned in-play, the Site aims to use its reasonable endeavours to turn such markets in-play at the time of the 'off'. However, the Site does not guarantee that such markets will be suspended and turned in-play at the time of the 'off'.
- If a market is scheduled to be turned in-play but the Site does not suspend the market and cancel unmatched bets at the time of the 'off' and the market is not turned in-play with unmatched bets cancelled at any time during the event, all bets matched after the scheduled time of the 'off' will be void (in the case of horseracing and greyhound racing, bets will be void from the official rather than the scheduled 'off' time). If the event does not have a scheduled 'off' time, the Site will use its reasonable endeavours to ascertain the time of the actual 'off' and all bets after the time of the 'off' determined by the Site will be void.
- If a market is scheduled to be turned in-play but the Site does not suspend the market at the time of the 'off' (so unmatched bets are not cancelled at that time), but the market is intentionally turned in-play at a later time during the event, all bets matched after the time of the 'off' will stand.

Soccer markets - not suspending at kick-off or on the occurrence of a Material Event and rules relating to VAR

- Not suspending at kick-off

i. In relation to soccer markets that are scheduled to be turned in-play, the Site aims to use its reasonable endeavours to turn such markets in-play at kick-off and to suspend such markets on the occurrence of a Material Event (see definition of "Material Event" below).

ii. The Site does not guarantee that such markets will be suspended and turned in-play at kick-off.

iii. If a market is scheduled to be turned in-play but the Site does not suspend the market at kick-off and the market is not turned in-play at any time during the match, all bets matched after the scheduled time of the kick-off will be void.

iv. If a market is scheduled to be turned in-play but the Site does not suspend the market at kick-off (so unmatched bets are not cancelled at that time), but the market is turned in-play at a later time during the match, all bets matched after the scheduled time of the kick-off and before the first "Material Event" will stand. However, if there has been one or more "Material Events", any bets matched between the first "Material Event" and the market being turned in-play will be void.

- Not suspending on the occurrence of a Material Event and cancellations of Material Events due to VAR

i. If the Site does not suspend a market on time for the occurrence of a Material Event, the Site reserves the right to void bets unfairly matched after the Material Event has occurred. Voiding of these bets may take place during the event or retrospectively once a game is completed.

ii. Where a Material Event is cancelled due to a determination made via a video assistant referee, the Site will void all bets which are matched between the occurrence of the Material Event and the cancellation of it. The voiding of any such bets may take place during the event or retrospectively once a game is completed.

- Definition of "Material Event"

i. For the purpose of these Rules, a "Material Event" shall mean a goal being scored, a penalty being awarded or a player being sent off.

Results and market settlement

General

- Markets will be settled in accordance as set out in the Specific Sports Rules.
- Where the Specific Sports Rules do not specify how and on what basis a market will be settled, markets will be settled on the official result of the relevant governing body regardless of any subsequent disqualification or amendment to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).
- If no official result of a relevant governing body is available, the result will be determined by the Site (acting reasonably) using information from independent sources. In such cases, if any new information comes into the public domain within 48 hours of settlement, then the Site shall (acting reasonably) determine either: (i) whether the market should be reinstated

or resettled in light of this new information; or (ii) whether or not to wait for further information before deciding whether to reinstate or resettle the market. Except where the Site has announced that it is waiting for further information, any information that comes into the public domain more than 48 hours after a market has been settled shall not be considered by the Site (regardless of whether or not such information may have led to a different result).

- In the event of any uncertainty about any result or potential result, the Site reserves the right to suspend settlement of any market for an unlimited period until the uncertainty can be resolved to the reasonable satisfaction of the Site. The Site reserves the right to void any market if the uncertainty regarding settlement cannot be resolved to the Site's reasonable satisfaction.

Resettlements

- Markets are generally settled shortly after the end of the event in question. the Site may settle (or part-settle) some markets before the official result is declared (or may increase a customer's 'available to bet' balance by the minimum potential winnings of that customer on a given market) purely as a customer service benefit. However, the Site reserves the right to amend the settlement of the market if: (i) the official result is different to the result on which the Site initially settled the market; or (ii) if the whole market is eventually voided (e.g. for an abandoned event).
- The Site reserves the right to reverse the settlement of a market if a market is settled in error (for example, a human or technical error).
- If The Site resettles a market, this may lead to amendments being made to a customer's balance to reflect changes in market settlement.

Non-runners, withdrawals and disqualifications

- Subject always to the Site's right to void bets under its terms and conditions or for any exception under the Rules, if a market contains a statement that says "All bets stand, run or not" (or something similar), then all bets on a team or competitor will stand regardless of whether or not the team or competitor starts the event or takes any part in the event.
- If a team or competitor is disqualified, withdraws or forfeits after starting an event they will be deemed a loser providing at least one other team or competitor completes the event. If no team or competitor completes an event (having started) then all bets will be void except for bets on any markets which have been unconditionally determined.

Winner with [named selection]' markets

- The Site may from time to time offer markets that are dependent on the participation of a particular competitor. If the competitor named in a 'Winner with ...' market title does not participate in the tournament or event then all bets on the market will be void.
- A team or competitor will be deemed to have participated if they have taken part to the extent necessary to record an official result or classification (including any disqualification but excluding any "did not start" or equivalent classification).

Abandonments, Cancellations, Postponements

Some markets have different rules and these are listed in the Specific Sports Rules. However, where a market has no rules in the Specific Sports Rules in relation to an abandonment, cancellation and/or postponement the following shall apply.

In relation to any match, fixture, game, individual event, or similar: If the event is not completed within three days after the scheduled completion date, then all bets on markets for this event will be void, except for bets on any markets that have been unconditionally determined.

In relation to any tournament, competition or similar: If the event is not completed within three days after the scheduled completion date, then any markets relating to the event will be settled in accordance with the official ruling of the relevant governing body, providing such a decision is given within 90 days after the scheduled completion date. If no official ruling is announced in this 90 day period, then bets on any market relating to this event will be void, except for bets on any markets which have been unconditionally determined. If a market is to be voided but has been part-settled as a courtesy to customers, then such part-settled bets will be reversed and all bets on the market will be void.

The Site will decide (acting reasonably) whether a market relates to a match (or similar) or a tournament (or similar).

Change of venue

Some markets have different rules and these are listed in the Specific Sports Rules.

However, if change of venue is not dealt with in the Specific Sports Rules then the following shall apply:

- For any team sport: if the scheduled venue is changed after the market is loaded by the Site, all bets will be void only if the new venue is a home ground of the original away team
- For all categories or markets other than team sports: if the scheduled venue is changed after the market is loaded by the Site, all bets will stand.
- If there is a change in the type of scheduled surface after the market has been loaded, all bets will stand.

Periods of time

Some markets have different rules and these are listed in the Specific Sports Rules. However, if not dealt with in the Specific Sports Rules then the following shall apply.

If the scheduled duration of an event is changed after the market has been loaded but before the start of the event, then all bets will be void.

Some markets refer to the length of time until an occurrence in the event (e.g. time of first goal). If an event happens in stoppage or injury time after any regular time period then it will be deemed to have occurred at the end of the regular time period. For example, if a goal is scored in first half stoppage-time in a soccer match it will be deemed to have occurred on 45 minutes.

All bets apply to the relevant full 'regular time' period including stoppage time. Any extra-time and/or penalty shoot-out is not included.

References within these Rules to a particular number of 'days' shall mean the end of the day local time after the expiry of the specified number of days.

"To qualify" markets

Some markets have different rules and these are listed in the Specific Sports Rules. However, if not dealt with in the Specific Sports Rules then the following shall apply.

Any 'to qualify' market (e.g. "to reach the final" markets) will be determined by the competitor or team that qualifies, whether or not they take part in the next round or event for which they have qualified. Markets will be settled after the qualifying stage and any subsequent disqualification or amendment to the result will not count.

Dead heats

Unless stated otherwise in the Specific Sports Rules the Dead Heat Rule applies to bets on a market where there are more winners than expected.

For each bet matched on a relevant winning selection, the stake money is first reduced in proportion by multiplying it by the sum of the number of winners expected, divided by the number of actual winners (i.e. stake multiplied by (number of winners expected/number of actual winners)). The winnings are then paid to the successful backers on this 'reduced stake' (reduced stake multiplied by traded price) and the remaining stake money is paid to the appropriate layers.

Miscellaneous

- All references to time periods in the Rules relate to the time zone in which the event takes place. *For example, a reference to the start time of a football match, relates to the local kick-off time.*
- All information supplied by the Site is done so in good faith. However, the Site cannot accept liability for any errors or omissions in respect of any information, such as the posting of prices, runners, times, scores, results or general statistics.
- The Site reserves the right to correct any obvious errors and shall take all reasonable steps to ensure markets are administered with integrity and transparency.
- If an incorrect team or competitor name is displayed (excluding minor spelling mistakes) or the incorrect number of teams, competitors or outcomes is displayed in any complete market or a market is otherwise loaded using incorrect information or includes any obvious error, then the Site reserves the right to suspend the market and (providing it acts reasonably) to void all bets matched on the market.
- Customers are responsible for ensuring that they satisfy themselves that the selection on which they place a bet is their intended selection. *For example, in the case of a competitor bearing the same name as another individual not competing in the relevant event, the onus is on the customer to ensure that they know which competitor the Site has loaded into the relevant market and to ensure that they are placing their bet on their chosen competitor.*
- The Site may, in its sole and absolute discretion, decide to suspend betting on a market at any time (even if such suspension is earlier than anticipated by the Rules). In the interests of maintaining integrity and fairness in the markets, the Site may also void certain bets in a market or void a whole market in its entirety.
- In the event that members are unable to place bets due to technical issues or for any other reason, the Site has no obligation to accept bets in an alternate manner. Any bets attempted to be placed in another manner will not be accepted.

- The Site reserves the right to void any bets placed on markets where an incorrect price or line was offered.
- The Site reserves the right to close or suspend a customer's account if it considers that that customer has used the Site in an unfair manner, has deliberately cheated or taken unfair advantage or if the customer's account is being used for the benefit of a third party. The Site also reserves the right to close or suspend a customer's account if it considers that it has been used in a fraudulent manner or for illegal and/or unlawful or improper purposes.
- The Site reserves the right to amend the Rules at any time. Any such revision will be binding and effective immediately on the posting of such rule changes on the Site and any markets loaded after the new Rules have been posted shall be governed by the new Rules.
- The Site reserves the right to cancel unmatched bets to protect customers at any time.
- The Site shall use its reasonable endeavours to resolve disputes and shall act with fairness and integrity in exercising its rights under these rules. The Site's decision in such cases shall be final and binding upon the customer.
- On the settlement of any market, amounts relating to:

i. winnings/losses on bets; and

ii. any charges

will be rounded up or down to the nearest two decimal places

Multiple accounts

Customers are not permitted to hold multiple accounts. This includes holding an account with any other site operating on the same platform as this Site.

Customers who continue to operate multiple accounts will have their accounts "linked" and managed accordingly which may affect the extent to which bets can be placed on the Site.

If the Site believes, in its absolute discretion, that customers have registered and/or used more than one account, and/or acted in collusion with one or more other individuals through a number of different accounts, the Site reserves the right to void bets and/or withhold any winnings arising from such a behaviour.

Use of Virtual Private Network (VPN) and Proxy Servers

Customers using VPN applications to mask location or proxy servers to mask device are liable to having bets invalidated.

Customers appearing from multiple IP locations are also liable to having bets invalidated.

Cheating/Sniping

Cheating of any kind is not allowed and customers who are deemed to be cheating are liable to have bets made void.

Cheating includes but is not limited to; market price manipulation, court siding, sniping, commission abuse and maximum bet/maximum win limit abuse.

Integrity

The Site reserves the right to void any bets that are under review as part of any integrity investigation.

The Site may void certain bets in a market or void a whole market in its entirety as a result of any integrity investigation.

The Site's decision in such integrity cases shall be final and binding upon the customer.

PART C - SPECIFIC SPORTS RULES

Cricket

General

- If a ball is not bowled during a competition, series or match then all bets will be void except for those on any market that has been unconditionally determined (e.g. in the 'Completed Match' market).
- If a match is shortened by weather, all bets will be settled according to the official result (including for limited overs matches, the result determined by the Duckworth Lewis method).
- In the event of a match being decided by a bowl-off or toss of the coin, all bets will be void except for those on markets that have been unconditionally determined.

Test matches

- If a match starts but is later abandoned for any reason other than weather (which may include but is not limited to: dangerous or unplayable wicket or outfield; pitch vandalism; strike or boycott; crowd protests/violence; stadium damage; acts of terrorism; and acts of God), the Site reserves the right to void all bets, except for those on markets that have been unconditionally determined.
- If the match is not scheduled to be completed within five days after the original scheduled completion date, then all bets on markets for this event will be void, except for bets on any markets that have been unconditionally determined.

Limited Over matches

- If a match is declared "No Result", bets will be void on all markets for the event except for those markets which have been unconditionally determined or where the minimum number of overs have been bowled as laid out in the market specific information.
- In the event of a new toss taking place on a scheduled reserve day for a limited overs match all bets that were placed after 30 minutes before the original scheduled start of play on the first day will be made void. This rule relates to all markets except those that have been unconditionally determined (e.g. in the win the toss and toss combination markets).
- The Super Over market refers to the entire Super Over as a tie break mechanism. Where only one Super Over is played, the Site will void all Super Over bets in the event of a tied Super Over regardless of settlement rules elsewhere. In the event that more than one Super Over is played, the site will settle all Super Over bets based on the winning team of the final Super Over unless the final Super Over is tied in which case the Site will void all Super Over bets.

Completed Match

- A match will be treated as "Completed" when the required number of overs for that game have been completed as determined by the match officials. If the required number of overs for that match has not been completed, the match will be treated as "Match Abandoned" or "No Result" and bets will be settled accordingly.
- Please be aware that bets will carry over onto any reserve day and will be settled on the official result of the match. If a match is postponed or abandoned for any reason other than weather (which may include but is not limited to: dangerous or unplayable wicket or outfield; pitch vandalism; strike or boycott; crowd protests/violence; stadium damage; acts of terrorism; and acts of God), The Site reserves the right to void all bets on this market.

Sessions/Innings/Player Runs - Fancy

- All session/innings/player runs are based on Haar-Jeet odds format.
- In the event of rain reduced innings:

i.If an innings is curtailed before the original scheduled start of play, all bets will be settled.

ii.If an innings is curtailed after start of play, then all bets on markets for this event will be settled up to the stipulated new innings length.

- In any session market, in the event a session is not completed in full because a team is all out or declared, all bets will remain valid and the market will be settled at the innings score.
- For Advance Session markets denoted by 'ADV' in market name only the 1st team to bat Innings markets are valid. For Test Matches the 1st innings for each team is valid.
- We endeavour to suspended all ADV markets during the toss but this is not guaranteed for all events and dependent on media coverage. The site reserves the right to void bets deemed to take advantage of information not generally available.
- If any fixture is subject to conditions that may alter the length, structure or format of the fixture in any manner (e.g. rain), ADV markets may be suspended.
- Batsman Runs - bets will stand if the batsman has faced one ball or is given out before first ball is faced. Score counts if batsman is Not-Out including if innings is declared. In case of rain, match abandoned etc. settled bets will be valid.
- Runs at Fall of 1st Wicket – This market will be settled based on the total number of runs scored at the fall of the first wicket. At least one ball must be bowled, if no wickets fall bets will be void unless settlement is already determined.
- Runs at Fall of Next Wicket - The score before the fall of the specified wicket determines the result of the market. If a team declares or reaches their target then the score at the conclusion of the innings will determine the settlement of the bets. Bets will be settle should no more play take place following the intervention of rain, or any other delay. In case of rain, match abandoned etc. settled bets will be valid.
- Over Total Runs – Bets will be settled on the total number of runs scored during the 1st over of the match. The over must be completed for bets to stand unless settlement is already determined.

- In the instance that a market is not suspended upon the completion of the market, all bets placed after the time of completion may be made void.
- ADV Opening Batsmen markets are only valid if the batsmen selected in the market opens the batting. If the opening batsmen change, then the opening batsmen market in relation to the particular player who was changed will be made void.
- Penalty runs will not be included.

Format Specific Session Runs Rules

Test Matches

- Test Matches (Meter Paari) - All bets, open or closed, on a team's innings runs shall be void if 70 full overs are not bowled unless one team has won, is dismissed or declares prior to that point.
- ADV markets for both teams will be valid in test matches, regardless of which team bats first.
- Where a session is open for a nominated number of overs but the team declare before the end of that session, the session is made complete by the remaining number of balls from the opposing team's innings that follows the declaration.
- Day 1, session 1, a minimum of 25 overs must be bowled, otherwise all bets in this session market will be void.
- Day 1, session 2, a minimum of 25 overs must be bowled, otherwise all bets in this session market will be void.
- 1st Day Total Run markets will only be valid if a minimum of 80 overs are bowled on this day. Otherwise all bets in this market will be void.
- Test Matches - (PLAYERS METER) Individual Batsmen Runs / Partnerships - All bets, open or closed, on an individual batsman or partnership runs shall be void if 50 full overs are not bowled unless one team has won, is dismissed or declares prior to that point. Bets on partnership totals make up when the next wicket falls. If a batsman in the relevant partnership retires hurt, the partnership is treated as continuing between the remaining batsman and the batsman who comes to the wicket. A partnership is also treated as being ended by the end of an innings.
- Total Match Four, Total Match Sixes, Total Match Runs, Total Match Wides, Total Match Extras, Total Match Wicket, Top Batsmen, Highest Over, Innings Designated Line Markets will only be valid if the third innings is played. Otherwise, all bets will be void.
- Next Batsman Out markets - if a player retires injured, bets will be void in this market.

Limited Overs Matches

- Limited Overs Matches - (**Player Meter**), Individual Batsmen Runs or Partnerships - In a limited overs match where bets may be made on an individual batsman or partnership runs in-play and the innings is curtailed or subject to any reduction in overs, then these markets will be settled at the midpoint of the last available quote before the overs were reduced. If the innings resumes at a later time, a new market may be formed. If a customer wants a position in the new market they are required to place a new bet. If there are any subsequent

reductions in overs, exactly the same rules will continue to apply i.e. the market is settled at the midpoint of the last available quote before the overs were reduced and a new market may be formed.

- Total Match Four, Total Match Sixes, Total Match Runs, Total Match Wides, Total Match Extras, Total Match Wicket, Top Batsmen, Highest Over, Innings Designated Line Markets will only be valid if the second innings is played. Otherwise, all bets will be void.
- In the event of an inning length being altered due to rain, match abandonment or any other condition, markets already settled will remain settled and all bets will remain valid. Bets in markets that are yet to be determined will be settled as per score.

Exchange Runs

- Bets are placed in an exchange and matched with corresponding bets.
- Bets will be matched at the requested run line or better.
- All exchange runs are based on decimal odds format.
- All bets are placed at 2.00 odds.
- Bets will be void in the following cases, regardless of whether the outcome of the bet is already unconditionally determined:
 - a. if the scheduled number of overs for the innings is reduced by rain interruption and at settlement time, the actual number of overs bowled is less than the number of overs stipulated for the market; or
 - b. if the scheduled number of overs for the innings is reduced for any other reason after the innings has begun, and at settlement time, the reduced number of scheduled overs is less than the number of overs stipulated for the market.
- Please note that if the batting side reach their target within the total amount of stipulated overs or have been bowled out and the innings hasn't been reduced in overs to less than the stipulated number of overs for the market, the market will be settled as complete.

Genie Bet Markets

1. General Twenty20 Cricket Betting Rules

1. Genie Bets placed on Twenty20 Cricket are not inclusive of any 'Super Over'. Bets are settled on the maximum allotted overs per team (20).
2. Any reference to 'bet' refers to the entire contents of a Genie Bet betslip. Any reference to a 'selection' is in reference to one selection within the related bet. Genie Bet is the aggregate bet comprised of all constituent selections.
3. If a player in the bet does not take any part in the match, then the whole bet will be made void, regardless of the rest of the selections within the bet. If the player takes to the pitch, then all player related bets will be settled accordingly as win/loss. 'Player A to get 1+ Six' would be a losing selection if he participates in fielding but does not bat. 'Player B to get 1+ Wicket' would be a losing selection if he takes any part in the match regardless of whether he bowls. This ruling refers to any player

related markets. Please refer to section 2 (Bet Type Settlement Rules) for player related market breakdowns and rulings.

4. Any void selection within your bet, will deem the entire bet void.
5. If all the selections within the bet are valid (all players involved within the bet take part within the match), any losing selection within the bet will deem the entire bet a losing bet. A winning slip must be comprised of winning selections only.
6. For any obvious pricing errors, we reserve the right to cancel/void any bets placed at that wrong price. We also reserve the right to cancel/void any bets on events where the venue is changed after the publication of odds.
7. In the event of a batsman retiring for any reason, all relevant batting markets for this batsman will be settled on the runs at the time of their retirement.
8. Any markets ending in 'dead heats' will be deemed as losers. For example, if you are to bet Player A 'Top bat for his team' and both him and Player B are top run scorers on the joint number of runs for their team– this would constitute a loser.
9. All 'Team Runs' markets will stand independent of the toss result. For example, 'Over 150 Team A Runs' is resulted even when Team B bat first and achieve 140 runs.
10. All markets will be settled on the result of the match on the day that it is played and completed. Any results that are changed retrospectively will not alter the settlement of the market.
11. If a match is postponed before the scheduled start and is subsequently rescheduled to be played less than 24 hours (inclusive) from the originally allotted start time, all bets will stay active and will be settled upon the result of the rescheduled match. If a match is postponed before the original start date/time and is subsequently rescheduled to be played more than 24 hours from the original start time, all bets will be voided.
12. Any match where the start date/time has been altered well in advance (e.g. to ease fixture congestion) will not be classed as postponed.
13. For matches played at a neutral venue, all bets will still count regardless of the order the teams are listed and whether we have indicated it is as being played at a neutral venue (except in the situation of an obvious pricing error, please refer to 1.5).
14. In the event of a batsman retiring for any reason, all relevant batting markets for this batsman will be settled on the runs at the time of their retirement.

2. Bet Type Rules

1. **Who will win?** – You are betting on the result, e.g. Team A, Draw or Team B...
2. **Who will score 10+/20+ runs?** – You are betting that a nominated player will score 10+/20+ runs.
3. **Who will be top bat?** – You are betting on who will be the top batsman in the match. As stated in 1.6, any dead heats will be classed as a losing selection.

4. **Who will be top bat for their team?** – You are betting on who will be the top batsman for their respective team. As stated in 1.6, any dead heats will be classed as a losing selection.
5. **Who will take a wicket?** – You are betting on a player to take a wicket. A run out will not be classified as a wicket for the player who ran the batsman out. A 'Mankad' runout whereby the bowler runs out the non-striking batsman will not count as a wicket for the bowler.
6. **Who will hit a six?** – You are betting on a nominated player to hit a six when batting. This must be signalled as six runs to the relevant player by the umpire and subsequently logged on any official scorecard as such. Running the six runs will not count as a six regarding this market.
7. **Who will hit a four?** – You are betting on a nominated player to hit a four when batting. This must be signalled as four runs to the relevant player by the umpire and subsequently logged on any official scorecard as such. Running the four runs will not count as a four regarding this market.
8. **How many runs will a player score?** – You are betting on a nominated player to score an amount of runs in their innings. If the player does not achieve the number of runs nominated, regardless of whether the player batted in the match then this selection would be a loser.
9. **How many sixes will a player hit?** – You are betting on a nominated player to hit a nominated number of sixes when batting. Each six must be signalled as six runs to the relevant player by the umpire and subsequently logged on any official scorecard as such. Running the six runs will not count as a six regarding this market.
10. **How many fours will a player hit?** – You are betting on a nominated player to hit a nominated number of fours when batting. Each four must be signalled as four runs to the relevant player by the umpire and subsequently logged on any official scorecard as such. Running the six runs will not count as a six regarding this market.
11. **How many wickets will a player take?** – You are betting on whether a player will take the nominated number of wickets specified.
12. **Which team will get the highest opening partnership?** – You are betting on which team will get the highest opening partnership score. This is the team who have the most runs at the point of the first wicket being taken.
13. **Which team will hit the most fours?** – You are betting on which team will hit the most fours in the match.
14. **Which team will hit the most sixes?** – You are betting on which team will hit the most sixes in the match.
15. **How many team stats?** – You are betting on a nominated number of the following events for your team:
 1. Sixes
 2. Catches

3. Wickets
16. **Which team will get the most?** – You are betting on which team will get most of the following market-sets:
 1. Catches
 2. Wickets
 3. Run outs
17. **How many runs?** – You are betting on the total amount of runs in the match achieved by both teams combined.
18. **How many match stats?** – You are betting on a nominated number of the following events in the match:
 1. Sixes
 2. Catches
 3. Wickets
19. **What will the winning margin be?** – You are betting on what the winning margin will be for each team. In the event of a reduced overs match, this market will be settled based on the official result based on **Rain Rulings**.
20. **How will the first wicket fall?** – You are betting on the method by which the first wicket of the match will fall.
21. **What else will happen?** – You are betting on the following markets:
 1. **Super over** - A super over, also known as a one-over eliminator, to be played in the match.
 2. **50 scored in the match** – A player to achieve a score of 50 or more in the match.
 3. **Century scored in the match** – A player to achieve a score of 100 or more in the match.
 4. **Hat-trick taken in the match** – A bowler to take a ‘hat-trick’ in the match. A hat-trick is when a bowler successfully dismisses three batsmen with consecutive deliveries. The deliveries may be interrupted by an over bowled by another bowler from the other end of the pitch but must be three consecutive deliveries by the individual bowler.
 5. **Wicket taken in the 1st over** – A wicket to be taken by the bowling team in the 1st over of the match.

Genie Combo Special

General rules

- If a ball is not bowled during a match, then all bets will be void.

- If a match is shortened by weather, all bets will be settled according to the official result (including for limited overs matches, the result determined by the Duckworth Lewis method).
- In the event of a match being decided by a bowl-off or toss of the coin, all bets will be void except for those on markets that have been unconditionally determined.
- If a player included in any selection in the bet is not named in the official starting XI then the whole bet will be made void, regardless of the rest of the selections within the bet. If the player takes to the pitch, then all player related bets will be settled accordingly as win/loss. 'Player A to get 1+ Six' would be a losing selection if he participates in fielding but does not bat. 'Player B to get 1+ Wicket' would be a losing selection if he takes any part in the match regardless of whether he bowls. This ruling refers to any player related markets.
- In the case of official substitutes/impact players etc, bets containing players that are official substitutes and not in the official starting XI's will be void.
- Any void selection within your bet, will deem the entire bet void.
- If all the selections within the bet are valid (all players involved within the bet take part within the match), any losing selection within the bet will deem the entire bet a losing bet. A winning slip must be comprised of winning selections only.
- Any markets ending in 'dead heats' will be deemed as losers. For example, if you are to bet Player A 'Top bat for his team' and both him and Player B are top run scorers on the joint number of runs for their team– this would constitute a loser.
- In the event of a batsman retiring for any reason, all relevant batting markets for this batsman will be settled on the runs at the time of their retirement.
- If a match is postponed before the scheduled start and is subsequently rescheduled to be played less than 24 hours (inclusive) from the originally allotted start time, all bets will stay active and will be settled upon the result of the rescheduled match. If a match is postponed before the original start date/time and is subsequently rescheduled to be played more than 24 hours from the original start time, all bets will be voided.
- All 'Team Runs' markets will stand independent of the toss result. For example, 'Over 150 Team A Runs' is resulted even when Team B bat first and achieve 140 runs.
- Penalty runs will not be included in any settlement totals.
- In the case of rain affected matches, where match overs are reduced in any capacity:
 -
 - The following minimum number of overs must be scheduled, and there must be an official result (Duckworth-Lewis counts) otherwise all bets are void, unless result can already be determined
 - Twenty20 Matches - The full 20 overs for each team.
 - One Day Matches - At least 40 overs for each team.
 - 100-Ball Matches – At least 80 balls for each team.

- T10 Matches – The full 10 overs for each team.
- Test Matches – All bets stand regardless of number of overs played as long as there is an official result.

What are you betting on?

- **Who will win?** – You are betting on the result, e.g. Team A, Draw or Team B...
- **Who will score 10+/20+/50+/100+ runs?** – You are betting that a nominated player will score 10+/20+/50+/100+ runs.
- **Who will be top bat?** – You are betting on who will be the top batsman in the match. Any dead heats will be classed as a losing selection.
- **Who will be top bowler?** – You are betting on who will be the top bowler in the match. Any dead heats will be classed as a losing selection.
- **Who will be top bat for their team?** – You are betting on who will be the top batsman for their respective team. Any dead heats will be classed as a losing selection.
- **Who will be top bowler for their team?** – You are betting on who will be the top bowler for their respective team. Top bowler is defined as the highest number of wickets taken. Any dead heats will be classed as a losing selection.
- **Will top match batsman score be greater than X?** – You are betting on either the score of the highest scoring individual batsman in the game will be greater than X.
- **Will named player outscore another named player?** – You are betting on a nominated player to score.
- **Who will take a wicket?** – You are betting on a player to take a wicket. A run out will not be classified as a wicket for the player who ran the batsman out. A 'Mankad' runout whereby the bowler runs out the non-striking batsman will not count as a wicket for the bowler.
- **Who will hit a six?** – You are betting on a nominated player to hit a six when batting. This must be signalled as six runs to the relevant player by the umpire and subsequently logged on any official scorecard as such. Running the six runs will not count as a six regarding this market.
- **Who will take a catch?** – You are betting on a nominated player to take a catch, as logged on any official scorecard.
- **Who will hit a four?** – You are betting on a nominated player to hit a four when batting. This must be signalled as four runs to the relevant player by the umpire and subsequently logged on any official scorecard as such. Running the four runs will not count as a four regarding this market.
- **How many runs will a player score?** – You are betting on a nominated player to score an amount of runs in their innings. If the player does not achieve the number of runs nominated, regardless of whether the player batted in the match then this selection would be a loser.
- **How many sixes will a player hit?** – You are betting on a nominated player to hit a nominated number of sixes when batting. Each six must be signalled as six runs to the

relevant player by the umpire and subsequently logged on any official scorecard as such. Running the six runs will not count as a six regarding this market.

- **How many fours will a player hit?** – You are betting on a nominated player to hit a nominated number of fours when batting. Each four must be signalled as four runs to the relevant player by the umpire and subsequently logged on any official scorecard as such. Running the six runs will not count as a four regarding this market.
- **How many wickets will a player take?** – You are betting on whether a player will take the nominated number of wickets specified.
- **Will a player score more than X Dream11 Fantasy points?** – Will a named player earn X or more Dream11 fantasy points throughout the course of a match. Total Dream11 fantasy points will be settled on official Dream11 result.
- **Will named player be player of the match?** - Bets will be settled on the officially declared Player of the Match.
- **Which team will get the highest opening partnership?** – You are betting on which team will get the highest opening partnership score. This is the team who have the most runs at the point of the first wicket being taken.
- **Which team will hit the most fours?** – You are betting on which team will hit the most fours in the match.
- **Which team will hit the most sixes?** – You are betting on which team will hit the most sixes in the match.
- **How many team stats?** – You are betting on a nominated number of the following events for your team:
 - Sixes
 - Catches
 - Wickets
- **Which team will get the most?** – You are betting on which team will get most of the following market-sets:
 - Catches
 - Wickets
 - Run outs
 - Ducks (batsman scoring 0 runs after facing at least 1 ball)
- **How many runs?** – You are betting on the total amount of runs in the match achieved by both teams combined.
- **How many match stats?** – You are betting on a nominated number of the following events in the match:
 - Sixes
 - Catches

- Wickets
- Ducks (batsman scoring 0 runs after facing at least 1 ball)
- **How will the first wicket fall?** – You are betting on the method by which the first wicket of the match will fall.
- **50 scored in the match?** – A player to achieve a score of 50 or more in the match.
- **Century scored in the match?** – A player to achieve a score of 100 or more in the match.
- **Hat-trick taken in the match?** – A bowler to take a ‘hat-trick’ in the match. A hat-trick is when a bowler successfully dismisses three batsmen with consecutive deliveries. The deliveries may be interrupted by an over bowled by another bowler from the other end of the pitch but must be three consecutive deliveries by the individual bowler.
- **Wicket taken in the 1st over?** – A wicket to be taken by the bowling team in the 1st over of the match.
- **Boundary scored in the 1st match over?** – Any boundary scored by the batting team in the first over of the match.

Soccer

- If the Site does not suspend a market on time for the occurrence of a Material Event, the Site reserves the right to void bets unfairly matched after the Material Event has occurred. Voiding of these bets may take place during the event or retrospectively once a game is completed.
- If a match has not started (or if the Site believes that a match will not have started) by 23:59 (local time) on its scheduled start date, then all bets will be void unless the Site has knowledge that the match has been rescheduled to be played within three days of its original start date.
- If a match starts but is later abandoned or postponed and the Site believes that the match will not have been completed by 23:59 (local time) on its scheduled start date, then all markets, with the exception of any unconditionally determined markets, will be void unless the Site has knowledge that the match has been rescheduled to be played within three days of its original start date. If the Site does have knowledge that the game will be played within three days and the game is played within three days, then all bets will stand except if the match is restarted from the beginning. If the match is restarted from the beginning then all bets matched before the market went in-play will stand, but any bets placed in-play will be void, except for any bets placed in-play on markets which have been unconditionally determined, which will stand.
- For Friendly matches, all bets apply to the full duration of play according to the match officials, plus any stoppage time. If a friendly match starts but is later abandoned or postponed and is not completed (i.e. the full duration of play according to match officials, plus any stoppage time) within three days of the scheduled start date, all bets will be void except for those on markets which have been unconditionally determined. In the case of ambiguity over the official result from match officials, the outcome will be determined by the Site (acting reasonably) using information from independent sources.

- Match odds bets apply to the full duration of play according to the match officials, plus any stoppage time. They do not include any result given after Extra Time or Penalties.
- If an official fixture lists different team details to those listed on the Site (for example, the team name, reserves, age group, gender, etc), then all bets matched on the affected markets will be void. In all other cases, bets will stand (including instances where a team name is listed without specifying the term 'XI' in the name). If an official fixture is shown on the Site under an incorrect competition name, then the Site reserves the right to void all bets matched on the affected markets.
- If a team is disqualified, thrown out or otherwise removed from a league, one of the following will apply:
 - If this happens before the relevant season has started, all bets on all affected markets will be void (except for those on markets which have been unconditionally determined);
 - If this happens after relevant season has started, all affected markets will stand and the team will be deemed to be relegated and all bets on that team will be settled accordingly in all relevant markets (assuming, of course, that it is not subsequently reinstated before the end of the season).
- The relevant season will be deemed to have started once the first league game has been played. For the purposes of this rule, markets relating to individual matches will not be deemed to be "affected markets".
- For 'top goalscorer' markets only the goals scored in the league or competition stated in the Market Information count. For example, if a player joins a club mid-season any goals scored in a different league will not count, however goals scored for a different club in the same league will count. Own goals will not count.
- In markets which relate to the number of incidents to occur, such as 'number of corners', these will be determined on the basis of the number taken, rather than awarded.
- For markets that relate to the number of bookings given, the number of corners taken, any goalscorer or the time of a particular goal, the result will be determined by the Site (acting reasonably) using information from independent sources. In such cases, if any new information comes into the public domain within 48 hours of settlement, then the Site shall (acting reasonably) determine either: (i) whether the market should be reinstated or resettled in light of this new information; or (ii) to wait for further information before deciding whether to reinstate or resettle the market. Except where the Site has announced that it is waiting for further information, any information that comes into the public domain more than 48 hours after a market has been settled shall not be considered by the Site (regardless of whether or not such information may have led to a different result).
- Full-time (FT) bets are settled based on the FT result at the end of the scheduled period of play (90 minutes unless otherwise specified), or where matches are ended legitimately and given an official result by the referee. This includes any additional minutes of injury or stoppage time. Any extra-time period of play, Golden Goal or penalty shoot-out will not count for FT bet settlement purposes.

- Half-time (HT) bets are settled based on the score at half-time. HT results stand regardless of whether the match reaches FT.
- The Operator retains the right to void all bets where the scheduled playing time is less than 90 minutes or inconsistent to the pre-specified playing time.
- Where a soccer match in the "Today" schedule does not start play by 0400hrs (match venue local time) the next morning, The Operator will deem bets on the match to be void.
- Where a soccer match that has started is suspended or abandoned and is not completed by 0400hrs (match venue local time) the following morning, all bets on which a result is still pending will be cancelled by the Operator. Any subsequent results, arising from resumption of the match at a later stage or from decisions by local football authorities, will not be recognized. Where markets have been offered and a result already determined, all bets will stand and normal settlement will be applied by the Operator.
- The Operator will endeavour on a best efforts basis to display Home and Away teams with suitable orientation based on, but not limited to, official home / away team, fixture location, market consensus, their reasonable assessment. In the event of the venue changing from home team to away or vice-versa, or the fixture is moved to a neutral ground, the Operator retains the right to determine all bets valid or void at their discretion. The Operator is not obliged to state any notification of this fact on the website or via any other means.
- The odds and goal handicap for any given match are subject to fluctuation. All bets will be settled by the Operator at the prevailing odds and handicap at the time the bet was confirmed.
- In the event that a match starts before the scheduled kick-off time, the Operator reserves the right to deem bets placed prior to the originally scheduled time either valid or void. All bets placed before the actual (new) start time will be valid.
- Running Ball (in-play) bets may be kept in 'pending' mode during 'high-risk' moments in a match, as defined by the Operator. Bets in pending mode on markets relating to goals (including Handicap and Over/ Under) may be accepted only if and when a 'high-risk' moment does not result in a goal being scored or red card being issued. Bets in pending mode on markets relating to corners or cards may be accepted only if and when a 'high-risk' moment does not result in a corner being taken or card being issued. Even when a 'high-risk' moment does not result in a goal being scored, corner being taken or card being issued, the Operator reserves the right not to accept any bet being kept in pending mode. Bet placed while in pending will be accepted when the 'high-risk' element has passed. This includes bets that has been placed prior to the final whistle but still in danger until the final whistle has been blown.
- For the purposes of markets relating to corners, any corner awarded but not taken will not count. A re-taken corner will only count once. The Company's decision on number of corners taken will be final.
- Where The Operator has reasonable grounds to suspect that a bet has been placed after an event to which the bet pertained has taken place, it reserves the right to cancel the bet without having to provide any prior notice, explanation or burden of proof.

- The Running Ball 'Timer', 'Score' and 'Red Card' indicator is for reference only. The Operator takes no responsibility for losses accrued as a result of this or any other such information proving to be erroneous, or as a result of any information having been omitted.
- The Operator reserves the right to cancel any bets placed at the wrong score line.
- Extra time (ET) bets are settled based on the ET result within the scheduled period of ET play (30 minutes unless otherwise specified), or where matches are ended legitimately and given an official result by the referee. This includes any additional minutes of injury or stoppage time. Any goals, or corners or cards that were taken, or scored or shown during regulation time do not count, and market lines do not include these.
- Extra time Half-time (ET HT) bets are settled based on the Extra time half-time result. ET HT results stand regardless of whether the match reaches FT. Any goals, or corners or cards that were taken, or scored or shown during regulation time do not count, and market lines do not include these.
- Penalties shoot out betting. When this market is being offered the handicap betting on this market will include all penalties taken in the shoot-out. However for over/under betting only the first 5 penalties for each side will count for settlement purposes. Any penalties that were taken, or scored during regulation time or extra time do not count, and market lines do not include these.
- Extra time Half-time (ET HT) bets are settled based on the Extra time half-time result. ET HT results stand regardless of whether the match reaches FT. Any goals, or corners or cards that were taken, or scored or shown during regulation time do not count, and market lines do not include these.
- Penalties shoot out betting. When this market is being offered the handicap betting on this market will include all penalties taken in the shoot-out. However for over/under betting only the first 5 penalties for each side will count for settlement purposes. Any penalties that were taken, or scored during regulation time or extra time do not count, and market lines do not include these.
- The Operator reserves the right to delay settlement of any market in the event of uncertainty surrounding a result. In such cases The Operator will endeavour to determine the correct outcome and will not consider 'official' sources if such sources appear manifestly inaccurate. The Operator's decision in all such cases will be final.
- In the event that either team begins the match with fewer than 11 players, The Operator reserves the right to deem bets placed either valid or void.

Genie Bet Markets

1. General Football Betting Rules

1. Genie Bets placed on Football apply to 90 minutes plus injury time, unless it is explicitly stated that the bet applies to Extra-time and/or Penalties. For all bets containing such wording, the remaining selections in the bet will be settled on the match [i] (90 minutes plus injury time) result, unless stated otherwise. Match officials determine whether the full 90 minutes and injury time is to be played or has been played, all bets are active unless the match is deemed as abandoned (please refer to 1.7).

2. Any reference to 'bet' refers to the entire contents of a Genie Bet betslip. Any reference to a 'selection' is in reference to one selection within the related bet. Genie Bet is the aggregate bet comprised of all constituent selections.
3. If a player in the bet does not take any part in the match, then the whole bet will be made void, regardless of the rest of the selections within the bet. This rule refers to any player related markets involving both goals and cards. Please refer to section 2 for period related player selections.
4. If all the selections within the bet are valid (all players involved within the bet take part within the match), any losing selection within the bet will deem the entire bet a losing bet.
5. For any obvious pricing errors, we reserve the right to cancel/void any bets placed at that wrong price. We also reserve the right to cancel/void any bets on events where the venue is changed after the publication of odds.
6. All markets will be settled on the result of the match on the day that it is played and completed. Any results that are changed retrospectively, for example: dubious goals panel reviews, results reversed for ineligible players, will not alter the settlement of the market.
7. If an event is abandoned, any selections where the outcome has already been decided e.g. half- time result or first team to score, will stand. All other selections will be made void regardless of the score-line at the time of abandonment. Abandoned matches will be deemed to be matches which do not reach their natural conclusion by midnight local time. Matches where a referee removes the players from the field of play for a temporary period, but the remaining minutes of play take place by midnight local time on that same day, will not be deemed as abandoned.
8. If an event is postponed before the kick off and subsequently rescheduled to be played less than 48 hours from the original kick off, all bets will stay active and will be settled upon the result of the rescheduled event. If an event is postponed before the kick-off and subsequently rescheduled to be played more than 48 hours from the original kick off, all bets will be voided.
9. Any event where the kick-off date/time has been altered well in advance (e.g. to accommodate live TV or to ease fixture congestion) will not be classed as postponed.
10. For matches played at a neutral venue, all bets will still count regardless of the order the teams are listed and whether we have indicated it is as being played at a neutral venue (except in the situation of an obvious pricing error, please refer to 1.3).

2. Bet Period Rules

1. All below periods (2.2-2.7) are periods that can be taken with markets (3.1-3.22). For example, a bet containing: 90mins (2.2) period with Who will win? (3.1), you are betting on the result over the entirety of the match (90 mins plus injury time).
2. 90 mins – This refers to the entirety of the match. All bets involving 90 min selections apply to 90 minutes plus injury time. Match officials determine whether the full 90 minutes and injury time is to be played or has been played. Any event occurring before the official start of the match, during the half time break (any time after the

whistle for half time and before the start of the second half) or after the final whistle do not count.

3. 1st 10 mins – This refers to the first 10 minutes of the match (00:00 and 09:59). For example, a corner awarded in this period but not taken until after 10:00 will not count. Any event that occurs 10:00 or later within the match will not count. Any event occurring before the official start of the match does not count.
4. - 1st half – This refers to the first half of the match only, including any injury time minutes played within it. Any event occurring before the official start of the match or during the half time break (any time after the whistle for half time) will not count.
5. - 2nd half – This refers to the second half of the match only, including any injury time minutes played within it. Any event occurring before the second half (first half or during the half time break) or after the final whistle will not count.
6. - Each half – This refers to an event happening in both halves of the match. If the chosen event happens in neither half or within only one of the halves this will be deemed a losing selection. Any event occurring before the official start of the match or during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle will not count.
 - For any 'each half' period player related bets, if the player is to participate in any part of the first half then this selection will stand. If they are not to participate in the first half, then this selection will be voided.
7. - Either half – This refers to an event happening in one, or both halves of the match. If the chosen event doesn't happen within the match this will be deemed a losing selection. Any event occurring before the official start of the match, during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle will not count.
 - For any player related bets in relation with 'either half', if the player participates at any point in the match then this selection will stand. For example, for a player to score either half, if they score in the first half but do not play in the second half, this will be a winning selection. If they are not to participate in the match at all then this selection will be voided.

3. Bet Type Settlement Rules

1. **Who will win?** – You are betting on the result, e.g. Team A, Draw or Team B.
2. **Who will score?** – You are betting on whether a nominated player will score a goal.
 - In abandoned matches, any player who has already scored at the time of abandonment will be settled as a winner (in relation to this market).
 - If the named player does not take part in the match, bets on that player will be made void. If the player takes any part in the match, bets will stand.
 - Own goals do not count.
3. **Who will get carded?** – You are betting on whether the nominated player will receive a Yellow or Red Card. Only cards shown to players currently on the pitch within the

match will count. Cards shown to managers, players on the bench or after the match do not count. If the player does not play, bets taken on the player will be made void.

4. **How many corners?** – You are betting on whether the total number of corners will be above or below the numbers quoted. Only corners that are taken will count. Corners that are indicated as given but subsequently not taken will not count. If a corner is re-taken, it will only count as one corner. Extra-time does not count towards the total.
5. **How many booking points?** – You are betting on whether the total number of booking points is above or below the stated total. Extra-time does not count towards the total nor do booking points received before kick-off and/or after the final whistle. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total.

- Yellow Card = 10 & Red Card = 25. If a player receives 2 yellow cards and is consequently shown a red card, the player receives a total of 35 booking points.

6. **How many cards?** – You are betting on whether total number of cards is above, below or exactly the stated total. Extra-time does not count towards the total nor do booking points received before kick-off and/or after the final whistle. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total.

- Yellow Card = 1 & Red Card = 2. If a player receives 2 yellow cards and is consequently shown a red card, the player receives a total of 3 cards. No player can receive more than 3 cards for settlement purposes. For example, a player receiving a yellow card then a straight red card receives 3 cards for settlement purposes. A player receiving two yellows and consequently a red card receives 3 cards for settlement purposes, also. A straight red on its own counts as 2 cards for settlement purposes.

7. **Will both teams score?** – You are betting on whether both teams will score at least one goal each.

8. **What will the score be?** – You are betting on what the score will be.

9. **How many goals?** – You are betting on how many goals will be scored.

- Whether the total number of goals will be above or below (over/under) the stated total. Exactly - How many goals exactly will be scored in the match, e.g. no goals, exactly 1 goal etc.

10. **What else will happen?** – You are betting on whether a nominated match event will occur (within 90 minutes plus injury time, Extra-Time and/or Penalties do not count), including:

1. Penalty awarded - Whether a penalty will be taken (and subsequently missed/scored). Penalties awarded but rescinded, for any reason, and subsequently are not taken will not be deemed a winning selection.

2. Penalty missed - Whether a penalty will be missed. This is any penalty taken that does not result in a goal from that kick directly. If a penalty is ordered to be retaken, the original penalty will not count towards any official settlement. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
3. Penalty scored - Whether a penalty will be scored. This is any penalty taken that results in a goal directly from this kick. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection.
4. 2+ penalties awarded - Whether two, or more, penalties will be taken (and subsequently missed/scored). Penalties awarded but rescinded and subsequently not taken will not be deemed as a penalty awarded.
5. 2+ penalties scored - Whether two, or more, penalties will be scored. Penalties scored but ordered to be retaken, the original penalty will not count.
6. Free-kick goal - Whether a free kick will be scored. Any bets involving free-kick goals must be scored directly from a free-kick. Penalties do not count. The player taking the free kick must be the scorer of the goal.
7. Header goal - Whether a header will be scored over the course of the match. A headed goal is a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.
8. Outside box goal - Whether a goal will be scored from outside of the 18-yard box/penalty area). Own goals are excluded, any other method of goal scored from outside of the penalty area will count, including free kicks.
9. Own goal - Whether an own goal will be scored.
10. Sending off - Whether a player is sent off. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or because of two yellow cards. If the red card is retracted, by VAR or otherwise, then this will not count as a winning selection.
11. Woodwork - Whether the frame of the goal is hit during active play. Instances where the ball hits the woodwork which result directly in a goal do not count as woodwork being hit.
12. Go to extra time – Whether the match will go to extra-time after the 90 minutes, in applicable matches where extra-time can be played.
13. Go to penalties – Whether the match will go to penalties in applicable matches where this can happen. In all other scenarios other than when this is achieved, the selection would be a losing one.

11. **How many team goals?** – You are betting on how many goals a nominated team will score, including:
1. How many team goals - Whether the total number of team goals in the match will be above or below the stated total.
 2. How many goals exactly the nominated team will score in the match, e.g. No Goals, Team A Exactly 1 Goal, Team B Exactly 3 Goals etc. (own goals are included).
12. How many goals will a team win by? – You are betting on by what margin a nominated team will win.
13. **How many team booking points?** – You are betting on whether the total number of booking points for your nominated team/teams is above or below the stated total. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total. Neither cards shown after the final whistle nor cards shown in extra-time count towards the total.
- Yellow Card = 10 & Red Card = 25. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 35 booking points.
14. How many team corners? – You are betting on whether the total number of corners taken by your nominated team/teams will be above or below the numbers quoted.
- Only corners that are taken will count. Corners that are indicated as given but subsequently not taken will not count. If a corner is re-taken, it will only count as one corner. Extra-time does not count towards the total.
15. **What else will happen to teams?** – You are betting on whether a nominated match event will occur to a nominated team (within 90 minutes plus injury time, Extra-Time and/or Penalties do not count), including:
1. Team penalty taken - Whether a penalty will be taken over by your nominated team. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection. Only a completed penalty outcome is applicable.
 2. Team penalty missed - Whether a penalty will be missed by your nominated team. This is any penalty taken that does not result in a goal from that kick by the nominated team. Missed penalties that are then re-taken do not count. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
 3. Team penalty scored - Whether a penalty will be scored by your nominated team. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss. Penalties scored but ordered to be retaken, the original penalty will not count.

4. Team 2+ penalties awarded - Whether two, or more, penalties will be taken by your nominated team. Penalties awarded but rescinded and subsequently not taken will not be deemed as a penalty awarded.
5. Team 2+ penalties scored - Whether two, or more, penalties will be scored by your nominated team. Penalties scored but ordered to be retaken, the original penalty will not count.
6. Team free-kick goal - Whether a free kick will be scored by your nominated team. Any bets involving free-kick goals must be scored directly from a free-kick. Penalties do not count.
7. Team header goal - Whether a header will be scored by your nominated team. A headed goal is a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.
8. Team outside box goal - Whether a goal will be scored from outside of the 18-yard box/penalty area by your nominated team. Own goals are excluded. Any goal from outside of the box will be classed as a winner, intentional or not. Free kicks are included.
9. Team sending off - Whether a player, for your nominated team only, is sent off. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or automatically resulting from 2 yellow cards.
10. Team clean sheet - Whether your nominated team will keep a clean sheet. For example, 0-0, 1-0 to your team, 2-0 to your team etc. would be winning selections.
11. First team to score – Which team will score the first goal. Rescinded and/or disallowed goals do not count, only official goals count. If no goal is scored in the match, this market will be resulted as a loser.
12. Last team to score - Which team will score the last goal. Rescinded and/or disallowed goals do not count, only official goals count. If no goal is scored in the match, this market will be resulted as a loser.
13. First corner – Which team will be awarded and subsequently take the first corner. If no corners are awarded in the specified period, this would be a losing selection.
14. Last corner – Which team will be awarded and subsequently take the last corner of the match. If no corners are awarded in the specified period, this would be a losing selection.
15. Most corners – Which team will take the most corners in the match. If the match corner count is level at full-time, the selection will be a losing one. Your nominated team needs to get more than the opponents for this to be a winning selection.

16. First card - Which team will be awarded the first card, yellow or red, in the match. If no cards are awarded in the specified period, this would be a losing selection.
17. Last card - Which team will be awarded the last card, yellow or red, in the match. If no cards are awarded in the specified period, this would be a losing selection.
18. Most booking points – Which team will receive the most booking points in the match. If no booking points are awarded (no cards shown) in the match, this will be resulted as a loser. Your nominated team must receive more booking points than the opponent for this to be a winning selection.
 - Yellow Card = 10 & Red Card = 25. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 35 booking points.
19. Most cards - Which team will receive the most cards in the match. If no cards are shown in the match, this will be resulted as a loser. Your nominated team must receive more cards than the opponent for this to be a winning selection.
20. • Yellow Card = 1 card & Red Card = 2 cards. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 3 cards. The maximum cards one player can receive is 3. A straight red card equates to 2 cards.

16. **Which player will score first/last?** – You are betting on which player will score the first/last goal within the match.

- Bets will be settled according to which player scores the first/last goal for their own team during the match.
- Own goals do not count. For example, if you have bet a player to score the first goal in the match and the first goal was an own goal, then the bet will be settled on the next goal that is scored. In this same scenario the scorer of the first goal, which is not an own goal, will be settled as the first goal scorer.
- In relation to 'Which player will score first', if your player has not participated in the match at the point the first goal is scored, selections will be made void.
- In relation to 'Which player will score last', if your player has participated in the match before or during the time the last goal is scored, related selections will stand.
- If no goal is scored in the match, or only own goals have been scored in the match, any selections on a player to score first or last will be resulted as losing selections, if they have participated in the relevant time-frame as stated in the above two points.

17. **How many player goals?** – You are betting on whether the nominated player will score 1+/2+ or 3+ goals in the match. Own goals are excluded.
18. **How will a player score?** – You are betting on the method by which the nominated player will score, with the following options available (own goals are excluded for all):
1. Header – the nominated player scores a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not.
 2. Free Kick - the nominated player scores a direct free kick for their own team.
 3. Outside of the box – the nominated player scores from outside of the 18-yard penalty area for their own team. Free kick scored from outside of the box counts as a winning selection.
 4. Penalty – the nominated player scores a penalty for their own team. The goal must be scored directly from this penalty. A re-bounce from a penalty will not be classified as a goal scored by penalty.
19. **Who will get carded or sent off?** – You are betting on (for the carded element) whether a nominated player will receive a yellow or red card.
- You are betting on (for the sent off element) whether a nominated player will receive a red card. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle or during the half time period do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or 2 yellow cards and is therefore subsequently shown a red card.
 - Cards shown before kick-off, during the half time interval or after full time will not count. Cards shown to players or officials who do not constitute active on-field players do not count.
1. First player carded – Which player will be awarded the first card, yellow or red, in the match. If no cards are awarded in the specified period, these selections will be losing selections.
 2. First team player carded – Which player will be awarded the first card, yellow or red, for their team only in the match. If no cards are awarded in the specified period, these selections will be losing selections.
20. **What is the double chance?** – You are betting on the match (or specified period) ending in one of the two displayed outcomes. For example, Team A/Draw would require the match (or specified period) to end with Team A winning, or a draw in order to be a winning selection.
21. **Who will be ahead at half-time/full-time** – You are betting on the result of the match at half- time and at full-time, both need to be correct in order to be a winning selection.
22. **How many team cards?** – You are betting on the number of cards for the nominated team during the match. Only cards shown to players on the pitch during active

periods of the match will count, cards shown to managers or substitutes do not count.

- Only one yellow card will count for a second bookable offence. Two yellows that consequently lead to a red card will count as three cards total. The same applies for a yellow card followed by a straight red card. The maximum card count one player can be issued with is three.
- Cards shown before kick-off, during the half time interval or after full time will not count. Cards shown to players or officials who do not constitute active on-field players do not count.

23. How will a team win? – You are betting on different markets relating to how a team will win, including:

1. Winning margin - By what margin the nominated team will win by.
2. Win to nil - Whether the nominated team wins to nil. For example, your nominated team winning 1-0, 2-0 etc. would result in this being a winning selection.
3. Win from behind - Whether the nominated team wins the match (or specified period) from behind.
4. Win in extra-time - Whether your nominated team wins the tie in extra-time. To be a winning selection your team must win the extra-time period (2 x 15 minutes plus injury time unless otherwise stated). If the match does not go to extra-time this will be a losing selection. If a fixture is postponed, normal postponed match rules apply. If a fixture is abandoned, normal abandoned match rules apply.
5. Win on penalties - Whether your nominated team wins the tie after penalties. Bets are settled only on fixtures that go to penalties. If the match does not go to penalties this will be a losing selection. If a fixture is postponed, normal postponed match rules apply. If a fixture is abandoned, normal abandoned match rules apply.
6. Qualify - Whether your nominated team qualifies to the next round of the next round of fixtures in the specified tournament/cup/league. If a fixture is postponed normal postponed match rules apply. If a fixture is abandoned normal abandoned match rules apply. In the event of a forfeit or bye for either team, please refer to the postponed rules (1.8).

^[i] Match refers to 90 minutes plus injury time, unless it is explicitly stated that the bet applies to Extra-time and/or Penalties. Match officials determine whether the full 90 minutes and injury time has been played.

^[ii] Active (in a match context) refers to periods of play within the match. Before the official start of the match, after the whistle for half-time up until the official start of the second half, and after the final

whistle will not count as active periods. Active in reference to a player refers to a player on the pitch during the relevant periods of play within the match.

Tennis

General / Exchange Markets

- If a player or pairing retires or is disqualified in any match, the player or pairing progressing to the next round (or winning the tournament in the case of a final) will be deemed the winner. However if less than one set has been completed at the time of the retirement or disqualification then all bets relating to that individual match will be void.
- All bets will stand regardless of changes to scheduled venues, including any changes to a different type of surface.
- If the scheduled duration of a match is reduced or increased in the number of games/sets required to win, all bets will be void except for those on markets which have been unconditionally determined. Please note that this does not apply to 'Match Odds' or 'Set Winner' markets on Davis Cup matches or 'dead rubber' matches that have been shortened from five sets to three sets after the market has been loaded, provided that the match has been shortened in accordance with the competition's rules.
- Where markets are offered on individual games or sets within a match, a retirement or disqualification during a game or set will render bets on that game or set market and all individual game or set markets void except those on markets which have been unconditionally determined.

Fancy Markets

Retirement or Disqualification:

1. Head to Head Matchups:

- One full set must be completed for Money Line wagers to stand. If less than 1 set is completed, all Money Line wagers will be considered void. The winner of the match is the participant declared the victor by the umpire of the match. *Example: Nadal trails 0-6, 0-2 vs Djokovic and Djokovic is forced to retire due to injury (or disqualification). All money line wagers stand. Nadal is declared the winner while Djokovic is deemed the loser. All other bets on the Spread, total, team total and sets betting will be void regardless of current score.*
- If a player retires before the 1st set is completed, all wagers on the match will be considered void. *Example: Nadal leads 2-0 vs Djokovic who retires due to injury. All wagers considered void.*

2. First Set Betting:

- If the first set is not completed because of a player retirement or disqualification, all bets on the match will be considered void. Such wagers will be cancelled and the monies refunded. If the first set in a match is completed, the wagers are graded and will stand on that line.

3. Sets Betting: (Set Handicap)

- If a tennis match is not completed because of a player retirement or disqualification, all Set betting wagers will be considered void. Such wagers will be cancelled and the monies

refunded. *Example: If we offer Player A (-1.5 sets or -2.5 sets) vs Player B (+1.5 sets or +2.5 sets) the match must be completed. If the match is not completed, wagers on that line are void. If we offer Player A to win exactly 2 sets to 1 or Player B to win exactly 2 sets to 1, those lines would be cancelled and refunded in the case of a retirement as well.*

4. Handicap and Total Games Betting: (Match Totals)

- If a tennis match is not completed because of a player retirement or disqualification, all Handicap and Total Games bets will be considered void, regardless of the score of the match. Such wagers will be cancelled and the monies refunded.

5. Proposition Betting: (To Win Set)

- If a tennis match is not completed because of a player retirement or disqualification, all proposition wagers will be considered void. Such wagers will be cancelled and the monies refunded, with some exceptions pertaining to propositions that require the completion of an individual set. *Example: To Win 1st Set (Must Complete 1st Set)*

6. Team Total Betting: (Player Totals)

- If a match ends with a player retirement, the team total bets for each individual player will be voided and graded as no action. A match must be completed for team total bets to be graded as action.
- If one of the players does not start the match, or tournament, all team total bets associated with that match will be graded as no action.

Delay or Suspension:

- If a tennis match is completed, without retirement or disqualification, all wagers stand as written. A delay in the start of a match will not affect the standing of wagers, nor will a suspension, as long as play is resumed and the match completed.

Pro Set:

- If a match is decided on a Pro Set, instead of the normal length of the match, all wagers are refunded except wagers on the 1st set line.
- If a match plays with a super tie-break as or is switched to having a super tie-break, then all wagers will be refunded on that match except for the 1st set winner and money line winner. The 1st set winner will have action and will be graded as normal.

Change of Venue or Playing Surface:

- All bets stand regardless of any change of venue, court surface, changing from indoors to outdoors and vice versa.

Davis and Federation Cup:

- All bets stand regardless of any change of venue, court surface, changing from indoors to outdoors and vice versa. *Example: A match is scheduled for 5 sets, but only 3 sets can be played because of weather. The leader at the end of 3 sets would be declared the winner of the match. All wagers are refunded except wagers on the 1st set winner line.*

Live Betting (All pre-game rules apply to live wagering in addition to):

- The next point must be played for wagers to have action. If either player retires before the next point is played, all wagers taken since the last point are refunded.
- If the first set is not completed, all bets on the outcome of the match (spread, money line, next set and total) will be void. All bets on a specific game will stand, provided that game was completed in its entirety.
- Individual Sets Betting: If the stated set is not completed, all live wagers will be voided.
- Handicap and Total Games Betting: If a tennis match is not completed because of a player retirement or disqualification, all live wagers on Handicap and Total Games will be voided. The wagers will be cancelled and the monies refunded. Note this also applies to live wagers on lines such as: Rafael Nadal to win Set 2 or Novak Djokovic to win Set 3.
- When betting on an individual game, only the score of that specific game is taken into consideration to determine the winner of the game. If the stated game is not completed, all live wagers on the game will be voided. *For example, when wagering on A. Murray Game 5 of Set 1, the winner of game 5 will determine the winner of this bet.*
- If any subsequent games are not played, bets on those specific games will be void.

Table tennis

1. In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be void.
2. Set Betting (Correct Score) refers to the correct final score in sets.
3. Set Winner refers to the winner of a specific set. The respective set must be completed for bets to stand.
4. In the case of team matches, in the event of a match up between players being played twice, only the first result counts.

Greyhound racing

- All bets (excluding those struck on ante-post and Australian licensed markets) are placed on trap numbers. Greyhound names are displayed for information purposes only.
- Markets will be determined according to the official result at the time the track gives the result green light status, either in the form of an announcement or by display. Subsequent disqualifications, appeals or amendments to the result will be disregarded.
- If a non-runner or reserve runner is declared, then all bets prior to the update of the market on the Site will be void and all unmatched bets including 'Take SP' and 'keep' bets will be cancelled (except for certain SP bets as set out in Paragraph 10.5 of Part B above).
- If there are no finishers in any race or any race is declared void before the official result is declared then all bets will be void.
- If the scheduled venue is changed after the market has been loaded by the Site, all bets will be void.

Australian Specific Non-Runner Rules

- Notwithstanding the above, the following rules apply to declared non-runners in Australian greyhound markets.
- If a greyhound becomes a notified non runner after the market is loaded but prior to the commencement of the race it will be removed and all bets on the market, matched prior to the update of the market on the Site, will be voided.
- If, following the completion of a race, the stewards declare a greyhound a non-runner, the Site will resettle the market and will void all bets that were placed on that runner only. The Site will then apply a reduction factor to all bets placed on the winner (or placegetters in the case of place markets) based on that runner's weighted average price.

Horseracing

General

- All individual race markets will be determined according to the official result at the time of the 'weigh-in' announcement (or equivalent). Subsequent disqualifications, appeals or amendments to the result will be disregarded.
- If a race is abandoned or otherwise declared void, or in the event of a walkover, all bets on that race will be void.
- If the scheduled venue is changed after the market has been loaded by the Site, all bets will be void.
- Where a race does not take part on its scheduled day, all bets will be void.
- If a scheduled surface type is changed (e.g. turf to dirt) all bets will stand.
- Horseracing Exchange Multiples are based on the Site's 'day of the race' markets (and not the Site's ante-post markets). The Site's horseracing ante-post rules do not therefore apply in relation to horseracing Exchange Multiples.

The Site Non-Runner Rule

- The Site's non-runner rule relates to the adjustment of odds on bets already matched when a horse in a race is declared a non-runner. In order to make the adjustment the Site applies a reduction factor to the remaining runners. The reduction factor allocated to a non-runner is a calculation (the details of which are described below) of that horse's chances of winning (or being placed, etc as appropriate) and is applied to bets already matched on the other runners in the relevant market or markets.
- Any horse listed when the relevant market is loaded which does not subsequently come under starter's orders is deemed to be a non-runner.
- When the market is loaded each horse is given a 'reduction factor', based on a forecast price, which is expressed as a percentage. These reduction factors may be updated periodically at the discretion of the Site based on trading in the market, but after approximately 15 minutes (approximately 5 minutes for Australian and US markets) from the scheduled 'off' time of a given race, they will be updated only in exceptional circumstances. The current reduction factor percentage for each horse can be viewed on the 'info' page on the Site website or by asking the Helpdesk.

- Reductions will be made to both win and place markets but applied differently (as described below), and horses will have a different reduction factor for each market.
- As soon as the Site becomes aware that a horse is an official non-runner or a highly likely non-runner, following a statement to the press from connections, the following will happen:
 - All matched bets on that horse will be void and the horse will be removed from the market.
 - In the win market: if the reduction factor of the non-runner is 2.5% or greater, the traded price of all the matched bets on the remaining horses will be reduced by an amount equal to the non-runner's final reduction factor and all the unmatched offers to lay will be cancelled. If the non-runner's reduction factor is less than 2.5%, reductions will not be applied and unmatched bets will not be cancelled.
 - In the place market the reduction factor of all non-runners will be applied (even if less than 2.5%) and the potential winnings in relation to matched bets on the remaining horses will be reduced by an amount equal to the non-runner's final reduction factor. Only if the non-runner's reduction factor is 4.0% or greater will all the unmatched offers to lay be cancelled.
 - All the reduction factors on the remaining horses will be adjusted to reflect their improved chance of winning.
- Reduction factors are not applied to bets which are struck in-play. However, if a market is turned in-play prematurely by error (or, for example, there is a false start), all bets matched during this time will be subject to any later reduction factor, provided the market is turned out of play before the race commences. In the event of a late withdrawal, the Site reserves the right to remove the runner after completion of the race. In this case only those bets matched prior to the off will be affected by a reduction factor.
- In the event of a non-runner being removed from a race in error or following incorrect information regarding a runner's participation, the Site will reinstate both the runner and all previously matched bets associated with that runner. All bets made between the time of withdrawal and reinstatement will be void in both the place market and the win market. The reduction factor applied to matched bets at the time of withdrawal will be reversed and the original prices will become valid.
- Any non-runners will be removed from the relevant markets in the order in which they are brought to the Site's attention. If the Site becomes aware of more than one non-runner at the same time, it will remove the non-runners from the relevant markets in racecard order.
- If a runner is not included in a market because of an error or because of incorrect information regarding a runner's participation, the Site reserves the right to introduce the missing runner into the market at any time prior to settlement (even after the race has been run), provided that the Site has determined that the missing runner is not a material runner (i.e. a selection with a reduction factor of approx. 2.5% or less in the win market). In such circumstances, all pre-play unmatched and matched bets will stand, however if the runner is not introduced before the start of the race, all in-play bets will be void. However, if the missing runner is deemed to be a material runner, then the malformed market will be void and a new market will be loaded where possible.

How the Reductions are applied for Exchange markets

- In the win market, reductions will be made on the traded price. *For example: if the non-runner's final reduction factor is 25% the traded price on all previously matched bets on other horses will be reduced by 25% - traded price of 8.0 would become 6.0 etc. And these might be further reduced if another horse is subsequently declared a non-runner. For example: if the non-runner's final reduction factor is 25% the traded price on all previously matched bets on other horses will be reduced by 25% - - traded price of 8.0 would become 6.0. If the each Way terms were 1/5th odds for 3 places, the corresponding price for the Place portion of the bet would reduce from 2.4 to 2.0.*
- In the place market, reductions will be made to the potential winnings on the bet only, and not the traded price. *For example: if the non-runner's final reduction factor is 25% the potential winnings on all previously matched bets on the other horses will be reduced by 25% - a traded price of 8.0 would become 6.25. For example a £10 bet on a horse to be placed at a traded price of 8.0 would provide winnings of £70. If there is a non-runner with a reduction factor of 25% in the race, that factor will be applied to the £70 of potential winnings leaving potential winnings of £52.50. Therefore the revised traded price will be 6.25.*
- The traded price may be further reduced if any other horse(s) is subsequently declared a non-runner, however odds cannot be reduced below 1.01.
- Reserves: A reserve runner may appear in the relevant markets but will have a non-applicable reduction factor until the Site has received confirmation that it is a confirmed runner, in which case an applicable reduction factor may apply to it.
- For the avoidance of doubt, any reduction factor applicable to a non-runner replaced by a reserve, will be applied to all bets struck on the relevant markets, prior to the removal from those markets of such non-runner by the Site. Likewise, should a reserve runner become a confirmed runner but subsequently become a non-runner, any reduction factor applicable to such non-runner will be applied to all bets struck on the relevant markets, prior to the removal from those markets of such non-runner by the Site.

Additional rules

- Card numbers are posted as a guide only: bets are placed on a named horse.
- Horses will not be coupled.
- Where any horse(s) runs for purse money only it is deemed a non-runner for betting purposes. Should this result in the number of possible winners stated in the relevant Market Information being equal to or greater than the number of runners in the relevant Site market, all bets in the market will be void.

E-Sports

- The start dates and times displayed on our website for E-Sport matches are an indication only and are not guaranteed to be correct. That means bets will stand if a match is offered with an incorrect date and/or time.
- If a match is actually suspended or postponed and not resumed within 12 hours from the actual scheduled start time, then bets on the match will have no action and be refunded.

- The exception being any bet on whether a team/player advances in a tournament or wins the tournament will have action regardless of a suspended or postponed match.
- If the name of a player or team is misspelled, all bets will stand as long as it's clear what game or match the bets are on. If a player or team changes their name, lines offered using their previous name will have action as long as it's clear what game or match the bets are on.
- If in an official match a player plays with the wrong nickname or on a smurf-account, the result is still valid unless it is evident that it is not the player that was supposed to play that match.
- All bets will be settled using the official result as declared by the relevant governing body of the competition concerned.
- If a draw option has not been made available, then extra time will count, if played.
- Handicap betting: A spread in E-Sports can be Rounds/Maps or other counting measures dependent on the game. The spread will only be referred to as the spread. (For example, in Counter Strike the spread will be rounds won, while in Starcraft 2 the spread would be maps).
- Handicapping is a way of making a sports contest more even and thus more interesting as a betting object. In E-Sports betting, this is done by awarding one of the teams/players, the underdog, some maps/rounds ahead
For example:

	Handicap	Odds
• Player A	-1.5	2.00
Player B	+1.5	1.85

- If Player A wins the match by two maps or more, Player A bettors win and Player B bettors lose. If Player A wins by exactly one map or Player B wins, Player B bettors win and Player A bettors lose.
- Total Betting: A total in E-sports can be Rounds/Maps or other counting measures dependent on the game. The total will only be referred to as the total.
Example for a best of three SC2 Match:

Over	2.5	1.93
Under	2.5	1.93

- If either player wins 2-0 all bets on under 2.5 will win, while bets on the over will lose. If either player wins 2-1 all bets on the over win, while bets on the under lose.
- If a map is not completed because of a player retirement or disqualification, all bets on the outcome will have action and will be validated based on the official declared winner. Counter-Strike maps are exceptions to this rule, for which all moneyline, spread and total

bets are canceled if a team retires or is disqualified before all scheduled map rounds are played.

- Should a player/team withdraw before a tournament begins, or retire during a tournament, bets on that player/team to win the tournament, or to advance in tournament, will be canceled and monies refunded.
- If the respective player/team withdraws before the tournament begins while being listed as “must start”, then bets on whether a player/team advances in tournament or wins the tournament, will have no action and monies refunded – this applies to all players/teams participant in the tournament.
- If the announced number of maps/rounds is changed or the match is offered with an incorrect map/round format, all bets on the match, maps and bet types related directly to the match or maps will be cancelled.
- If a player or team receives a walkover or win by admin decision on a map before the start of the map all bets on the map will be cancelled.
- In CS:GO: If a team retires, receives a win by admin decision or is disqualified before all scheduled rounds on a map are played, all bets on the map will be cancelled.
- In Dota2, League of Legends and other games: If a walkover or win by admin decision is given in the first 10 minutes of a map, all bets on the map will be cancelled. If a win by admin decision is awarded past minute 10, the map will be graded using the official result.
- If bets on at least one map of a series were cancelled due to any of the reasons listed above, all bets on the series line will also be cancelled. Furthermore, If at least one map of a series is postponed by more than 12 hours, all bets on the series will be cancelled.
- Live Betting: In live betting, if a map is replayed due to a draw, disconnect or similar reasons, all live bets on the respective map will be canceled. The replay of the map will be treated as a separate game.
- Bets will not be cancelled because a team is playing with a stand-in or replacement player. If the organizer of the event allows for stand-ins and there is an official result, all bets will be graded normally.
- In games with a Hero Draft/Champions Select phase (dota 2, LoL, etc...) bets during this phase are allowed.

Markets:

- Minutes: A total will be offered on the duration of a map (in minutes). If the map ends in fewer minutes than the total offered, the “under” will win and the “over” will lose. If the map lasts longer than the total offered, the “over” wins and the “under” loses. If the map ends at exactly the same number of minutes as the total offered, bets will be pushed and money returned.

Example: A total of 36 is offered on the Minutes market in Dota2.

If the map ends at 36:02, “over” wins and “under” loses.

If the map ends at 35:45, “under” wins and “over” loses.

If the map ends at exactly 36:00, bets are pushed and money is returned.

First Tower: The first team that has one of their towers destroyed loses this bet.

First Blood: The team that is announced in-game to get "First Blood" wins this bet.

1st to 10 kills: The first team to get to 10 kills on the in-game scoreboard wins this bet.

1st Round: The team that wins the first round wins this bet.

1st to 5 Rounds: The team that first wins 5 rounds wins this bet.

In Dota and LoL any Kill markets will be graded using the in-game scoreboard, displayed at the top of the screen.

- If a 5v5 team match starts with less than 10 players, or if a 6v6 team match starts with less than 12 players, all bets on the map and series will be cancelled. In DotA2 and League of Legends, if a player disconnects during the first 10 minutes and is unable to reconnect or be replaced for the rest of the game, all bets on the map and series will be cancelled. In CSGO, if at least 5 rounds are played with less than 10 players, all bets on the map and series will be cancelled. One or more player(s) disconnecting or quitting after 10 minutes into a DotA2 or League of Legends match is not a valid reason for the cancellation of bets on that map or any markets concerning that map.
- If a map is remade or rewound (for example by Chronobreak in League of Legends) after being partially completed, any markets (1st blood, 1st tower, 1st to 10 kills etc...) already decided will be graded with the results from the partially completed map. Any markets that are not yet decided will be graded with the results from the remade or rewound map.
- For CSGO Live: When betting on lines that are marked with "Full Buy" such as Natus Vincere (R04, Full Buy) vs Virtus Pro (R04, Full Buy), you are betting on who will win the round. The "Full Buy" is a condition that must be met in order for bets on the round to stand. For example, when betting on Natus Vincere (R04, Full Buy) vs Virtus Pro (R04, Full Buy) you are betting on which team will win the fourth round. However, all bets on the round will be cancelled if one of the two team does not make a "Full Buy".

A "Full Buy" is defined as follows:

- At most one player on each team starts the round with a primary weapon worth less than \$1000. The weapon does not need to be bought by the player themselves but can be given to them by a teammate.

Examples:

NaVi versus Virtus Pro:

NaVi is on T side, 4 players buy an AK47, one player does not have enough money and only buys a Tec-9. All Players on Virtus Pro start with Rifles. Bets will stand because only one player started with a primary weapon worth less than \$1000.

NaVi versus Virtus Pro:

NaVi is on T side, 4 players buy an AK47, one player only buys a Desert Eagle. Virtus Pro has 4 players starting with an M4A1 and one player starting with a Five-Seven. Bets will stand because only one player on each team started with a primary weapon worth less than \$1000.

NaVi versus Virtus Pro:

NaVi is on T side, 3 players start with an AK47, 2 players buy only a Tec-9. No matter what the players on Virtus Pro buy, all bets on this round will be cancelled because two or more players on the same team started the round with a primary weapon worth less than \$1000.

- In a match where one team/player has an advantage of one or more maps awarded as part of the tournament format (for example due to one team coming from the upper bracket in a double elimination format), our match line will include the given advantage. If there is a 1-0 advantage, our map offering will start with map 2, if there is a 2-0 advantage, our map offering will start with map 3 and so on. If the advantage comes from a walkover/default win that was awarded by admin decision for example due to one team showing up late to their match this does not apply.
- In Playerunknown's Battlegrounds (PUBG), Fortnite and other Battle Royale games the outright winner will be graded according to the official ranking. Head to head matchups between players/teams will also be graded according to the official ranking. If the ranking calculation is not clearly explained by the official tournament rules, bets will be graded as follows:
 - Bets on an individual round will be graded based on the placement of the team or player in said round. Placement referring to which team lasted longer.
 - Bets on a whole day of play will be graded based on the total points (Placement Points + Kill Points) gained on that day by the teams or players in question. This applies even if only a single round/match was played on that day.
 - Bets on the whole event such as "outright winner" will also be graded based on the total points (Placement Points + Kill Points) gained by each team or player over the course of the event.
 - If we offer markets for a specific player on a specific map, the player has to start on that map for bets to stand. If the markets are offered for a specific player for a whole match, the player has to start on all maps of that match for bets to stand.

Example:

Natus Vincere vs FaZe – Map 1 – Total kills by s1mple: Over/Under 21.5. If s1mple is replaced by a different player on Map 1, all bets on this market will be cancelled.