

## Sportsbook Rules

### General Betting Rules

The general betting rules set out below must be read in conjunction with the Terms and Conditions and the Sports Rules (found below). To the extent that there is any inconsistency between the Terms and Conditions, the Betting Rules, the Privacy Policy and any of the Sports Rules, the Terms and Conditions shall prevail.

In these Betting Rules, 888Bets is referred to as '888bets', us, we or our and you are referred to as you or your.

#### 1. Placing bets

We reserve the right to accept or refuse the whole or any part of any proposed bet.

A bet shall be deemed to be void if the required stake is not transmitted in full before the event commences, unless (in our absolute discretion) we accept the bet subject to authorisation.

Bets may not be cancelled or changed once the bet has been placed and acceptance of the bet has been confirmed by us, either in the form of a generated bet receipt or in the open or settled bets section of your account. It is your responsibility to ensure details of any bets that you place are correct. All prices are subject to variation and, save where the starting price has been selected by you, the price shall be fixed at the time a bet is placed.

We cannot be held responsible for any typing, human or software error which leads to any errors or omissions in relation to any product or in respect of any publication on the Website of any prices or results other than those intended. We reserve the right to void any bets which have been accepted at an incorrect price.

We are not responsible for the accuracy of any offers, prices or other information displayed on any third-party website including but not limited to price comparison or affiliate websites and we accept no liability in respect of any such errors.

It is your responsibility to understand the betting and gaming terminology used on the Website and the mechanism of any bet types that you select. If you have any queries as to how certain bet types work, please contact Customer Support before placing any such bet. We cannot accept any responsibility if you place a bet which you do not fully understand.

A number of bets may be treated as being a single bet when a customer places multiple copies of the same bet. When this occurs, all bets will be voided apart from the first bet struck.

The use of a banker selection or selections to circumvent online limits is not permitted.

Where a number of multiple bets, involving identical or very similar selections, are received by different customers within a short timeframe, we reserve the right to void all such bets, even after the bets have been determined.

#### 2. Maximum winnings

The Maximum Payout that can be won on any single betslip is 1,000,000 kwacha

The Maximum that can be won by one single customer in a single 24-hour period is 2,000,000 kwacha.

These maximum winnings apply to our sports betting product but do not apply to our Jackpot products where advertised maximum payouts apply.

### 3. Non-runners / non-participants and void selections

Save in respect of bets placed under ante post terms (see section 5 below), the stake placed on single bets will be returned in circumstances where the subject of the relevant bet has been entirely withdrawn from the relevant event prior to its commencement. In accumulator bets the stake will run on to the remaining selections with a treble becoming a double, a fourfold becoming a treble and so on.

Unless a specific reference has been made on the event or in the associated rules for the sports all abandoned or postponed events are void unless the outcome of an event is already known. For example if a football match is abandoned with the score 2-1 then all over 2.5 goals bets are deemed to be winners and all under 2.5 goal bets are deemed to be losers.

### 4. Dead heats

In the event of a DEAD HEAT the stake money on a selection is divided by the number of runners or competitors involved in the dead heat. The full odds are then paid proportionately to the divided stake, with the remainder of the stake money being treated as a losing stake.

### 5. Ante post betting (future events)

Ante post bets are those placed at prices on:

Sports events prior to the start of an event, with the exception of bets on a match, a single race event or an individual heat/stage

All special (non-sporting) events

You agree that ante post bets are accepted on the understanding that you will lose your stake if your selection does not participate.

Bets placed after the start of a sports event are not classified by us as ante post. Unless otherwise stated in the Sport Rules for a particular sport, the start of an event is defined as the first time at which any competitive action commences. Stakes will be refunded on competitors/teams who do not participate in the relevant event after the bet is placed, unless they have been eliminated by competition rules. A Tattersalls Rule 4 deduction will be applied to winning bets placed after the competitors/teams last competitive action and prior to the market being re-formed.

Stakes will not be refunded on competitors/teams who start an event and then withdraw.

In total tournament/series markets (e.g. winner of the golden boot), individuals named in the team squad will be deemed to have participated whether or not they have taken part in any competitive action.

Ante post each way doubles, trebles etc. are settled win to win, place to place. Ante post bets are settled at the price and place terms applicable at the time of acceptance.

Place only bets and forecast bets are not accepted at ante post odds. If taken in error, place only bets will be void. Forecast bets will be settled on the computer straight forecast.

The terms of any bespoke bets placed following a written request from an individual customer will be clarified in our written response to the customer prior to the bet being placed.

#### 6. Related contingencies

Accumulative/multiple bets are not accepted where the outcome of one part of the bet contributes to the outcome of another. For example: 1,000 Kwanza double on Liverpool to win the FA Cup semi-final 3-0 and Liverpool to qualify for the final. The second part of the bet is wholly reliant on the successful outcome of the first stage of the double.

If taken in error the stakes will be equally divided in respect of the contingent elements of the accumulative/multiple bet and shall be separated into individual bets. However, where the related parts of the bet are resolved at different times, unless special double or special accumulative odds are available, but will be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

#### 7. Sports Governing Bodies

It is a condition of your use of the Betting Service that you represent that:  
You are not prohibited from entering into the bet by any term of your contract of employment or any rule of a Sports Governing Body, which applies to you  
You are not aware of any circumstance which would make the placing of the bet a breach of a rule on betting applied by a Sports Governing Body  
When a bet is placed by you, you are not aware of the outcome of that event nor have you been involved in any circumstances that might have affected its outcome.

#### 8. Data supplied by a third party

Please be aware that any data (such as current scores or elapsed time) that is displayed on the Website or on our text screens is sourced from a live feed provided by a third party and may be subject to time delay and/or be inaccurate. If you rely on this data to place bets, you do so entirely at your own risk and we accept no responsibility for any loss (direct or indirect) suffered by you as a result of your reliance on it.

#### 9. Rigging

We reserve the right to withhold payment if we become aware or suspect that the prices of a particular event have been manipulated or where a race, event or match has been rigged. Pending the outcome of an investigation and, in our absolute discretion, we reserve the right to declare bets on any such race, event or match as void.

## 10. Late bets

Bets may be placed up to the scheduled start time of the event or a pre-determined time, whichever is the earlier.

Any bet inadvertently accepted after the betting has closed or where the event was resolved or at a stage where the customer could have any indication of the outcome will be settled at the correct price at the time the bet was placed.

Bets placed after the final event result is known will be voided.

Should there be a dispute over the start time of an event/market where an official starting time is not given by that sports governing body, then the time that we determine the event to have started and the time at which the bet was placed according to our transactional logs (if recorded) will be conclusive evidence in the settlement or non-settlement of all bets in respect of that event/market.

## American Football

The following is applicable to all American Football games, including NFL, NCAA College Football, CFL and Arena Football.

Abandoned or postponed matches are void unless rearranged and played in the same NFL weekly schedule (Thursday-Wednesday local stadium time), except for those bets that have already been determined at the time of abandonment or postponement.

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

In 2-Way markets Push rules apply, unless otherwise stated. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner. For example - in Handicap or Totals betting where the index (value) of the market is a whole number, bets are void and will be refunded where the score lands on that number.

All settlements are based on results and statistics provided by the relevant league's governing body:

- [www.nfl.com](http://www.nfl.com)
- [www.cfl.ca](http://www.cfl.ca)
- [www.ncaa.org](http://www.ncaa.org)

We reserve the right to suspend any or all betting on a game at any time without notice. For settlement purposes, the team listed first in the event name is always considered the Home Team. Example: Team A vs Team B - Team A is the Home Team.

## Overview of Specific Markets

### Live/In-Play Betting

For Live Betting purposes these rules apply unless stated otherwise.

- Where a Handicap Draw selection (3-Way Handicap market) is offered during live betting, only bets placed on the draw will be settled as winners when the result lands on the whole number selected.
- Prices quoted are for the whole game inclusive of any overtime played unless otherwise stated. As the markets are in-running, we reserve the right to close the market at any time.
- When scores are displayed in running, every effort is made to ensure the accuracy of the score and game time; however, no liability is accepted for incorrect information displayed.
- Next Score betting includes overtime.

### Proposition bets

For season-long proposition bets on the NFL (including RequestABet bets), teams must complete at least the 16-game regular season for bets to stand.

In the event of an abandoned game all stakes are returned, unless a result is already determined through the course of play that has taken place.

For player prop markets the player(s) in question must compete in at least one down to have action.

All proposition bets are singles only. Overtime counts, unless otherwise stated.

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

Team/Player Passing Yards - Settlement is based on gross passing yards.

Team/Player Rushing Yards - Settlement is based on the total rushing yards gained (includes negative yardage).

Quarterback props are based on gross passing yards gained.

To convert a 4th down attempt - The 'Yes' option is determined by achieving a new set of downs, either by run, pass (this includes if a TD is scored as a result)

or automatic 1st down penalty. Field goals (irrespective of being made or not) do not count as a converted down.

### **Quarter and half markets**

For bets based on the specific quarters or halves, the entire period of play must be played unless the result is already determined. NFL fourth quarter betting includes overtime.

### **Handicap Betting**

Overtime counts for match handicap betting. Overtime does not count for quarter and half-specific markets, except NFL fourth quarter betting. For quarter and half betting, the entire period must be played for bets to stand. In the event of a tie, stakes are refunded.

### **Match betting**

Overtime counts, except for Double Chance betting, In the event of a tie following overtime all stakes are refunded.

### **Total points**

Overtime counts for all total match/team total and prop points markets. Overtime does not count for total points on quarter and half-specific markets, except NFL fourth quarter betting.

For quarter and half betting, the entire period must be played for bets to stand. In the event of total points being exactly the nominated line, all stakes are refunded unless a price for the exact amount is quoted.

### **First offensive play yard line**

The result is determined by where the first offensive play from scrimmage takes place. In the event of the kick-off being returned for a touchdown bets stand for the following kick off.

In the event of a turnover the result is determined on where the first offensive play takes place from, with respect to the receiving team's yard line.

### **First turnover and first team to commit a turnover**

For results purposes, only an interception or a fumble counts. A punt or 'turnover on downs' does not qualify as a turnover for settlement purposes.

In the event of an abandoned game stakes are returned, unless a turnover has already taken place.

### **First offensive play**

In the event of a false start penalty on the first offensive play, bets stand for the next offensive play that takes place without a false start penalty.

### **First team/last team to score**

In the event of an abandoned game, bets stand on scores that have taken place already. Overtime counts for these markets.

### **First/Last/Anytime Touchdown scorer**

Forecast the name of the first/last/anytime Touchdown scorer in the game, or whether no touchdown will be scored. Only when a player is listed on NFL.com as 'inactive' for that match are the selections voided. 'The field' refers to any player not specifically listed. If no Touchdowns are scored, stakes will be lost unless 'no Touchdown scorer' is selected.

### **First penalty**

This is settled on the first accepted penalty in the game.

### **Will Either Team Score 3 Unanswered Times?**

Forecast whether either team will score 3 consecutive unanswered times during the game. A Score excludes any PATs (point after touchdown or 2 point conversions).

### **Total Match Touchdowns/Field Goals**

Predict the total number of Touchdowns/successful field goals in the match. Overtime counts.

### **Will there be Overtime?**

Predict whether or not there will be overtime. If a match is abandoned prior to the end of normal playing time (regulation) bets are void, unless it is the final of the competition in which case all bets stand for the rescheduled match.

### **Will there be a safety?**

Predict whether or not there will be a safety in the match. Overtime counts. A safety will be awarded by the match officials and is the only means whereby a team not in possession can score points. It can occur in a variety of ways but the most common is when an opponent in possession of the ball is tackled in his own end zone.

### **Super Bowl MVP**

Predict which player will be voted the Most Valuable Player in the Super Bowl. For Super Bowl MVP propositions, if there are co-MVPs, any bet related would be paid at full odds.

### **Longest/Shortest Touchdown Markets**

Shortest Touchdown Scored, Fumble recovered in end zone, under is a winner. If there are no Touchdowns then bets are void.

### **Longest/Shortest Field Goal Markets**

If there are no successful Field Goals, then bets are void.

### **Winning Margin**

Predict the team to win the match and the margin.

### **Outrights and Futures**

All Outright markets include playoffs where applicable.

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

### **NFL Conference Winner**

The team that progresses to the Super Bowl will be deemed the winner of the conference. NFL Divisional winner markets are determined by games won during the Regular Season (where appropriate NFL tie-break rules will apply).

### **NFL Draft**

#### **1st Round Pick - Offense/Defense**

Bets will be void where a Team trades their pick. Affects this market only – all other NFL Draft markets are unaffected.

### **Athletics**

The following is applicable to all Olympic, World, European and all other Championships betting.

In Outright markets all bets shall stand irrespective of whether the athlete competes or not (all in run or not). If an athlete withdraws before they have taken part in the event, the bet will be a loser.

### **Diamond League events**

In Outright markets a rule 4 deduction may apply to withdrawals. If an athlete withdraws before they have taken part, stakes on that athlete will be void.

### **Head-to-Head betting**

Both athletes must start an event, or all bets will be void.

### **Group Betting**

In the event of any athlete failing to take part, all subsequent group bets will be made void.

### **Settlement of bets**

All bets will be settled on the medal ceremony regardless of any subsequent disqualification. If there is no podium ceremony, settlement of bets will be based on the result declared by the official International Association of Athletics Federation (I.A.A.F) immediately after the event, irrespective of any subsequent enquiry.

### **Cancellation of Event – Track/Field**

If a track or field event is cancelled for any reason prior to the event then all bets will be void.

### **Winning Time/Distance**

Settled as per the result listed by the governing body (IAAF).

### **Nationality of Winner**

This is determined by the country the winner competes for (not the country they were born in if there is a difference).

### **Aussie Rules**

All match markets will be settled including overtime if played unless otherwise stated. The entire length of regulation time must be completed for bets to stand unless specifically otherwise stated. If the length of a match is altered before play commences then the revised game length time will be regarded as the official match length and all bets will stand as long as this new regulation time is entirely completed.

### **Matches not played as listed**

If a match venue is altered then bets already placed on the match will stand so long as the home team is still designated as such. If the home and away team for a listed match are reversed then all bets placed based on the original match will be made void.

## Baseball

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

For non-MLB Baseball (including Minor League Baseball) games, or MLB pre-season matches with no named pitcher, no listed pitchers and all bets are action regardless of who pitches for each team. The 8½ innings rule also applies, although in the event of a Mercy Rule being called, all bets will stand on the score at the time. For seven innings games played as part of a doubleheader the 6½ inning rule will apply.

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

### Settlement of Bets

All settlements are based on the results and statistics provided by the relevant leagues governing body, for example - MLB (Major League Baseball).

It is the player's responsibility to ensure they are aware of any relevant pitcher changes.

- **Listed Pitchers Must Start** - A bet that specifies both starting pitchers. Any variation constitutes no action. Bets that were placed when the named pitcher was originally listed are no action if the listed pitcher is changed, and is then re-listed back to the original pitcher.
- **No (Starting) Pitchers named** - Team against Team regardless of starting pitcher. Bets are action.

Bets placed on the named pitcher, after being re-listed, are action. Double pitching change, where a listed pitcher is changed then re-instated for betting purposes, bets will be treated as a normal pitching change.

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

### Matches Not Played as Listed

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

### 4½ Innings Rule

Money Line - There must be at least five full innings of play, unless the team batting second is leading after 4½ innings, for bets to stand. If the game is called, or suspended, after this point of the game is reached, then the winner is determined by the score after the last full inning (unless the team batting second scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called).

Please note that suspended games do not carry over (with the exception of MLB play-off games). However, in the event of a Mercy Rule being called, all bets will stand on the score at the time.

### **6½ Innings Rule**

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

### **8½ Innings Rule**

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

### **Pre-Game Lines**

- All pre-game bets include extra innings, unless otherwise stated.
- Where Mercy Rule is applied, all bets will stand on score at the time.
- Money Line: Settled as per the 4½ innings rule (see above).
- Run Line, 3-Way Handicaps and Alternative Run Lines: Settled as per the 8 ½ innings rule (see above).
- Game Total, Team Totals, 3-Way Totals and Alternative Game Totals: Settled as per the 8 ½ innings rule, with the exception of when a result has already been determined.
- Most Hits, Total Hits, Team Hits: Settled as per the 8½ innings rule, with the exception of when the total has already gone over; where bets on the over will be settled as winners, and bets on the under settled as losers.
- 4½ Innings Totals - Bets will be settled based on the score in the middle of the 5th inning (e.g. not at the bottom of the 5th), unless the Total quoted has already gone over. Where this occurs all bets will be settled as follows - over bets on quoted Total will be settled as winners, with under bets on quoted Total being settled as losers.
- 4½ Innings Lines - Bets will be settled based on the score in the middle of the 5th inning (e.g. not at the bottom of the 5th), unless the team batting first is ahead (with any run line applied) at the

start of the top of the 5th innings or score to go ahead (with any run line applied) in that inning, in which case the team batting first will be settled as the winner.

- 3/5/7 Innings Totals - Bets will be settled based on the score after 3/5/7 full innings, unless the total quoted has already gone over quoted total. Where this occurs, all bets will be settled as follows - over bets on quoted total will be settled as winners, with under bets on quoted total being settled as losers.
- 3/5/7 Innings Line - Bets will be settled on the result after the first 3/5/7 innings of a game have been completed, unless the team batting second is already ahead (with any run line applied) at the middle of the relevant inning, or scores to go ahead (with any run line applied) in that inning, in which case the team batting second will be settled as the winner.

### **Pre-Game Props Including Player Props**

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

- Listed pitchers must start for bet to have action. Extra innings count, unless specified otherwise.
- All 1st Innings Props - 1st inning must be completed for bets to have action, unless settlement of bets is already determined.
- Double Result - Settles on the score at the end of the 5th inning plus the final score as per the 8 ½ innings rule
- Odd/Even Markets - Settles as per the 8 ½ innings rule. In the event of a result of zero is arrived at, that shall be considered an even number for settlement purposes
- Total Runs - Settles as per the 8 ½ innings rule with the exception of when a result has already been determined.
- Lead After x Innings - Bets will be settled on the result after the first x innings have been completed, unless the team batting second is already ahead at the middle of the relevant inning, or scores to go ahead in that inning, in which case the team batting second will be settled as the winner.
- First to Score/Race to x Runs - The first team to reach the required number of runs will be settled as the winner. Bets on Neither require the 8½ innings rule to apply to be settled as winners.
- Last to Score - Settles as per the 8 ½ innings rule.
- Team with Highest Scoring Innings - Will be settled on the single highest scoring half-inning of the game. If both teams have the same highest score then Tie will be settled as the winner (even if one team has attained this score more often than the other). 8½ innings rule also applies.
- Extra Innings Yes/No - Will be settled as Yes if the score is tied after 9 innings (or the statutory number of innings if this is not 9), even if later innings are not played for any reason.
- When Will Most Runs Be Scored? Settles as per the 8 ½ innings rule.

- First HR Will Be? - Will be settled on the first HR hit in the game. Bets on "No HR" require the 8½ innings rule to apply to be settled as winners.
- Match-ups: Most (Total) Bases\*/Most Hits/Most Strikeouts - For these match-ups to have action both players must be in official starting line-up. 8½ innings rule applies, unless both players, or the player losing the match-up, have already been substituted out of the game. Both listed pitchers (at time of placing bet) must start for bets to have action.
- Player Performance: (Total Bases\*/Total Hits/Total Strikeouts/To Hit a HR/Record a Walk/Record an RBI/Score a Run). The player must be in the official starting line-up and the opposing listed pitcher (at time of placing bet) must start for bets to have action. 8½ innings rule applies, unless settlement of bets is already determined, either by the player achieving the required outcome or by being substituted out of the game without having done so.
- \*Total Bases are calculated by adding all hits a player makes as per Single = 1 Base, Double = 2, Triple = 3, Home Run = 4. Only these count.
- Starting Pitcher Completed Innings - Pitcher must start for bets to have action. Bets will be settled based on the number of full innings that the starting pitcher pitches. Bets will be void if the game is called or suspended with the starting pitcher still in the game and not yet having reached the required number of innings.

### **Grand Salami (Total Runs and Away Runs vs Home Runs):**

- Grand Salami bets will be decided by the total runs scored in all games of the specific league scheduled for that day.
- All scheduled games must go at least nine full innings (or 8½ innings if the team batting second is ahead) for bets on Grand Salami to have action, and be completed on its scheduled day (games can finish past midnight if started before).
- For the Grand Salami bets (Total Runs and Away Runs vs Home Runs), the home team runs will be the runs scored by the teams batting second in the first inning. On rare occasions, a team batting second will not be playing at their home stadium. In these instances, the team batting second will still be considered as a home team for these bets.

### **Live Betting**

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

- All bets are action regardless of pitching changes. Extra innings count, unless stated otherwise.
- Money Line – Settled as per the 4½ innings rule.
- Run Line/Alternative Handicap – Settled as per the 8 ½ innings rule

- Game Total, Team Totals, 3-Way Totals and Alternative Game Totals - Settled as per the 8 ½ innings rule with the exception of when a result has already been determined.
- 3-Way Handicap - Includes Handicap Tie price. Extra innings count. Subject to 8½ innings rule.
- To Go To Extra Innings - The end of the 9th inning must be complete for bets to have action. If the score is tied after nine innings then this market will be settled as Yes, even if the extra innings are not played due to the game being called/suspended.
- To Win Inning (Current/Next) - Top and bottom of the specified inning must be completed unless the team batting second in the specified Inning is winning when the game is called/suspended.
- Inning Run Line (Including Alternatives) - Top and bottom of the specified innings must be completed for bets to have action, unless the team batting second in the specified Inning has already covered the run line and cannot be overtaken.
- Inning Total (Including Alternatives) - Top and bottom of the specified innings must be completed for bets to have action, unless the Total quoted has already gone over at the time the game is called/suspended.
- A Score in the Inning (Current/Next) - Top and bottom of the specified inning must be completed, unless settlement of bets is already determined.
- A Score in Half Inning/Hit in Half Inning (Current/Next) - Specified half inning (top or bottom) must be completed, unless a run has already been scored/hit has already occurred when the game is called/suspended.
- Team to have Most Hits in the Inning (Current/Next) - Top and bottom of the specified inning must be completed for bets to have action, unless the team batting second in the specified inning has most hits when game is called/suspended.
- Total Hits in the Inning (Current/Next)/Total Runs in Inning (Current/Next) - Top and bottom of the specified inning must be completed unless settlement has already been determined.
- Leader After 'X' Innings - Top and bottom of the specified inning must be completed for bets to have action, unless team batting second leads and cannot be overtaken at time the game is called/suspended. In the event of a Mercy Rule being applied, any uncompleted innings leader markets will be deemed to have been won by the match winner.
- Race to Markets/Team Totals/Total Hits - 8½ innings rule applies, unless settlement of bets is already determined, or if the natural conclusion of the game would have meant the outcome of bets would be determined.
- If a tied game is called or suspended, and the natural conclusion of a game requires a winner, then bets on the relevant Race to Quote will be made void. For example - a MLB game is called, or suspended, at 3-3 after 10 innings. In this instance, all bets on Race to 4 will be void. Race to 5/6/7 bets would be settled as 'Neither'.

- Team to Score Next - In the event that the game is abandoned all markets on runs already scored will stand. Bets on the next run at time the game is called/suspended will be no action.
- Winning Margin - Subject to 8½ innings rule. Settlement includes extra innings for MLB; for non MLB where a game can end in a Tie, then that option is available. If an MLB game ends in a tie when a game is called/suspended then bets will be void.

## **Futures - General Rules**

### **Series Betting**

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

### **Outright, Pennant and Divisional Betting**

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

### **To Win American League or National League**

The teams that progress to the World Series will be deemed the winners.

### **Wildcard Betting**

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

## **Basketball**

- Unless otherwise detailed by us, your bet will be settled on the official result and statistics (as applicable) which includes any overtime. The official result and statistics (as applicable) will be that which is provided by the relevant governing body, association or organisation (as applicable) for example, the NBA.
- If your bet relates to aggregated Tournament Totals (such as for example, Total Points, Total Rebounds, Total Player Steals and Total Player Turnovers), your bet will be settled based on official statistics provided by the relevant governing body, association or organization (as applicable). Unless otherwise detailed by us, your aggregated bet will include any overtime.
- Your bet with respect to the Conference Winner (for example NBA Eastern Conference Title Winner) and Tournament Winner (for example NBA championship winners) (as applicable) will be settled following the relevant conference game in the play offs or NBA championship series. For the avoidance of doubt, the rankings in each conference at the end of the regular season will not count towards any bet made in relation to the Conference Winner or Tournament Winner (as applicable).
- In the event of a play-off game being suspended for any reason and resumed within 24 hours of the original scheduled tip off, then your bet will stand and shall be settled on the official game result. If the suspended game does not resume within 24 hours of the original tip off, we shall void your bet.

## Beach Volleyball

Statistics provided by the official scores provider, or the official website of the relevant competition will be used to settle bets. If a game starts but is not completed then all bets will be void apart from those which have been unconditionally determined.

When a match venue is changed bets already placed will stand, but only when the home team is still designated as such and the match is not instead played at the away team venue, otherwise bets will be void.

Postponed or cancelled matches will be treated as a non-runner for settling purposes, unless played within 48 hours of the original start time.

On all markets in the event of referee enforced point deductions, official results will be used for settlement purposes.

When a Golden Set is used to decide which team progresses for competitions with two-legged ties (in the event of the tie being tied in matches won), the Golden Set does not count for settlement purposes.

## Boxing, MMA & UFC

### Boxing

Results will be settled on the official result from the judges at ringside on the night, with the exceptions being those of a Technical Draw (TD) or No Contest (NC). Should a TD or NC be announced given an accidental injury within the first four rounds forcing an early stoppage of the fight, then all markets will be settled as void unless the result has already been determined.

In the event of a wrong result being called out in error, bets will be settled on the corrected result.

Match betting markets where no draw selection is offered will be made void if match ends a draw.

Should the fight be postponed bets will be void unless it is rescheduled within 48 hours to take place within 30 days of the original date.

Later fight announcements made in regards to result changes, post-fight enquiries or changes to the official result in hindsight won't affect the original event settlement.

Should there be a change in the advertised contest (for example, a contest changes from a title fight to a non-title fight) bets will stand.

In fights where the scheduled number of rounds changes, all bets stand unless result is predetermined. For example, if a fight gets changed from the 12 to a 10-rounder bets on round 11 and 12 will be void.

### **Total Rounds**

For the settlement purposes of the Total Rounds market, where half a round is stated, 1 minute 30 seconds of the respective round of a fight will determine over/under. If the number of rounds for a fight is changed after this market has been set then all bets will be void.

### **Round Betting**

If a fighter withdraws in the period between rounds the fight is deemed to have ended in the previous round for the purpose of 'Round Betting' settlement.

Should the scheduled number of rounds be changed before the fight all 'Round Betting' bets will be voided.

### **Mixed Martial Arts & UFC**

Results will be settled on the official result from the judges at ringside on the night. Later fight announcements made in regards to result changes, post-fight enquiries or changes to the official result in hindsight won't affect the original event settlement.

In the event of a wrong result being called out in error, bets will be settled on the corrected result.

Should the fight be postponed bets will be void unless it is rescheduled within 48 hours to take place within 30 days of the original date.

### **To Win the Fight**

Prices are offered for each fighter to win the fight and in the event of a draw all bets will be void and stakes returned. This includes a fight which ends in a 'majority draw'.

### **Total Rounds**

For the settlement purposes of the Total Rounds market, where half a round is stated, 2 minute 30 seconds of the respective round of a fight will determine over/under. If the number of rounds for a fight is changed after this market has been set then all bets will be void.

### **Round Betting**

If a fighter withdraws in the period between rounds the fight is deemed to have ended in the previous round for the purpose of 'Round Betting' settlement.

Should the scheduled number of rounds be changed before the fight all 'Round Betting' bets will be made void.

## **Cricket**

All markets do not consider super overs unless otherwise mentioned.

Penalty runs are not considered in any over or delivery market (markets for multiple overs are not considered for this rule)

If a match is cancelled before any play has taken place, then all markets are considered void, unless the match is restarted within 48 hours of its initial starting time. If the match is tied and the official competition rules do not determine a winner, or if the competition rules determine the winner by a coin toss or drawing of lots, then all undecided markets are considered void. In the event of an over not being completed, all undecided markets on this specific over are considered void, unless the innings has reached its natural conclusion e.g. declaration, team all out, etc. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

### **Twenty20 Cricket**

All scheduled overs must be played for undecided markets to be settled, unless the innings has reached its natural conclusion.

### **ODI Cricket**

A minimum of 90% of the entire overs allocated for an innings must be played for markets to be settled, unless the innings has reached its natural conclusion.

### **Matches not Played as Listed**

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

### **Match Betting**

In Twenty20 cricket, matches affected by adverse weather bets will be governed by the official competition rules. Where no price is quoted for the tie and the official competition rules determine a winner/progressing side, bets will be settled on the official result. If a match is abandoned due to outside interference then bets will be void unless a winner is declared based on the official competition rules. In the event of a change of opponent from the one advertised all bets for that match are void.

### **In-Play Runs in First 'X' Overs**

If the selected number of overs is not completed due to external factors then bets will be void, unless settlement of bet is already determined.

If the normal length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand.

### **Team to have highest scoring over**

If both teams do not complete the stated number of overs due to external factors or adverse weather then bets will be void, unless settlement is already determined. In the event of a tie, bets will be void.

### **Top Team Batsman**

In a 2-innings match (Test Match or County Championship), this market applies to the first innings only, unless otherwise stated.

Depending on the type of match the following minimum overs must be bowled in that teams innings for bets to stand:

- Test Matches - 50 overs
- County Championship - 50 overs
- 50 over match - 25 overs
- 40 over match - 20 overs
- 20 over match - 15 overs

In all cases bets will stand if the innings reaches its natural conclusion in less than the above requirement. Bets placed on any player not named in the starting eleven are void.

Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such players are losers.

If players score the same number of runs then dead heat rules apply.

### **Top Team Bowler**

In a 2-innings match (Test Match or County Championship), this market applies to the first innings only, unless otherwise stated.

Depending on the type of match the following minimum overs must be bowled in that teams innings for bets to stand:

- Test Matches - 50 overs
- County Championship - 50 overs
- 50 over match - 25 overs
- 40 over match - 20 overs
- 20 over match - 15 overs

In all cases bets will stand if the innings reaches its natural conclusion in less than the above requirement. Bets placed on any player not named in the starting eleven are void.

Players named in the starting eleven that do not bowl are deemed to have taken part and bets on any such players are losers.

In the event of players taking the same number of wickets, the winner will be determined as the bowler that has conceded the least number of runs, irrespective of overs bowled by each player.

## **Cycling**

### **Outright Betting (includes individual jersey/classification winners)**

Unless otherwise stated, betting is on an All Bets Stand (all-in run or not) basis (no refunds for non-starters). Settlement of bets will be determined by the official final result on the last day of the tour. Any subsequent disqualifications will be ignored for settlement purposes.

### **Outright Head-To-Heads**

Ante post head-to-heads will be settled upon the cyclist achieving the highest placing in the specified event as listed in the official results. Both riders must start for bets to stand. Settlement of bets will be determined by the official final results declared on the last day of the event. Any subsequent disqualifications will be ignored for settlement purposes.

### **Individual Stage betting**

All stage betting is 'all-in run or not'. All bets are settled on the governing bodies official classification listings, at the time of the podium presentation. Any subsequent disqualifications will be ignored for settlement purposes.

### **Individual Rider To Win/ Top 3 Yes/No betting**

We occasionally offer outright betting markets for a race or stage where there is a 'yes/no' option for a named rider to win/finish in top 3. In the event of a dead heat on these markets - where both sides could be deemed as winners - markets will be declared void.

### **Stage Head-to-Heads**

Match bets will be settled on the rider achieving the best finishing position. Both riders must start a stage for bets to stand. Should just one rider finish, he will be deemed the winner. Should both riders fail to finish, bets on both riders will be made void.

### **Stage Winning Margin**

All bets are settled on the governing body's official time margin at the time of the podium presentation.

### **Nationality of Winner**

This is determined by the country the winner competes for as per the official result

### **Number of Stage Wins/To win any Stage**

These markets may be offered on Grand Tour events (Tour de France, Giro d'Italia and Vuelta a Espana) for specifically names riders. All Stages will count for settlement purposes, with the exception of Team Time Trials.

## **Darts**

### **Match Result**

In the event of a match starting but not being completed, the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. Bets will be void in the 2-Way market Match Result market if the match result is a tie.

### **Handicap 2-Way and 3-Way Leg/Set Betting**

All bets will be void if the match is not completed.

### **First Leg/Set Markets**

All bets void if the first leg/set is not completed, unless the outcome has already been determined.

### **Total Legs/Sets**

If the match is not completed then all bets are void, unless the outcome has already been determined.

### **180s Totals Markets**

All bets void if the match, or relevant leg/set, is not completed, unless the outcome has already been determined.

### **First 180**

All bets void if the match is not completed, unless the outcome is already determined. If no 180 is scored bets will be declared void.

### **Double Result (Legs/Sets)**

Predict the result after the specified number of legs/sets and the overall winner of the match. All bets void if the match is not completed.

## **9 Dart Finish**

All bets void if the match is not completed, unless the outcome has already been determined

## **E-Sports**

If a match is suspended or postponed, and not resumed within 48 hours from the actual scheduled start time, then bets on the event will be voided. The exception being any bet on whether a team/player advances in a tournament, or wins the tournament, will stand regardless of a suspended or postponed match.

If the name of a player/team is misspelled, all bets will stand unless it is obvious it is the wrong player/team.

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).

If a player/team is given a walkover on at least one map, all bets on the moneyline, spread and totals will be voided.

If a match is not completed because of a player retirement or disqualification, all bets on the outcome will stand and will be validated based on the official declared winner. All bets on the spread or total will be voided. Counter-Strike matches are exceptions to this rule, for which all moneyline, spread and total bets are voided if a team retires or is disqualified before all scheduled map rounds are played.

If a player/team withdraws 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 voided.

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 the tournament or wins the tournament, will be voided - this applies to all players/teams participant in the tournament. Must start means the listed player in the event must play the event.

If the announced number of maps/rounds is changed all bets on the handicap or total are voided. Bets on the moneyline (outcome of the match) will stand.

## **Consecutive Matches with Same Teams**

In some competitions teams play twice in a double header format, back-to-back. Match betting will be offered in the same team order as per the official governing body (or HLTV.org if such a website is not available).

It is this official match order that governs settlement of two-way betting in such cases (starting times are not always fixed and they do not dictate settlement).

## **Live Betting**

In live betting, if a map is replayed due to a draw, disconnection or similar reasons, all live bets on the respective map will be voided. The replay of the map will be treated as a separate game.

## **Football (Soccer)**

Any unplayed or postponed match will be treated as a non-runner for settling purposes, unless it re-scheduled to be played within 72-hours in which case the bet will stand.

Any bets on a game abandoned before the completion of 90-mins will be void except for those bets where the outcome has already been determined. For example - if a game is 3-1 and is abandoned with 10 minutes left to play then over 3.5 goals will be settled as a winner, and under 5 goals settled as a loser.

Where a game is played at a venue other than the venue listed then all bets will stand providing that the home team is still designated as such. If the home and away team are reversed - i.e. the away team is now the home team - then bets placed on the original listing will be void.

If any team starts a 90 minute competitive game with less than 11 players - for any reason - all bets on that match will be made void.

At 888bets football betting assumes matches are conducted in a standard fashion, with 90 minutes of play across two 45 minute halves. The exception to this rule is in relation to friendly matches, where all match markets will be settled based on the actual result when the game finishes, irrespective of whether the full 90 minutes is played. We reserve the right to void bets on an event should we find it was not conducted using said 'standard' format.

Bet settlement will be determined by the official websites of the event or association. Where evidence from TV pictures, screenshots or match reports indicate that the official site has made an error, we reserve the right to make settlements from alternative sources. The official result announced at the end of the event will be used to settle bet results.

Decisions after the match taken by governing bodies will not count for betting purposes. Results will be taken after full time, including any injury time added by the referee. Extra time and penalty shootouts will be excluded, unless stated otherwise.

## **Extra Time and Penalty Shootout Betting**

All bets are based on the extra time and penalty shootouts results only. The result at the end of full time (90 minutes plus injury time) does not count.

## **Outright Betting**

Unless otherwise stated, betting is on an All Bets Stand (all-in run or not) basis and Dead Heat rules apply.

## **Goalscorer Rules**

Bets are accepted on 90 minutes play only.

Every effort will be made to quote first/last player to score odds for all possible participants. However, players not originally quoted will count as winners should they score the first/last goal. Bets on players not taking part in the match will be void, as will bets on first player to score where the selection comes on after the first goal is scored. All players that take part in a match will be considered runners for last player to score betting.

Please note that own goals do not count in the settlement of bets.

## **Transfer Special**

The winning selection in Transfer Special markets will be the club to which the player is registered at the point that the next transfer window closes. The relevant transfer window closing time will be that of the original/selling club (for example if the selling club is Manchester United the close of the window will be the close of the English transfer window). We will select a list of potential clubs at its discretion. Should the player move to a club not on this list, all bets will stand. Extra clubs can be added at customers' request.

Loan deals do not count for settlement purposes. Any pre-contracts or other similar agreements that confirm business will be completed at a date later than specified in the market will not count for settlement purposes. If a player does not move club before the close of that transfer window all bets will stand.

## **Next Permanent Manager**

We will select a list of potential new managers at its discretion. Other selections will be available on request. Should a manager not listed be appointed, all bets will stand. Caretaker and interim managers will not count unless they complete at least five competitive games (three for international managers) and they will then be deemed the permanent manager. Should a club appoint a director of football this will not count in the settlement of permanent manager markets. In the event that a club change the structure of their management team and do not call the appointed individual first team manager, we will settle the market on the individual who is responsible for selecting the first team.

## **Outright Head-to-Heads**

Ante post head-to-heads will be settled upon the team or player achieving the highest placing in the specified event as listed in the official results.

Where a tie is not quoted and two participants or more achieve the same result, then the Dead Heat rule will apply.

## **Over/under markets**

If the total amount of goals/points etc. is exactly equal to the line quoted, and no winning line is quoted, the bets will be void.

## **Handicap markets**

If the scores are level after the handicap has been accounted for and no odds have been offered for a handicap draw, then bets will be void.

## **Cards**

For all markets relating to cards, the following rules apply:

- A yellow card counts as one card
- A red card counts as two cards
- Second yellow cards are ignored; therefore a maximum of three cards can be awarded per player

All markets relating to cards are for 90 minutes only, so any cards shown in extra-time do not count for settlement purposes. Cards cancelled by the referee during the match, cards shown to any non-playing staff or non-active players and cards shown before kick-off or after the final whistle do not count. Cards shown during the half-time interval count towards second half and full-time markets.

If the first cards shown involve two or more players from different teams being booked/sent-off in the same incident, dead heat rules will apply. Bets on players to be carded or sent off will be void if the player does not take part in the match.

## **Corner Betting**

Corners awarded but not taken will not count for settling purposes. For example - a corner awarded but not taken before the referee blows for full time will not count. If a referee orders a corner to be retaken this will only count once.

Corners awarded in Extra Time do not count for settlement purposes.

## **Asian Handicap**

There are three main types of Asian Handicap:

### **Whole Ball (e.g. Team A -0, Team A -1, Team A -2)**

These are written as whole numbers with the handicap being applied to the result at the end of the match. A handicap draw here would result in a push with all stakes being returned.

### **Half Ball (e.g. Team A -0.5, Team A -1.5, Team A -2.5)**

This type of Asian handicap removes the chance of a push and is written with half numbers. The handicap is added to the result at the end of the match.

### **Split Ball (e.g. Team A -0 & -0.5, Team A -0.5 & -1.0, Team A -1.0 & -1.5)**

With this type of Asian Handicap, your stake is split equally between the whole ball and the half ball handicaps. Half of your stake will go on the whole ball handicap and half will go on the half ball. A handicap draw on any part of your stake here would result in a push for that part of the stake.

### **Goalscorer Match Bet**

Both players must start for the bet to stand. If either player does not start then all bets are void. In a 2-way market all bets are void should the outcome be a Tie.

### **Match Player Specials**

The named player must play any part in the match for the bet to have action. If the player does not play any part, then all bets are void. This includes:

- Player to score a header
- Player to score a free-kick
- Player to hit the woodwork
- Player(s) to be booked
- Player to score from outside the box

### **Player Total Passes**

A pass is defined as any intentional ball played from one player to another. Passes include open play passes, goal kicks, corners, and free-kicks played as a pass, but exclude crosses, keeper throws, and throw-ins. Bets will be voided if the player does not play any part in the match. All bets will be settled in accordance with official data provided by Opta.

### **Player Total Tackles**

A tackle is defined as where a player connects with the ball in a challenge on the ground where he successfully takes the ball away from the player in

possession. The tackled player must clearly be in possession of the ball before the tackle is made for it to count. When a player cuts out a pass this does not count as a tackle, this is denoted as an interception. Bets will be voided if the player does not play any part in the match. All bets will be settled in accordance with official data provided by Opta.

### **Player Total Shots**

A shot is defined as any clear attempt by a player to score on the opponent's goal, inclusive of all attempts that are denoted as on target, off target or blocked. Bets will be voided if the player does not play any part in the match. All bets will be settled in accordance with official data provided by Opta.

### **Player Total Shots on Target**

A 'Shot on Target' is defined as any attempt on goal that:

- Goes into the net regardless of intent.
- Is a clear attempt to score that would have gone into the net but for being saved by the goalkeeper, or one that is stopped by a player who is the last man with the goalkeeper having no chance of preventing the goal (last-line block).

Shots that directly hit the frame of the goal will not count as Shots on Target, unless the ball subsequently goes into the net, resulting in a goal.

Shots blocked by another player, who is not the last man, will not count as Shots on Target.

Bets will be voided if the player does not play any part in the match. All bets will be settled in accordance with official data provided by Opta.

### **Player Total Shots Outside Box**

A shot outside the box is defined as any shot where the position of the ball is located outside the penalty area when the shot is taken. Any event happening on a line will be considered inside that area. For example, a shot on the penalty area line will count as being inside the box. Bets will be voided if the player does not play any part in the match. All bets will be settled in accordance with official data provided by Opta.

### **Player Total Crosses**

A cross is defined as any intentional ball played from a wide position intending to reach a team-mate in a specific area in front of the goal. Bets will be voided if the player does not play any part in the match. All bets will be settled in accordance with official data provided by Opta.

### **Player Total Offsides**

An offside is awarded to the player deemed to be in an offside position where a free-kick is awarded. If two or more players are in an offside position when the pass is played, the player considered to be most active and trying to play the ball is given offside. Bets will be voided if the player does not play any part in the match. All bets will be settled in accordance with official data provided by Opta.

### **Player Total Goals Inside Box**

A goal inside the box is defined as any goal given to a player where the location of the ball when the shot is taken is inside the penalty area. Any shot taken on the penalty area line will count as being inside the box. Bets will be voided if the player does not play any part in the match. All bets will be settled in accordance with official data provided by Opta.

### **Player Total Goals Outside Box**

A goal outside the box is defined as any goal given to a player where the location of the ball when the shot is taken is outside the penalty area. Any shot taken on the penalty area line will be denoted as being inside the box, and therefore will not count. Bets will be voided if the player does not play any part in the match. All bets will be settled in accordance with official data provided by Opta.

### **Player Shots Woodwork**

Any attempt on goal which hits the frame of the goal will count towards this market, with the exception of those which hit the frame of the goal before going into the net and therefore count as goals. Any shot that hits the frame multiple times (e.g. crossbar and left post) will only count as hitting the woodwork once. Hitting the woodwork will only count for the attacking team (and hence, the player who performed the last action), even when the ball hits the frame coming from a defensive back pass. Bets will be voided if the player does not play any part in the match. All bets will be settled in accordance with official data provided by Opta.

### **Anytime Goalscorer Doubles**

Both players must start for the bet to have action. If either player does not start then all bets are void.

### **Time Interval Markets**

In some matches we offer markets on events occurring within a certain time period, e.g. Time of First Goal. For clarity, the first minute of the game is from 00:00 to 00:59, the eleventh minute is from 10:00 to 10:59, etc. For a bet on a goal to be scored between minute 21 and minute 30 to be a winner, a goal would have to be scored between 20:00 and 29:59 on the match clock.

## **Top Team Goalscorer**

Goals scored in 90 minutes and extra-time count. Penalty shootout goals do not count. Dead-heat rules apply.

## **Tournament Totals**

Total Tournament Cards - The maximum number of cards per player per match is one yellow and one red. Cards awarded in extra-time do not count. Only players on the pitch count (e.g., if a manager or a substitute on the bench is shown a card, it will not count for these markets).

Tournament Total Goals, Team Total Goals, Highest Scoring Team - For markets applying to the whole tournament, goals scored in 90 minutes or in extra-time will count. For markets referring to a particular set of fixtures on a given date(s), only goals scored in 90 minutes count. Goals scored in penalty shootouts do not count. If a game is postponed, Total Goals (for a group of games on given date(s)) will be made void.

Tournament Penalties Missed/Converted - Penalties taken in 90 minutes, extra-time and penalty shootouts all count. If a penalty has to be re-taken the previous disallowed penalty does not count.

## **Tournament and Top Goalscorer Doubles**

Tournament Winner and the Tournament Top Goalscorer. Dead-heat rules apply to Goalscorer.

## **Player of the Tournament**

This market is settled on the winner of Player of the Tournament (the best player of the tournament as declared by the Governing Body).

## **Points deduction**

In the event of a points deduction, or a team going out of business, we reserve the right to void bets on the teams affected by said points deduction. Our decision will be final in such cases.

## **European Handicap**

If the scores are level after the handicap has been accounted for, the winning selection will be the Handicap Draw. If no odds have been offered for a handicap draw, then bets will be void.

## **Man of the Match**

Bets will be settled based on the result announced by the organising authority (e.g. FIFA for World Cup matches). Players who take any part in the match will

be deemed 'runners'. Bets on players who take no part in the match will be void. In the event of the award being presented to more than one player dead-heat rules will apply. Prices will be available upon request for players not quoted. An unquoted player will count as the winner should they receive the man of the match award.

### **Player to Outscore the Opposition**

This is a bet on who will score more goals in the match between the chosen player and the opposing team. If the chosen player does not take part in the match, bets on that player will be void. If the player plays any part in the match, bets will stand. In the case of a draw, where the chosen player scores the same amount of goals as the opposition, bets are settled as losers.

### **Request a Bet**

All results will be settled in accordance with final match stats, as described in official Opta data.

### **All Stats Betting**

All results will be settled in accordance with final match stats, as described in official Opta data.

### **Handball**

If 60 minutes of play is not completed for any reason then all bets will be void, except those that have been unconditionally determined. Extra time does not count.

If/when a match venue is changed bets already placed will stand, providing the home team is still designated as such. If the home and away team for a listed match play the fixture at the away team venue bets will stand, providing the home team is still officially designated as such. In all other cases bets will be void.

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

Statistics provided by the official scores provider or the official website of the relevant competition will be used to settle bets.

### **Golf**

Tournament bets will be settled on the official result of the relevant governing body at the time of the ceremony regardless of any subsequent disqualification or amendment to the result. When an event is affected by adverse weather tournament bets will be paid out on the official result. The minimum number of holes required for an official winner to be announced can vary from 36 to 54

holes depending on the tour, but the result must be an official one. In the case of incorrect pay outs caused by resulting errors on the official website, we will amend the pay out if the error comes to light within 24 hours of the relevant market's original settlement time.

All bets on a player will be void should they not start a tournament. Ante-Post bets on any player who takes part in a qualifying tournament but then fails to qualify for the main tournament will be classed as a loser. Any player starting a tournament but withdrawing or being disqualified before the end of the tournament will be settled as a loser.

If a tournament is shortened and we settle the tournament markets then all bets placed after the last completed round will be void. In addition, if a price for a tie is not available, dead heat rules will apply.

In any 'to qualify' market for any tournament, winners are the number of golfers that qualify for the tournament, whether they compete in the tournament or not. Markets will be settled after the qualifying stage and any subsequent disqualification or amendment to results will not count.

If a Tournament/Round is restarted from the beginning, all bets placed after the official off time will be void, except on markets which have been unconditionally determined. Bets on 2-balls or 3-balls will only be void if placed after the tee time of the relevant group.

'Victory Margin' markets will be settled on the official tournament result and will not include any playoff, if needed.

For '3-Balls' or '2-Balls' markets, all bets on these markets will stand irrespective of whether the players play in the same group or pairing as each other.

### **Tournament match betting**

If a player withdraws without playing a stroke all bets on the relevant market will be void. Likewise, should all players within the framed market fail to complete the first round then all bets will be void.

If any of the named players fail to complete a particular round for any reason (excluding the first), the winner is the player with the lowest total score after the previous round. If a player is disqualified or withdraws during any round they will be settled as a loser providing at least one other player completes that round. In cases where two or more players in a given market are in a dead-heat for first after 72 holes, the winner will be determined after the subsequent playoff holes are completed.

If one player misses the cut then the other player is deemed the winner. If both players miss the cut then the lowest total score after the cut has been made will determine settlement. If a player is disqualified or withdraws after starting then the opposing player is deemed the winner whether 36 holes have been

completed or not. If a player is disqualified in the 3rd or 4th round when the other player in the match bet has already missed the cut, then the disqualified player is deemed the winner.

All of the above also applies to 72-hole match betting with the following exception, if the scores are tied after 72 holes, the result will either be a tie, if odds were offered for the tie, or else all bets will be void.

If a tournament is reduced in length because of adverse weather then all bets will be settled providing a winner of the tournament is deemed and a minimum of 36 holes are completed. The winner will be the player in the lead at the end of the last completed round.

### **Group Betting**

The winner will be the player with the highest placing after the tournament has ended. Any player missing the cut will be considered a loser. If all players miss the cut then the lowest total score after the cut has been made will determine settlement. Non-runner no-bet deductions in line with Rule 4 (Deductions) will apply. Dead-heat rules apply except where the winner is determined by a playoff. In the case of adverse weather a minimum of 36 holes must be played and a tournament winner must be declared for bets to stand. The winner will be the player leading at the end of the last completed round.

### **Round betting markets**

If a player withdraws without playing a stroke in that round all bets on the relevant market will be void. Likewise, if one player fails to complete a round for any reason other than a withdrawal or disqualification then all bets will be void except for those on markets which have been unconditionally determined.

Any player withdrawing or being disqualified having played a stroke in that round will be settled as a loser, providing at least one other player completes that round. Should all players fail to complete the round then all bets will be void.

### **Strokeplay hole-by-hole markets**

All bets on a given hole will be declared void should said hole not be completed for any reason, unless the market has been unconditionally determined. Markets are settled on completion of the hole and any subsequent penalties or disqualification will not be taken into account.

### **Matchplay hole-by-hole markets**

All bets stand once all nominated players have played their tee shots. If neither player completes the hole all bets will be void unless the winner has been unconditionally determined, a player has withdrawn or been disqualified, or the hole had been conceded. Settlement is determined when the players leave the green.

## **Top 5/ Top 10 /Top 20 markets**

Dead-heat rules apply.

### **1st Round Leader**

Settlement is based on the tournament score at the end of the first round. Dead-heat rules apply.

## **Ice Hockey**

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

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

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

### **All Competitions/Matches (unless otherwise stated) - All Markets Pre-Game and In-Play**

All bets exclude overtime/shootouts unless otherwise stated (all markets listed as 'including overtime' will include shootouts). In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This does not apply to markets that exclude overtime/shootouts if played.

3-Way markets are settled on the score at the end of regulation time, with the exception of 'When Will Game End' which is a 3-Way market that includes overtime/shootouts.

Team Totals Odd or Even - If your team doesn't score bets will be settled as Even.

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

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

## **Matches Listed as Club Friendlies (Regulation Only) and International Friendlies (Regulation Only) - All Markets Pre-Game and In-Play**

All bets will be settled based on the score at the end of regulation time and excluding overtime if played, unless otherwise stated below.

Game Totals Odd or Even - If there is no score all bets will be settled as 'Even'.

Team Totals Odd or Even - If your team doesn't score bets will be settled as 'Even'.

The following markets include overtime/shootouts for settlement purposes:

- To Win Match (including overtime/shootout)
- To Lift Trophy
- To Qualify
- When Will Game End
- Penalty Shootout Winner
- Penalty Shootout Correct Score
- Market "Matchbet and Totals"

## **NHL Futures/Tournament Props**

To win Conference - the team that progresses to the Stanley Cup Final will be deemed the winner of the Conference. All bets stand regardless of team relocation, team name change or season length.

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

## **Player Match-Ups/Performances/Scorecasts**

Relevant players must be dressed and see ice-time for bets to have action.

Player Points Match-Ups - Player points accrued in a game are the combined sum of goals plus assists. Push rules apply

## **All Motorsports**

### **Formula 1**

All race bets are settled on the official classification from the relevant sport's governing body, at the time of the podium presentation.

Official classification ranking will be used for the purpose of match, group and positional betting.

Any driver who attempts to qualify for the race proper and fails to do so shall be deemed to have taken part and finished last of the drivers taking part. If two or

more drivers fail to qualify, their qualifying lap times will determine their final placing in the race.

The start of the race is deemed to be the signal to start the warm-up lap. All drivers are in-play from here on in.

For race match/group betting, the driver who finishes in the highest position will be deemed winner.

### **Outright Betting**

Bets on the Formula One Championship and Constructors' Championship will be settled in-line with the official FIA results immediately following the podium presentation of the final race of the season. Subsequent disqualifications/penalties will be disregarded. The drivers' and Constructors' Championship titles are awarded to the driver and constructor who score the most points over the course of the season. In the case of a dead heat for a championship place, the driver or constructor with the higher number of superior race results will be awarded the place.

### **Overall Qualification Winner**

Qualifying consists of three sessions, whereby the six slowest drivers from each of the first two sessions will drop out, leaving the remaining drivers to compete in the third session for the top places on the grid. Qualifying betting will be settled as the fastest lap posted during this third qualifying session. The official times as recorded by the FIA will apply for the settlement of bets with respect to all bets on qualifying, either outright or match betting. Subsequent penalties or demotions imposed will be disregarded.

### **First driver to retire**

This is a bet on which driver will be the first to retire from the race. The bet begins with the signal to start the warm-up lap. If a driver doesn't make it out on track for any part of the race the selection will be deemed void for this market. Bet settlement will be determined by which lap number a car retires on. Should more than one car retire on the same lap dead heat rules apply.

### **First Car to retire**

Bets are in play once the formation lap starts. Bet settlement will be determined by which lap number a car retires on. Should more than one car retire on the same lap then dead heat rules apply. Any driver that doesn't make it out on track for any part of the race will not count towards bet settlements.

### **Not to be Classified**

The bet begins with the signal to start the warm-up lap. Drivers who complete 90% of the race laps will be deemed as classified finishers, in-line with the

official FIA classification. Any Driver who doesn't make it out onto the track for any part of the race will be deemed void.

For all A1 Grand Prix markets, both for the feature race and the sprint race, all bets are settled on the official A1 Grand Prix classification at the time of the podium presentation for the respective race, with subsequent disqualifications disregarded.

### **Leader after 1 Lap**

The winner will be deemed to be the driver leading the race as they cross the start/finish line after one classified race lap (formation lap not included). In the event of one lap not being fully completed bets will be void. In addition, if the race starts under the safety car bets will be void.

### **Will there be a safety car period during the race?**

A safety car period is defined as the need for the safety car to run in front of the leading car during a specified race. Should the race start under the safety car, all bets concerning the safety car market will be settled as Yes. If the race finishes under safety car conditions, but the safety car has not had time to get to the front of the leading car, this market will be settled as Yes. For the avoidance of doubt, virtual safety cars do not count towards settlement of this market.

### **Fastest in Practice Session One/Two/Three**

Official lap times recorded by the FIA will be used for settlement. At least one driver must record a lap time in the specified phase of practice for bets to stand. If no lap time is recorded by any driver all bets will be voided.

### **Handicap Betting**

Each driver's handicap is applied to their race time. The driver with the best race time after applying the handicap will be deemed the winner. The race leader must complete 40 laps for bets to stand, and bets stand irrespective of individual withdrawals. Any driver who does not finish the race, or whose official classification is one lap or greater behind the winner, will be deemed a loser. Dead heat rules apply.

### **To Retire on the 1st Lap**

Any driver who is deemed to have completed no laps on the official FIA Race Classification will be regarded as the winner. If a driver is not in position to start the formation lap then bets involving that driver will be classed void.

### **Leader After Specified Laps**

The winner is deemed to be the driver leading the race as they cross the start/finish line after the specified race lap, in accordance with the FIA's official Race Lap Chart. In the event of the specified number of laps not being fully completed bets will be void.

### **Driver Position at End of 1st Lap**

Select a driver's position at the end of the first fully completed lap of a named Grand Prix, and settlement will be based on the position recorded by the official FIA result. The named driver must start the race for bets to stand.

### **To Finish the Race in a Better/Same/Worse Position than Grid Position**

Settlement will be based on the driver's final position, based on the FIA's official classification at the time of the podium presentation, and the driver's grid position at the start of the race. To receive a finishing position the driver must be a classified finisher in accordance with the FIA's rules. Any bets on a driver who is classed as retired on the official FIA classification, and not subsequently given a finishing position, is deemed a loser. Likewise, drivers not starting the race from their designated grid position, including from the pit lane, will be declared void.

### **Team Match-Ups**

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

### **Driver Handicap Matches**

After the handicap has been applied, the result will be determined by the number of points accumulated for a specified race by the two named drivers.

In the event of a driver switching race teams during race week, or a driver not originally listed entering the field, all bets taken prior to these changes being factored into the betting will be re-settled at the correct price taking into account the team/car change. This is inclusive of all markets offered for F1. Our decision on this matter is final.

From the formation of any race market, bets are considered to be non-driver no bet. Any bets on drivers who fail to take part in the race for any reason other than non-qualification shall be deemed void. We reserve the right to apply the equivalent of Tattersalls Rule 4 (c) to reflect returning stakes on non-drivers.

### **Nascar/Indy Car/Cart Racing**

In Outright Race betting 'the field' includes any driver who is not listed in the outright prices. Any drivers who fail to qualify for the race will be deemed as non-runners. The race must be held within one week of the scheduled race time for there to be action. The official NASCAR / INDY winner of the race will be

settled as the winner for betting purposes, this includes all races which are halted prematurely.

### **Driver Match Ups**

All match ups will be settled as per the official result. If one driver fails to complete the race, the other driver will be deemed the winner. Where both drivers fail to complete the race, the number of laps completed will determine the winner. If both drivers fail to complete on the same lap, official placings as assigned by the controlling authority will determine the settlement. Both drivers must start the race for bets to stand. In the event of a replacement driver all bets are void.

### **World Rally Championship (WRC)**

All race bets are settled on the official WRC classification at the time of the podium presentation, with subsequent disqualifications disregarded.

Outright markets will be settled on an 'all-in run or not' basis.

### **Moto GP/World Superbikes/British Superbikes/AMA Supercross**

#### **Outrights**

Outright markets will be settled on an 'all in run or not' basis (non-starters will be deemed to be losing bets).

All race bets are settled on the official classification as defined by the official race organisers and will not be affected by any subsequent demotions or enquiries.

#### **Main Heat Winners (Supercross)**

Any starters of a heat race will be deemed as runners for the main heat race, regardless of their progression to the main heat or not.

#### **Pole Position**

The winner will be the rider who will officially start the race from the pole position. Any subsequent changes to grid positions will not count.

#### **Qualifying Match Ups**

Both riders must take part in qualifying, and at least one of them must complete a qualifying lap for bets to stand.

#### **Race Match Ups**

Both riders must start for bets to stand. In the event of both riders failing to complete the race, the rider completing more laps will be deemed the winner. Bets will be graded as no action if both riders have completed the same number of laps. Subsequent penalties or demotions will not affect the grading of bets.

### **Group Betting**

The winner is the rider achieving the highest placing at the time of the podium presentation. If all riders in the group fail to be classified then the rider completing the most laps will be deemed the winner. If two or more riders retired on the same lap, all riders in the group fail to be classified, then dead heat rules apply. Riders are grouped together for betting purposes only. Non-runner no-bet deductions in line with Tattersalls Rule 4 (c) may apply. Bets will be settled as based on the official race organiser's results at the time of the podium presentation.

### **General Motor Sport Rule**

If a driver/rider takes part in qualifying, then they are deemed to have taken part in the race regardless of whether they start the race itself or not.

### **Summer and Winter Olympics**

For all sports in the Olympics offered and not having individual sports rules the following general rules will apply.

### **Outrights (includes to win gold medal/any medal)**

All bets shall stand irrespective of whether the athlete competes or not (all-in run or not).

All results will be determined by the official medal ceremony after the event (dead heat rules apply) - this shall not be affected by any subsequent enquiries.

### **Head-to-Head (match betting)**

Both participants must start the event for bets to stand.

### **Medal specials**

Settlements for countries will be based on the official medals table result once all medal ceremonies have taken place. For any specials on individuals, team event results will be included if they have taken part.

### **Nationality of Winner**

This is determined by the country the winner competes for (not the country they were born in if there is a difference).

## Poker

Unless stated otherwise, a player must be dealt at least one hand for bets on that player to stand. In the event of a player not being dealt a hand then bets on that player will be declared void.

Pre-Event Betting will generally be available until the first hand has been dealt. In-Play betting may subsequently be offered. Tournament winner bets will be settled on the player who is declared the official winner of the tournament, any deals done do not count. In the event of a deal being done then the finishing positions will be determined by the actual finishing positions of the participants as listed in the official tournament reporting, irrespective of any deal made.

Prices on Pre-Event Poker Tournaments may at times be displayed with an incomplete field. Other players are available on request.

If a Tournament was abandoned or unable to complete for any reason, then Tournament winner bets will be declared void. Only bets where the result has already been determined will stand. For example if a tournament is abandoned with 9-players remaining then bets on 'To Finish In The Top 9' will stand, but bets on 'To Finish In The Top 3' will be declared void.

If a Tournament does not take place, then all bets for that event will be declared void unless the tournament takes place within 48-hours of the originally scheduled starting time.

Any player starting the Tournament but who later withdraws, or is disqualified before the ends, will be settled as a loser.

Any game manipulation and/or suspicious betting market activity which takes place, including but not limited to collusion during the tournament, may render bets on offending players to be deemed as losers.

## Rugby Union & League

### General Rules

All markets (except halftime, first half markets, overtime and penalty shoot-out) are settled based on regular time only unless otherwise stated.

If a match is interrupted and continued within 48 hours after initial kick-off, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. The term 80-minutes play includes stoppage time

If a match is abandoned then all bets are void other than where the outcome is already determined

If a match is postponed then all bets are void unless re-arranged and played in the same 'Rugby Week' (Monday - Sunday inclusive UK time).

## **Handicap Betting**

Handicap betting is offered where one team gets a fictional head start. The team receiving the start has the handicap added to their final score for settlement purposes. Where a draw price is offered then when the result falls exactly on the handicap then the Draw is deemed the winner. For example Ireland are +12 against New Zealand. If Ireland win the game or lose by less than 12 they are the handicap winner, if New Zealand win by exactly 12 they are the handicap winner and if they win by exactly 12 Draw is the handicap winner.

## **Try Scorer Markets**

Bets on players taking no part in the match will be void. If your player takes to the field after a try has been scored then first try scorer bets will be made void. If your player takes to the field at any time prior to the first try being scored then your bet stands. For the second half first try scorer market, if your player takes to the field after the first try of the second half has been scored then second half first try scorer bets will be made void. If your player takes to the field at any time prior to the second half first try being scored then your bet will stand .

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

Penalty Tries do not count for betting purposes.

## **Outright Betting**

Regular season only unless otherwise stated. The finishing position of teams at the end of the scheduled programme of matches will determine placings with no allowance for playoffs or subsequent enquiries (and potential point deductions) by the respective leagues. To Finish Bottom - Will be settled on the team who finish in the bottom position of the stipulated league upon the completion of the regular season. Wooden Spoon - Offered for the Six Nations, will be settled on the team who finish in the bottom position of the table, upon completion of the specified Six Nations tournament. To Be Relegated - Where market is offered settlement is based upon the rules of the specified league.

## **Snooker**

### **General Rules**

Outright markets are offered on an 'all in run or not' basis (no refunds for non-starters). Where a player takes part in a qualifying tournament but fails to qualify for the main tournament he will be deemed a loser for settlement purposes.

In the event of a match starting but not being completed the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

Where revised match betting is offered (between sessions), one frame of the following session must be completed for bets to stand.

In all other markets if the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes then all bets will be void unless the outcome has already been determined. For example: if a match was abandoned after frame one with the score 1-0 to Player A then bets on Player A to win frame 1 would be settled as winners, and bets on Player B (the opponent) settled as losers. However, in the event of a disqualification or retirement bets will be declared void.

In-running market: to pot the first ball of nth frame: fouls do not count toward settlement. Re-racks will not count towards settlement unless a ball was not potted in the original frame. 'Player to pot first ball' refers to the player who pots the first ball legally, excluding balls potted when the shot incurs a foul.

Total points nth frame: in the event of a re-rack, only points scored in the completed frame will count towards settlement

Tournament highest break: Only one break per player will count towards settlement of this market. For example: if Player A scores 145 and 144 in the same tournament. Only the 145 will count towards settlement.

In the event of a player being awarded a frame due to non-appearance of opposing player, 'to win 1st frame', 'to win nth frame' and all related markets to that frame will be settled as void. 'Frame betting', 'handicap betting', 'total frames', 'race to three frames' & '1st 4 & 6 frames outright/correct score' will be settled as normal.

'Next four frames winner' and 'correct score, next session winner/correct score': if four frames/next session are not completed due to the match result having been determined before this point, then bets will be deemed void unless already determined as a losing bet. If all frames are not completed due to time constraints, bets will be settled when play resumes and settlement point is reached.

Stage of Elimination: player must play one shot in the tournament for bets to stand.

## **Settlement of Bets**

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used for settlement purposes. Where statistics from an official score(s) provider or official website are not available or

there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

## Special Markets

### General Rules

For all Special markets, including but not limited to Political Betting, The Eurovision Song Contest, Reality TV Show and Awards all markets are offered on an 'all in run or not' basis. Settlement will be based on official results on the day of the event.

## Table Tennis

### General Rules

If a match is abandoned before regular time is played, all bets on that match are void, except for those markets (e.g. race to 10 points or winner of a specific game) where the result has already been determined.

If a postponed/rescheduled match takes place within 48 hours of the original start time, your bet on the match will stand, unless cancelled by mutual consent. However, if a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony.

If the match is no longer playing at the venue advertised, bets will still stand. This applies as long as the venue has not been changed to the opponent's ground (or as long as the venue remains in the same country for international matches).

Bets on match will be void in the event of a match not taking place, or if a player/team is given a walkover.

For any outright markets offered, bets will be settled on an 'all-in run or not' basis (no refunds for non-starters).

Statistics provided by the official website of the relevant competition or fixture will be used to settle bets. Where an official website is not available or there is significant evidence that the official website is incorrect, we will use independent evidence to support bet settlement.

## Tennis

All bets will stand irrespective of a change of schedule (or day of match).

All bets will be void in the event of a match starting but not being completed, except for bets where the outcome has already been determined. For example - a game is abandoned at 6-4, 5-1. In this instance, bets on the first set winner will

be settled as a winner. The only exception to this rule is where a player is disqualified, after which the player or team progressing to the next round will be deemed the winner.

Statistics provided by the official website of the relevant competition or fixture will be used to settle bets. Where an official website is not available or there is significant evidence that the official website is incorrect, we will use independent evidence to support bet settlement.

### **Change of court surface/venue**

In the event that a tournament - or parts of a tournament - take place on a court surface or venue different than the one originally scheduled, all bets will stand.

### **Outright Betting/Without Favourite Betting/Quarter Betting/Half Betting**

All bets will be settled on an 'All in Run or Not' basis. Bets placed on any player who subsequently withdraws from competition will be deemed as losers.

### **Winning Quarter/Winning Half**

Name the tournament quarter from which the winner will come from - either 1st, 2nd, 3rd or 4th. Name the tournament half from which the winner will come from - either Top or Bottom. The specified tournament must be completed in full for bets to stand.

### **Name The Finalists/Final Forecast/Reach The Final**

All bets will be settled on an 'All in Run or Not' basis. Bets placed on any player who subsequently withdraws from competition will be deemed as losers.

### **Match Betting Including In-Play**

In the event of a match starting but not being completed bets will be void, unless after the start of the match a player is disqualified. In this case, the player/team progressing to the next round or being awarded the victory will be deemed the winner.

### **Tournament Match Betting**

Both players in a specified match must play one point in the tournament for bets to stand. If players progress to the same round of the tournament bets will be void.

### **Set Betting**

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

### **First Set Winner**

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

### **Tie-Break in First Set**

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

### **Tie-Break in Match**

In the event of the match starting, but not being completed, all bets are void unless a tie-break has already occurred, or it is impossible for a tie-break to occur. For example - during the final set of a Grand Slam match, such as Wimbledon.

### **Total Sets**

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

### **Most Aces**

Bets will be settled based on official tournament statistics. In the event of a disqualification or retirement all bets will be void, unless settlement of the bet has already been determined.

### **1st Service Game**

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

### **1st Break of Serve**

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

### **Number of Sets Including In-Play**

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

### **Markets Based on Total Games/Handicap Games Including In-Play**

These general rules apply to Games in Individual Sets, Games in Match, Player Games, and Handicap Betting (based on games won). In the event of forfeited

points/games, these will count for final settlement. For the purposes of all such markets a tie-break or match tie-break is counted as one game.

In the event of retirement, disqualification or change of surface mid-match, bets will be void unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

- **Example 1:** A set is abandoned at 5-5: bets on Over/Under 10.5 games or fewer in the set are settled as winners/losers respectively, since any natural conclusion to the set would have at least 10 games; bets on Over/Under 11.5 games or more are void
- **Example 2:** A best-of-3 sets match is abandoned at 6-0 6-7: bets on Over/Under 24.5 games or fewer in match will be settled as winners/losers respectively, since any natural conclusion to the match would have at least 25 games; bets on Over/Under 25.5 games or more are void
- b A best-of-5 sets match is abandoned at 4-6 6-4 3-6 6-3 5-5: bets on either player with a handicap of +2.5 or more will be settled as winners, bets on either player with a handicap of -2.5 or less will be settled as losers, and bets on the tie with a handicap of +/- 3 or more will be settled as losers. All bets on handicaps ranging from -2 to +2 will be void

The Handicap, Total Games In Match and Player Games markets are based on a statutory number of sets. In the event of the statutory number of sets being changed or differing from those offered for betting purposes then all bets are void.

At the end of the match all games each individual player wins are totalled, and the handicap applied to determine the handicap winner.

### **Nationality of Winner**

Nationality as displayed by the sport's governing body.

### **Fastest Serve Tournament**

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

### **Number of Aces/Double Faults**

In the event of a disqualification or retirement all bets will be void, unless settlement of the bet has already been determined. Bets settled from official tournament statistics.

### **How Many Sets Will Player Drop During Tournament**

In the event of the player retiring from the match/not starting a match (forfeit) it will count as a loss of 2 sets for best-of-3 matches and 3 sets for best-of-5 matches.

### **Stage of Elimination**

Player must play one point in the tournament for bets to stand.

### **Match Tie Breaks**

In some competitions, matches that reach one set all are decided by a Match tie-break. If a match is decided by a Match tie-break then the match tie-break will be considered to be the 3rd set. Set Betting will be settled as 2-1 to the winner of the match tie-break.

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

### **In-Play Rules**

#### **Game Markets (Current and Next)**

The player serving in the relevant game is denoted by (Svr).

- If the wrong player is indicated as (Svr), then any bets taken on Current or Next Game, Current or Next Game Score, Current or Next Game to Deuce, Point Betting or Next Game First Point will be void, regardless of the result.
- In the event of the next scheduled game being a tie-break or match tie-break all bets on that game will be void, with the exception of Next Game First Point.
- If any game includes the awarding of a penalty point(s) by the umpire, all bets on that game will stand. If the umpire awards a penalty game, or in the event of a game not being completed through player injury, all bets on that game will be void, with the exception of Game to Deuce if settlement has already been determined. In the event of forfeited points/games, these will count for final settlement.

### **Race Markets**

- Bets are settled based on the first player to reach the nominated number of games in the relevant set. In the event of neither player reaching the number of games required (because of abandonment) then bets on that market will be void. In the event of forfeited points/games, these will count for final settlement.
- If the relevant set is not played then all race markets for that set will be void.

## **Set Betting**

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

### **Set Winner (Current and Next)**

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

### **3rd/4th/5th Set Yes/No**

In the event of a set starting but not being completed then all bets stand as long as one point of the specified set is played.

### **Set Score (Current and Next)**

- If no next set played then bets on that set will be void. The nominated set must be completed for bets to stand. In the event of forfeited points/games, these will count for final settlement.
- In some competitions matches that reach one set all are decided by a match tie-break. If a match is decided by a match tie-break then the match tie-break will be considered to be the 3rd set. Set Betting will be settled as 2-1 to the winner of the match tie-break, and 3rd set winner will also be settled accordingly.
- Any bets taken on Next Game Winner or Next Game Score will be void if the next game turns out to be a match tie-break, though any bets on Next Game First Point will stand.

### **Total Games in Next Set**

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

### **Point Betting**

- Bets are offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void. In the event of forfeited points, these will count for final settlement.
- If the nominated point is awarded as a penalty point, all bets on that point will be void.
- Bets stand regardless of whether or not a point takes place in a tie-break.

### **Tie-Break Markets (Including Match Tie-Breaks)**

- If a tie-break is not played in the nominated set, all bets on these markets are void. All bets stand irrespective of whether or not the tie-break includes the awarding of a penalty point.
- If the umpire awards the tie-break as a penalty game prior to the game starting, all bets on the tie-break will be void.
- If the tie-break is awarded as a penalty game whilst in progress, bets on tie-break winner will stand, but bets on tie-break score will be void (unless the only way the tie-break could be won was Any Other). Bets on tie-break total points will only be settled if the tie-break has already exceeded the relevant line or would have to exceed the line in order to reach a natural conclusion.
- In the event of the tie-break not being completed through disqualification or retirement, all bets on the tie-break will be void, with the exception of tie-break total points as detailed above.
- If the official outcome of a tie-break is unspecified (e.g. either awarded as a penalty game or via disqualification) then all bets on the tie-break will be void, with the exception of tie-break total points as detailed above.

### **Player to be Broken During Match**

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

### **Incorrect Server**

If the wrong player is indicated as (Svr), then any bets taken on Current or Next Game, Current or Next Game Score, Point Betting or Next Game First Point will be void, regardless of the result.

### **International Premier Tennis League**

#### **Match Tie Betting**

Settlement will be based on the official result.

#### **Single-Set Match Betting**

Specifically for the final single-set match of a match tie, settlement of markets will be based on the first player(s) to reach six games (and the score at that point), and will ignore any subsequent 'catch up' games played in the set.

#### **Substitution**

If during a set a player is substituted, all bets, including In-Play bets, will stand.

### **Volleyball**

## General Rules

Statistics provided by the official scores provider, or the official website of the relevant competition will be used to settle bets. If a game starts but is not completed then all bets will be void apart from those which have been unconditionally determined.

Postponed or cancelled matches will be treated as a non-runner for settling purposes, unless played within 48 hours of the original start time.

When a match venue is changed bets already placed will stand, but only when the home team is still designated as such and the match is not instead played at the away team venue, otherwise bets will be void.

On all markets in the event of referee enforced point deductions, official results will be used for settlement purposes.

When a Golden Set is used to decide which team progresses for competitions with two-legged ties (in the event of the tie being tied in matches won), the Golden Set does not count for settlement purposes.

For any tournament outright bets settlement will be made on an 'all in run or not' basis (if any team fails to participate they will be treated as a loser).

## Winter Sports Rules

The following rules apply to the winter sports listed below:

- Alpine Skiing
- Biathlon
- Bobsleigh
- Cross Country Skiing
- Figure Skating
- Freestyle Skiing
- Luge
- Nordic Combined
- Short Track Speed Skating
- Skeleton
- Ski Jumping
- Snowboard
- Speed Skating

If a specific event (determined as: after a final competitor list is known) is suspended or postponed bets remain valid provided that the event is completed on the same run/same venue within 36 hours (with exception of Winter Olympic events). If the event takes place on a different run/venue bets will be made void and stakes returned.

## Outright Betting (including event winner, top 3/6/10, to win gold/any medal)

Unless otherwise stated, betting is on an 'all-in run or not' basis. (No refunds for non-starters). Podium positions and all other results will be determined by the official prize giving/medal ceremony immediately after the event and will not be affected by any subsequent enquiries. All events will be settled as per official governing body (FIS/IBU/International Olympic Committee (IOC) results). If a 2 round event is not fully completed but a result declared by the FIS then bets will be settled as per the official results sheet. If no result is declared then all bets will be made void. Dead heat rules apply.

We occasionally offer outright betting markets for a race or stage where there is a 'yes/no' option for a named athlete to win/finish in top 3. In the event of a dead heat on these markets - where both sides could be deemed as winners - markets will be declared void.

### **Head to Head Betting (Match Betting)**

Downhill and Super G: Both skiers must leave the start gate for bets to stand. If both skiers fail to finish, all bets will be void. Slalom and Giant Slalom: Both skiers must leave the start gate for the bet to stand. If neither competitor/team finishes in an event with two or more runs, the number of runs completed will determine the winner. The person with the highest placed finish in the first run will be deemed the winner. If both competitors fail to finish the first run then all bets will be made void. Ski Jumping: Both Ski Jumpers must leave the start gate for bets to stand. If neither competitor completes the first jump bets are void. If only one competitor finishes the event this competitor is deemed the winner. If both competitors fail to qualify for the second jump the best placed competitor in the first jump is the winner. Cross Country Skiing: If either competitor/team fails to start bets are void. If neither competitor/team finishes the race bets are void. If only one competitor finishes this competitor is deemed the winner. If one competitor gets through the prologue whilst the other fails the competitor who got through the prologue is the winner. All other Winter Sports Head to Heads: Both participants/teams quoted in the head to head must leave the start line for bets to stand.

### **Winning Margin**

Bets will be settled on the official interval listed by the event's governing body.

### **Nationality of Winner**

This is determined by the country the winner competes for (not the country they were born in if there is a difference).