

## Parlays / Multiples / Combo Bets

### GENERAL RULES

A parlay bet is defined as individual bets which link two or more selections in a single bet. Each selection chosen in the parlay must win for the parlay ticket to be successful. If the first selection is a winning bet, the winnings and the stake are carried over on to the second selection. This continues until all selections are winning bets or one selection is a losing bet. Some parlays are a combination of different parlays in a single parlay ticket, e.g. A Yankee is a combination of 11 different parlay bets. Please see the "Types of Parlay Bets" section for more information.

Example:

A parlay treble of \$100 is placed on the following three selections:

- Manchester United @ 1.80
- Chelsea @ 1.50
- Arsenal @ 1.66

If all three selections win, the return on the parlay is \$448.20. This is broken down as follows:

- Bet 1: Manchester United 1.80 x \$100 = Return of \$180.
- Bet 2: Chelsea 1.50 x \$180 = Return of \$270.
- Bet 3: Arsenal 1.66 x \$270 = Return of \$448.20.

Notice

- The company allows a maximum of ten selections to be combined in a parlay bet.
- All selections are subject to the relevant sports rules.
- Not all markets will be available for parlay betting. If you see in the bet slip that you cannot combine two unrelated selections (see below for details on related parlays), then one of the selections is not available for parlay betting.
- Parlay bets can be placed across sports and across days.

### RELATED SELECTION IN A PARLAYS

Parlay bets, which combine selections that are related in the same event or where the outcome of one market could affect the outcome of another market, are not accepted.

Example:

The following double is not accepted as it is seen as a related parlay:

- Manchester United to win in the 1 X 2 market @ odds of 1.80
- Manchester United to win 2-0 in the correct score market @ odds of 7.0

If Manchester United win 2-0, the combined odds would be 12.6. However, the odds should only be 7.0, because if Manchester United win 2-0, they will automatically have won in the 1 X 2 market.

Parlay bets that combine selections relating to the same team or player, even though they are settled at different times, are also not accepted as the outcome of one could affect the outcome of the other

Example:

- Manchester United to reach the Champions League Final @6.0
- Manchester United to win the Champions League @ 10.0
- Combined odds of 60.0

This parlay is considered related as the result of the second selection impacts the first selection. If Manchester United win the Champions League, they will automatically have reached the final. Therefore, the odds can only be 10.0.

The Company reserves the right to void part or all of a parlay bet if it is seen to be a related parlay.

### PARLAY PUSH

In the event that any part of the parlay bet is voided or is a push (as in the example below), the parlay bet will still stand and any winning selections will be carried forward to the remaining selections, as in the case of the following Treble:

- Bet 1: Chelsea (-0.5) - Chelsea win.

- Bet 2: Manchester United (-1) - Manchester United win 1-0.
- Bet 3: Arsenal (-0.5) - Arsenal win.

As Manchester United only win 1-0 with a (-1) Asian Handicap, that part of the parlay bet is a push. Therefore, the "Chelsea win" bet is carried forward to the "Arsenal win" bet and the parlay bet becomes a winning Double on Chelsea and Arsenal instead of the initial parlay bet of a Treble. The push part of the bet is calculated by multiplying the carried over stake by 1.

Examples of how the push is calculated:

Example 1: A selection is settled as a push:

Selection	HDP	Odds	Result	Outcome
Chelsea	(-0.5/1)	1.85	win 2-0	Winning Selection
Manchester United	(-1)	1.95	win 1-0	Push
Arsenal	(-1/1.5)	2.05	win 3-0	Winning Selection

Parlay Wager: \$100 Treble

The calculation is as follows:

$\$100 \times 1.85 \times 1 \times 2.05 = \$379.25$ , less stake of \$100 = Winnings \$279.25

- Chelsea (-0.5/1): Win -  $\$100 \times 1.85 =$  Return of \$185. This is carried on to the next selection.
- Manchester United (-1): Push -  $\$185 \times 1 =$  \$185. This is carried on to the next selection.
- Arsenal (-1/1.5): Win -  $\$185 \times 2.05 =$  Return of \$379.25
- Winnings:  $\$379.25 - \$100 =$  \$279.25.

Example 2: A selection is settled as a half win and half push:

Selection	HDP	Odds	Result	Outcome
Chelsea	(-0.5/1)	1.85	win 1-0	Half Win / Half Push
Manchester United	(-1)	1.95	win 2-0	Winning Selection
Arsenal	(-1/1.5)	2.05	win 3-0	Winning Selection

Parlay Wager: \$100 Treble

The calculation is as follows:

$\$100 \times [1 + 0.5 \times 0.85] \times 1.95 \times 2.05 = \$569.64$ , less stake of \$100 = Winnings of \$469.64

- Chelsea (-0.5/1): Half Win / Half Push - The stake is divided in two as only half the bet is a winning bet  
Win part is  $\$50 \times 1.85 =$  \$92.50  
Push part is  $\$50 \times 1 =$  \$50  
Return is  $\$92.50 + \$50 =$  \$142.50. This is carried on to the next selection.
- Manchester United (-1): Win -  $\$142.50 \times 1.95 =$  \$277.87. This is carried on to the next selection.
- Arsenal (-1/1.5): Win -  $\$277.87 \times 2.05 =$  Return of \$569.64
- Winnings:  $\$569.64 - \$100 =$  \$469.64.

Example 3: A selection is settled as a half lose and half push:

Selection	HDP	Odds	Result	Outcome
Chelsea	(-0.5/1)	1.85	win 2-0	Winning Selection
Manchester United	(-1)	1.95	win 2-0	Winning Selection
Arsenal	(-1/1.5)	2.05	win 1-0	half Lose/Half Push

Parlay Wager: \$100 Treble

The calculation is as follows:

$\$100 \times 1.85 \times 1.95 \times 0.5 = \$180.38$ , less stake of \$100 = Winnings of \$80.38

- Chelsea (-0.5/1): Win -  $\$100 \times 1.85 = \$185 =$  Return of \$185. This is carried on to the next selection.
- Manchester United (-1): Win -  $\$185 \times 1.95 = \$360.75$ . This is carried on to the next selection.
- Arsenal (-1/1.5): Half Lose / Half Push - The stake is divided in two as half the bet is a losing bet.  
 $\$360.75 \times 0.5 = \$180.38$ .  
 Half Lose: \$180.38  
 Half Push:  $\$180.38 \times 1 = \$180.38$
- Return is \$180.38
- Winnings:  $\$180.38 - \$100 = \$80.38$ .

#### TYPES OF PARLAY BETS

There is a variety of parlay bets offered by the company. Below is a grid showing all the permutations of each type of parlay bet.

Type of Parlay Multiple Bet	No. of Selections	Total No. of Bets	Total No. of Doubles	Total No. of Doubles	Total No. of Doubles	Total No. of Doubles	Total No. of Doubles	Total No. of Doubles	Total No. of Doubles	Total No. of Doubles
Double	2	1	1							
Treble	3	1		1						
4-Fold	4	1			1					
5-Fold	5	1				1				
6-Fold	6	1					1			
7-Fold	7	1						1		
8-Fold	8	1							1	
9-Fold	9	1								1
10-Fold	10	1								
Trixie	3	4	3	1						
Yankee	4	11	6	4	1					
Super Yankee	5	26	10	10	5	1				
Heinz	6	57	15	20	15	6	1			
Super Heinz	7	120	21	35	35	21	7	1		
Goliath	8	247	28	56	70	56	28	8	1	
Block (9)	9	502	36	84	126	126	84	36	9	1
Block (10)	10	1013	45	120	210	252	210	120	45	10

A detailed breakdown of each parlay bet type is listed below:

#### Double

- A Double consists of one bet involving two selections from different events. Both selections must be successful to guarantee a return.

#### Treble

- A Treble consists of 1 bet involving 3 selections in different events. All must be successful to guarantee a return.

### Accumulator

- An Accumulator is one bet with four or more different selections. All selections must be successful to guarantee a return. An Accumulator with four selections is referred to as a Four-Fold, or 4-Fold; an accumulator with five selections is known as a Five-Fold, or 5-Fold, and so on up to Ten-Fold, or 10-Fold.

### Trixie

- A Trixie is a combined parlay bet on three different selections, consisting of 4 separate bets. It is broken down into 3 Doubles and 1 Treble. There must be a minimum of two successful selections to guarantee a return.

### Yankee

- A Yankee is a combined parlay bet on four different selections, consisting of 11 separate bets. It is broken down into 6 Doubles, 4 Trebles and 1 Four-Fold. There must be a minimum of two successful selections to guarantee a return.

### Super Yankee (or Canadian)

- A Super Yankee is a combined parlay bet on five different selections, consisting of 26 separate bets. It is broken down into 10 Doubles, 10 Trebles, 5 Four-Folds and 1 Five-Fold. There must be a minimum of two successful selections to guarantee a return.

### Heinz

- A Heinz is a combined parlay bet on six different selections, consisting of 57 separate bets. It is broken down into 15 Doubles, 20 Trebles, 15 Four-Folds, 6 Five-Folds and 1 Six-Fold. There must be a minimum of two successful selections to guarantee a return.

### Super Heinz

- A Super Heinz is a combined parlay bet on seven different selections, consisting of 120 separate bets. It is broken down into 21 Doubles, 35 Trebles, 35 Four-Folds, 21 Five-Folds, 7 Six-Folds and 1 Seven-Fold. There must be a minimum of two successful selections to guarantee a return.

### Goliath

- A Goliath is a combined parlay bet on eight different selections, consisting of 247 separate bets. It is broken down into 28 Doubles, 56 Trebles, 70 Four-Folds, 56 Five-Folds, 28 Six-Folds, 8 Seven-Folds and 1 Eight-Fold. There must be a minimum of two successful selections to guarantee a return.

### Block (9)

- A Block (9) is a combined parlay bet on nine different selections and consisting of 502 separate bets. It is broken down into 36 Doubles, 84 Trebles, 126 Four-Folds, 126 Five-Folds, 84 Six-Folds, 36 Seven-Folds, 9 Eight-Folds and 1 Nine-Fold. There must be a minimum of two successful selections to guarantee a return.

### Block (10)

- A Block (10) is a combined parlay bet on ten different selections and consisting of 1013 separate bets. It is broken down into 45 Doubles, 120 Trebles, 210 Four-Folds, 252 Five-Folds, 210 Six-Folds, 120 Seven-Folds, 45 Eight-Folds, 10 Nine-Folds and 1 Ten-Fold. There must be a minimum of two successful selections to guarantee a return.

### Cash Out Rule

#### GENERAL RULES

- 1. Cash Out is only available on selected sports and market types.
- 2. The availability of Cash Out may be withdrawn or adjusted at any time. Customers should never assume Cash Out will be available.
- 3. Cash out values is non-negotiable, and The company will not enter into discussion about the reason for any Cash Out value offered.

- 4. For partial Cash Out, the minimum unit stake (per market type) must remain on either side of the partial cash out range.

Example 1 - Minimum Unit Stake = 1.00 / Customer Stake = 100.00. Bets can be partially cashed out in the range of 1.00 - 99.00.

Example 2 - Minimum Unit Stake = 1.00 / Customer Stake = 5.00. Bets can be partially cashed out in the range of 1.00 - 4.00.

Example 3 - Minimum Unit Stake = 1.00 / Customer Stake = 1.00. Bets cannot be partially cashed out. However, they can still be fully cashed out.

- 5. There is Cash Out times of one bet and may be adjusted at any time.
- 6. The Cash Out value displayed for any bet is the amount returned to your account should the Cash Out be successful. This includes the stake value related to the cashed-out amount.

Example 1 - If Cash Out is showing 1,500.00 and the related stake was 1,000.00, the Win / Loss if confirmed would be + 500.00 (Win)

Example 2 - If Cash Out is showing 800.00 and the related stake was 1,000.00, the Win / Loss if confirmed would be - 200.00 (Loss)

- 7.7. For reservation cash out, when the set reservation cash out conditions (cash out stake, cashout return) are reached, the system will automatically cash out in advance. If the reserved bet is settled or cancelled, the reservation cash out bet will be invalid.

Example 1 - If the reservation cash out stake is 100.00 and the reservation return is 200.00, the system will automatically cash out in advance when the cash out return reaches 200.00, and if the order is settled or cancelled, the reservation cash out bet will automatically become invalid.

Accept valuation changes/Don't accept valuation changes

The function of accepting valuation changes or not can be selected through the configuration of "Cash Out" in the system.

- 1. "Accept Cash Out Valuation Changes" means that all cash out bet can be processed automatically regardless of whether the cash out valuation has changed.
- 2. "Don't accept valuation change" means that when the cash out valuation changes, cash out bet will not be processed automatically.

Settlement Rules

- 1. Should an event be cancelled or postponed, the company reserves the right to cancel and reverse any previously cashed out bet, unless the market has been unconditionally determined.
- 2. Should an event be suspended and fail to resume within 36hours, the company reserves the right to cancel and reverse any previously cashed out bet, unless the market has been unconditionally determined.
- 3. Should a cashed out wager be subject to cancellation, the company reserves the right to cancel that wager and reverse the cash out.

Settlement Examples

- 1. Single Bets - Fully Cashed Out

Should a single bet be fully cashed out for an event or wager which is later cancelled, the cashed out amount will be returned to the company and the original stake amount returned to the customer.

- 2. Single Bet - Partially Cashed Out

Should a single bet be partially cashed out for an event or wager which is later cancelled, the cashed out amount will be returned to the company and the partially cashed out stake amount returned to the customer. The remaining stake (not included in the initial partial Cash Out) will also be void and returned to the customer's account.

- 3. Double Bets - when a selection event is cancelled.

If the bet is cancelled after the double bets is settled in advance, the amount settled in advance will be refunded to the company, and the principal of the bet will be returned to the customer.

- 4. Double - when the selected event is re-settled

If one or more of the races are re-settled after the double bet is settled in advance, the amount settled in advance will be refunded to the company, and the principal of the bet will be returned to the customer.

## Soccer

### GENERAL RULES

- 1. Unless otherwise stated, all Football bets will be settled based on the scheduled “90 minutes” play.
- 2. The term “90 minutes” play includes any stoppage or injury time. This does not include the extra-time, knockout, penalty shoot-outs, or a match result which was altered by the official referee or the relevant governing authority after the match.
- 3. All in-play bets will be settled based on the outcome at the end of the scheduled “90 minutes” play, unless otherwise stated in the individual rule for the bet type.
- 4. The term “45 minutes” play includes any stoppage or injury time for the first half of play. This does not include the extra-time, knockout, penalty shoot-outs, or a match result which was altered by the official referee or the relevant governing authority after the match.
- 5. Unless the result is determined at the time of the abandoned, the game must be played at least 82 minutes for bets to be considered valid. The first half must be played to the end of the first half for bets to be valid, otherwise all first half bets will be void unless the outcome is determined at the time the game is abandoned.
- 6. For certain competitions or friendly matches where the scheduled play is 80 Minutes (2 x 40 minute halves), bets will be settled based on the scheduled time.
- 7. Should there be any youth or friendly matches where play is set for 70 minutes (2 x 35 minute halves) or less, the company will announce before the start of the match. Otherwise all bets on these matches will be considered void.
- 8. If the match is suspended or postponed at any time during play, and fails to resume within 36 hours, all bets will be considered void, unless explicitly stated below or in the individual Bet Type rules.
- 9. If the match is declared abandoned, all bets will be considered void, unless explicitly stated below or in the individual Bet Type rules. If a match is abandoned during the 1st half, all 1st half bets are considered void. If a match is abandoned during the 2nd half, all 2nd half bets are considered void, 1st half bets will still be valid, unless otherwise stated in the individual bet type rules.
- 10. Own goals are counted for settlement purposes, unless otherwise stated in the individual bet type rules.
- 11. If the scheduled venue is changed, all bets will be considered void if the original away team is now the home team.
- 12. For International matches, as long as the change in venue is within the same country, all bets are considered valid.
- 13. For International competitions, as long as the venue is within the country or countries where the competition was originally scheduled to be held, all bets are considered valid.
- 14. We reserve the right to void all bets if we think other changes of venue scenarios could affect the outcome of the event.
- 15. Should the exact start time of a match be unknown (e.g. due to TV scheduling), we reserve the right to adjust the original stated time, once it is within 72 hours of the official start time.
- 16. Unless otherwise specified, for a specific 15-minute game play, the scoring time shall

determine the scoring time, that is, the time when the football passes the goal line, the corner kick time shall be determined by the time the corner kick is taken, and the penalty card time shall be determined by the official referee.

#### MAIN MARKETS

##### Handicap

#### GENERAL RULES

- 1. Predict which team will win the match / half / period with the indicated handicap applied.
- 2. A “Handicap” means that a team receives a virtual head start, effectively leading the match by differing goals before it actually begins.
- 3. All bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.
- 4. The handicap team (the dominant team) will give the handicap, the handicap number will be displayed to the left of the odds, and the handicap team will also be displayed in bold font on the board
- 5. A handicap can be:
  - a. full goal start (e.g. -1, -2, -3, etc.),
  - b. a half goal start (e.g. -0.5, -1.5, -2.5, etc.)
  - c. or mix half goal with split goal start (e.g. -0/0.5, -0.5/1, -1/1.5, etc.).

##### Handicap

- 1. Predict who will win the match with the indicated handicap applied.
- 2. Bets are settled on the basis of “90 minutes” play.
- 3. If the match is abandoned, suspended, cancelled or aborted before “90 minutes” finishes, then all bets will be considered void unless settlement has been confirmed.

##### Handicap - 1st Half

- 1. All 1st half bets apply to the first half of play only. Bets are settled on the score at the end of the scheduled “45 minutes” including injury time.
- 2. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 1st Half, all the first half bets will be considered void.)
- 3. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 2nd Half or additional periods, all the first half bets will be considered valid.

##### In-Play Handicap

- 1. All bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.
- 2. Settlement is based on the score line, from when the bet was placed to the end of the match / period - i.e. the final score minus the current score of the match. For 1st Half in-play Handicap bets, this is the final score at the end of the 1st Half. For 15 minute period in-play Handicap bets, this is the final score at the end of the 15 minute period.

##### Extra Time - Handicap

- 1. All bets will be settled by factoring in the indicated handicap at the end of “30 minutes” Extra Time, including injury time.
- 2. If the match is abandoned, suspended, cancelled or aborted before Extra Time finishes, then all bets will be considered void. unless settlement has been confirmed.

##### Extra Time - Handicap - 1st Half

- 1. All bets will be settled by factoring in the indicated handicap at the end of “15 minutes” Extra Time, including injury time.
- 2. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 1st half of Extra Time, all the first half bets will be considered void.
- 3. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 2nd Extra Half or additional periods, all the first half bets will be considered valid.

### 15 Minute Goals (Handicap)

- 1. Predict which team will win a 15 minute period of play with the indicated handicap applied.
- 2. At the beginning of each 15 minute period, both teams start the period as if it was a 0-0 score line, irrelevant of the current score to that point.
- 3. All bets will be settled by factoring in the handicap at the end of the stated period.
- 4. If a match is abandoned, all current 15 minute period bets and future 15 minute period bets will be considered void. Any 15 minute period bets, where the stated period is completed, will be considered valid.

### Highest Scoring Half (2 Way)

- 1. Higher Scoring Half (2 Way) means betting to predict which half of the match will have the greater number of total goals.
- 2. If the match is abandoned, any Half with highest scoring bets will only be settled if the result is unconditionally determined and any further goals have no effect on the market result. In all other scenarios, bets will be considered void.

15 Minute – Period 1	Start of 1st Half – 14:59 Minutes
15 Minute – Period 2	15:00 – 29:59 Minutes
15 Minute – Period 3	30:00 Minutes – Half Time
15 Minute – Period 4	Start of 2nd Half – 59:59 Minutes
15 Minute – Period 5	60:00 – 74:59 Minutes
15 Minute – Period 6	75:00 Min – Full Time

### Goals – Over / Under

#### General Rules

- 1. Predict whether the total number of goals will be Over or Under the indicated goal line.
- 2. If the total number of goals scored is more than the indicated line, the market is settled as 'Over'. If the total number of goals scored is less than the indicated line, the market is settled as 'Under'.
- 3. All Over / Under bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.
- 4. An Over / Under market line can be:
  - a. full goal (e.g. 2, 3, 4, etc.),
  - b. a half goal (e.g. 1.5, 2.5, 3.5, etc.)
  - c. or mix half goal with a split goal line (e.g. 1.5/2, 2.5/3, 3.5/4, etc.).
- 5. If a match is abandoned, Over / Under bets will only be settled if the market has been unconditionally determined and any further goals have no affect on the market result. In all other scenarios, bets will be considered void. Please see the examples below:
  - Example 1: Member bets Over 2.5 Goals:
    - a. The match is abandoned when the score is 2 - 1
    - b. The member wins as, even though the match is abandoned, this market has been unconditionally determined and any other potential goals have no affect on the market result.
  - Example 2: Member bets Under 2.5 Goals:
    - a. The match is abandoned when the score is 2 - 1
    - b. The member's bet is a losing bet as, even though the match is abandoned, this market has been unconditionally determined and any other potential goals have no affect on the market result.

- Example 3: Member bets Over 3.5 Goals:
  - a. The match is abandoned when the score is 2 - 1
  - b. The member's bet is considered void as the match was abandoned before the result of the market is unconditionally determined.

Over / Under

- 1. All bets apply to both halves of play. Bets are settled on the score at the end of the scheduled "90 minutes"
- 2. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason, all bets will be considered void, unless the market has been unconditionally determined.
- 3. In-play settlement is based on the total number of goals scored by both teams in 90 minutes.

Goals: Over / Under - 1st Half

- 1. All 1st half bets apply to the first half of play only. Bets are settled on the score at the end of the scheduled "45 minutes" .
- 2. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 1st Half, all the first half bets will be considered void, unless the market has been unconditionally determined.
- 3. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 2nd Half or additional periods, all the first half bets will be considered valid.
- 4. In-play settlement is based on the total number of goals scored by both teams in 45 minutes.

Extra Time - Goals: Over / Under

- 1. Both teams will start Extra Time 0-0, previous results were scored in regular time and will not be counted
- 2. All bets will be settled by factoring in the number of goals scored at the end of "30 minutes" Extra Time, including injury time.
- 3. If the match is abandoned, suspended, cancelled or aborted before Extra Time finishes, then all bets will be considered void. Unless settlement of bets can be confirmed.

Extra Time - Goals: Over / Under - 1st Half

- 1. All bets will be settled by factoring in the number of goals scored at the end of "15 minutes" Extra Time, including injury time.
- 2. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 1st half of Extra Time, all the first half bets will be considered void.
- 3. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 2nd Extra Half or additional periods, all the first half bets will be considered valid.

Team Goals - Over / Under

- 1. Predict whether the total number of goals, scored by the named team, will be over or under the indicated goal line for the relevant period in the specific match.
- 2. If the total number of goals scored is more than the indicated line, the market is settled as 'Over'. If the total number of goals scored is less than the indicated line, the market is settled as 'Under'.
- 3. If a match is abandoned, Single Team Over / Under bets will only be settled if the market has been unconditionally determined and any further goals have no affect on the market result. In all other scenarios, bets will be considered void.

15 Minute Goals (Over / Under)

- 1. Predict whether the total number of goals will be Over or Under the indicated goal line.
- 2. If the total number of goals scored is more than the indicated line, the market is settled as 'Over'. If the total number of goals scored is less than the indicated line, the market is settled as 'Under'.
- 3. At the beginning of each 15 minute period, both teams start the period as if it was a 0-0 score line, irrelevant of the current score to that point.

- 4. If a match is abandoned, all future 15 minute period bets will be considered void. Any 15 minute period bets, where the stated period is completed, will be considered valid. If a match is abandoned in the current stated 15 minute period, Over / Under bets will only be settled if the market has been unconditionally determined and any further goals have no affect on the market result. In all other scenarios, bets will be considered void.

15 Minute – Period 1	Start of 1st Half – 14:59 Minutes
15 Minute – Period 2	15:00 – 29:59 Minutes
15 Minute – Period 3	30:00 Minutes – Half Time
15 Minute – Period 4	Start of 2nd Half – 59:59 Minutes
15 Minute – Period 5	60:00 – 74:59 Minutes
15 Minute – Period 6	75:00 Min – Full Time

## 1 X 2 (Match Betting)

### General Rules

- 1. Predict which team will win the match. This market contains the two teams and the draw as a betting option.
- 2. Bets will be based on a 0-0 score line (handicap does not count)

### 1 X 2

- 1. Predict which team will win or whether the result between both teams will be a draw at the end of “90 minutes” play.

### 1 X 2 – 1st Half

- 1. All first half bets will be settled on the 45 minutes of the first half.

### Extra Time – 1 X 2

- 1. Predict which team will win or whether the result between both teams will be a draw at the end of “30 minutes” Extra Time play, including any injury time.
- 2. If the match is abandoned, suspended, cancelled or aborted before Extra Time finishes, then all bets will be considered void.

### Extra Time – 1 X 2 – 1st Half

- 1. Predict which team will win or whether the result between both teams will be a draw at the end of “15 minutes” Extra Time play, including any injury time
- 2. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 1st half of Extra Time, all the first half bets will be considered void.
- 3. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 2nd Extra Half , all the first half bets will be considered valid.

### 15 Minute Goals (1 X 2)

- 1. Predict which team will win the stated period. The match will contain two teams and the draw as betting selections.
- 2. All two teams will be scored 0-0 at the start of each period, previous scores will not be counted
- 3. If match is abandoned, all current 15 minute period bets and future 15 minute period bets will be considered void. Any 15 minute period bets, where the stated period is completed, will be considered valid.

15 Minute – Period 1	Start of 1st Half – 14:59 Minutes
15 Minute – Period 2	15:00 – 29:59 Minutes

15 Minute – Period 3	30:00 Minutes – Half Time
15 Minute – Period 4	Start of 2nd Half – 59:59 Minutes
15 Minute – Period 5	60:00 – 74:59 Minutes
15 Minute – Period 6	75:00 Min – Full Time

Goals: Odd / Even

Total Goals Odd/Even

- 1. Predict whether the number of goals scored in the match will be Odd or Even at the end of “90 minutes” play.
- 2. If the score finishes as 0-0 – ‘Even’ will be settled as the winning selection.

Total Goals Odd/Even – 1st Half

- 1. Predict whether the number of goals scored in the match will be Odd or Even at the end of “45 minutes” .
- 2. If the score finishes as 0-0 – ‘Even’ will be settled as the winning selection.

Extra Time – Goals: Odd / Even

- 1. Predict whether the number of goals scored in a specific match will be Odd or Even at the end of “30 minutes” Extra Time play, including injury time.
- 2. If the score finishes as 0-0 – ‘Even’ will be settled as the winning selection.

Extra Time – Goals: Odd / Even – 1st Half

- 1. Predict whether the number of goals scored in the match will be Odd or Even at the end of “15 minutes” Extra Time play, including injury time.
- 2. If the score finishes as 0-0 – ‘Even’ will be settled as the winning selection.

Team Odd/Even

- 1. Predict the odd or even number of goals scored in a home/away match within 90 minutes.
- 2. If the score finishes as 0-0 – ‘Even’ will be settled as the winning selection.

15 Minute Goals (Odd / Even)

- 1. Predict whether the number of goals scored in the stated 15 minutes of play will be Odd or Even.
- 2. All two teams will be scored 0-0 at the start of each period, previous scores will not be counted
- 3. If match is abandoned, all current 15 minute period bets and future 15 minute period bets will be considered void. Any 15 minute period bets, where the stated period is completed, will be considered valid.

15 Minute – Period 1	Start of 1st Half – 14:59 Minutes
15 Minute – Period 2	15:00 – 29:59 Minutes
15 Minute – Period 3	30:00 Minutes – Half Time
15 Minute – Period 4	Start of 2nd Half – 59:59 Minutes
15 Minute – Period 5	60:00 – 74:59 Minutes
15 Minute – Period 6	75:00 Min – Full Time

Correct Score

- 1. Predict the full time Correct Score for the specific match.
- 2. Full time Correct Score bets are settled according to the score after the full “90 minutes” .
- 3. If a match is abandoned, full time Correct Score bets will only be settled when ‘Any Other

Score' is the only possible winning selection, the bets will be considered valid, In all other scenarios, bets will be considered void. This is due to the market being unconditionally determined as any further goals have no affect on the market result.

#### Correct Score - 1st Half

- 1. Predict the half time Correct Score for the specific match.
- 2. Half time Correct Score bets apply to the first half of play only. Bets are settled on the score at the end of the scheduled "45 minutes".
- 3. If a match is abandoned, during 1st half, all the half time Correct Score bets will only be settled when 'Any Other Score' is the only possible winning selection, the bets will be considered valid. In all other scenarios, bets will be considered void. This is due to the market being unconditionally determined as any further goals have no affect on the market result.
- 4. If the match is abandoned during the 2nd Half, all the half time Correct Score bets will be considered valid.

#### Correct Score - Penalty Shootout

- 1. Predict the correct score of a penalty shootout in a specific match.
- 2. Penalty shootout betting refers to betting on a penalty shootout game, and settlement of bets is based on the score after the penalty shootout. Sudden death is included for Correct Score betting in a penalty shoot-out market.
- 3. If a match is abandoned, full time Correct Score-penalty shootout bets will only be settled when 'Any Other Score' is the only possible winning selection. The bets will be considered valid, In all other scenarios, bets will be considered void. This is due to the market being unconditionally determined as any further goals have no affect on the market result.

#### Half Time/Full Time Correct Score

- 1. Half Time/Full Time Correct Score means betting to both predict the correct score at half time and the correct final score at the end of the match.
- 2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

#### Half Time / Full Time

- 1. Predict the Half Time and Full Time result in the specific match.

#### Winning Margin

- 1. Predict the number of goals that separate the winning team from the losing team at the end of a specific match.
- 2. Bets are settled on the basis of "90 minutes" play.
- 3. Any match ending as a draw will be settled according to 'score draw'.

#### Extra Time - Winning Margin

- 1. Predict the number of goals that separate the winning team from the losing team at the end of Extra Time.
- 2. Bets are settled on the basis of "30 minutes" Extra Time play (including injury time).
- 3. Any match ending as a draw will be settled according to 'Score Draw'.

#### Double Chance

- 1. Bet on 2 of the 3 possible outcomes; home win and draw (1 & X), away win and draw (X & 2) or home win and away win (1 & 2).
- 2. The three options available are: 1 X, X 2, 1 2:
  1. a. "1" indicates: Home win.
  2. b. "X" indicates: Draw.
  3. c. "2" indicates: Away win.
- 3. If a match venue is played at neutral ground, the team listed first is deemed the "Home Team" for betting purposes

#### European Handicap

- 1. Predict which team will win the match based on the assigned handicap, This result contains home/away wins or draws.
- 2. The full time handicap result is based on the full time result of the legal game time, excluding overtime or penalty shootout results.
- 3. The stronger team will give the ball to the weaker team. The outcome is determined by the official result plus the handicap. The number of handicap is an integer. For example one ball, two balls, three balls, etc. You can predict the home team win, draw or away team according to the adjusted result.
- 4. Let the home and away teams have a (-) or (+) sign after the team name.
- for example
  - a. Barcelona (-1) indicates the handicap team, and the following number indicates the number of handicap, e.g. -1 means 1 handicap
  - b. A draw (-1) means the home team has a handicap, and the following number indicates the number of handicap, for example -1 means 1 handicap
  - c. Espanyol (+1) means the assigned team, and the following numbers indicate the number of assignments, e.g. +1 means assigning 1 goal
  - d. According to the result after calculating the handicap to judge the victory, for example, in the picture above [Barcelona] handicap 1 ball to [Spanish], The whole game result is 1:1. The result after the handicap adjustment only needs to add one goal to the [España] team, and the one goal won by the [Barcelona] team remains unchanged. Therefore, the adjusted result is 1:2, so the bet on [Spanish] + 1 wins.

#### Draw No Bet

- 1. Predict the team to win the match and if the final result is draw, all bets will be refunded.

#### Home No Bet

- 1. Predict away team to win the match or draw . if the final result is home win, all bets will be refunded.

#### Away No Bet

- 1. Predict home team to win the match or draw . if the final result is away win, all bets will be refunded.

#### Which Team Wins The Rest

- 1. Predict which team will win in the rest time while it is in-play.
- 2. The settlement will be settled based on the 90-minute finish.
- 3. The following is an example of winning the remaining time of in-play.

	Current Score	Odds
Barcelona (home team)	1	1.61
Real Madrid	0	6.0
draw		3.8

- Example 1: When the match score is Barcelona 1-0 Real Madrid, member place bet on Which Team Wins The Rest - Draw
  - a. At the end of the match, Barcelona 2-1 Real Madrid, the rest time score is 1-1.
  - b. Since the rest time is a draw, all bets on a draw will be settled as won.
  - c. All bets on Barcelona or Real Madrid at 1-0 will be settled as lose.
- Example 2: When the match score is Barcelona 1-0 Real Madrid, members place bet on Which Team Wins The Rest - Real Madrid win:

- a. At the end of the match, Barcelona 1-1 Real Madrid, the rest time score is 0-1.
- b. All bets on Barcelona or a draw will be settled as lose as Real Madrid wins the rest time.
- c. All bets on Real Madrid will be settled as won.
- 4. Overtime is considered a new match and overtime markets will be opened. Bets will be settled on the result of the overtime period.

#### Home to win

- 1. Predict yes or no home team to win.
- 2. The settlement will be settled based on the 90-minute.

#### Away to win

- 1. Predict yes or no away team to win.
- 2. The settlement will be settled based on the 90-minute.

#### Any team to win

- 1. Predict yes or no any team to win .
- 2. The settlement will be settled based on the 90-minute.

#### GOAL MARKETS

##### Exact Goals

- 1. Predict the full time total number of goals scored between the two teams.
- 2. Full time Total Goals' bets are settled according to the score after the full "90 minutes" .
- 3. If a match is abandoned, the settlement of bets can be confirmed when any subsequent goals in the match will not affect the settlement. In all other scenarios, bets will be considered void.

##### Total Goals - 1st Half

- 1. Predict the halftime total number of goals scored between the two teams.
- 2. Halftime Total Goals' bets apply to the first half of play only. Bets are settled on the score at the end of the scheduled "45 minutes" .
- 3. If a match is abandoned, the settlement of bets can be confirmed when any subsequent goals in the match will not affect the settlement. In all other scenarios, bets will be considered void.

##### Total Goals

- 1. Predict the total number of goals scored by the two teams in the whole game. The options include multiple goal ranges.
- 2. Full time Total Goals' bets are settled according to the score after the full "90 minutes" .
- 3. If a match is abandoned, settlement of bets can be confirmed when any subsequent goals in the match will not affect the settlement. In all other scenarios, bets will be considered void.

##### Team Exact Goals

- 1. Predict the total number of goals scored by the home/away team in the specified match.
- 2. If a match is abandoned, the settlement of bets can be confirmed when any subsequent goals in the match will not affect the settlement. In all other scenarios, bets will be considered void.

##### First Goal / Last Team To Score

- 1. Predict the team to score the First / Last goal in a designated match within the official "90 minutes" play.
- 2. Own goals will be counted as goals by the scoring team. For example, in the case of Team A versus Team B - if Team A scores an own goal, then that goal is credited to Team B.
- 3. If a match is abandoned after the first goal is scored, all bets on First Team to Score will be considered valid.
- 4. If a match is abandoned, all bets on the last team to score will be void unless settlement

of bets can be confirmed.

#### Xth Goal

- 1. Predict which team will score the Xth goal.
- 2. If the match is abandoned after the Xth goal, all bets will keep valid.
- 3. Own goals will be counted as goals by the scoring team. For example, in the case of Team A versus Team B – if Team A scores an own goal, then that goal is credited to Team B.
- 4. If a match is abandoned or postponed before no goals are scored, all bets will be considered void unless the market has already been unconditionally determined.

#### Both Teams to Score – 1st Half

- 1. Predict yes or no if both teams will score within the specified period of play.
- 2. If a match is abandoned in the first half after both teams have scored, all bets will be considered valid.
- 3. If the match is suspended or abandoned in the specific period without both teams scoring, all bets will be considered void.
- 4. Own goals will be counted as goals scored by the scoring team.

#### Which Team To Score

- 1. Predict which team will score or not in a specified match period.
- 2. If a match is abandoned, all bets will be considered void unless settlement of bets can be confirmed.
- 3. Own goals will be counted as goals.

#### Team Clean Sheet

- 1. Predict that a specific team will not concede any goals during a stated match. Market is based on “90 minutes” play
- 2. Own goals will be counted as goals conceded.

#### Highest Scoring Half

- 1. Predict which half of “45 minutes” will have the most goals or the same goals after the full “90 minutes” .
- 2. This is a three selection market, if the number of goals scored in both halves is the same goals, the selection on “draw” will be won.
- 3. A breakdown of the selections are:
  - a. 1st Half
  - b. 2nd Half
  - c. draw

#### Team Highest Scoring Half

- 1. Predict the specific team which half of “45 minutes” will have the most goals or the same goals after the full “90 minutes” .
- 2. This is a three selection market, if the number of goals scored in both halves is the same goals, the selection on “draw” will be won.
- 3. A breakdown of the selections are:
  - a. 1st Half
  - b. 2nd Half
  - c. draw

#### To Score in Both Halves

- 1. Predict if the home and away team will score at least one goal in each half of the match after the full “90 minutes” play.
- 2. An own goal is scored, only the team accredited with the goal will have it counted towards the respective bet.
- 3. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason, all bets will be considered void, unless the market has been unconditionally determined.

#### Both Halves Over X

- 1. Predict whether the number of goals scored in the first and second half of the 90 minutes is greater than the number of goals specified in the handicap.
- 2. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason, all bets will be considered void, unless the market has been unconditionally determined.

#### Both Halves Under X

- 1. Predict whether the number of goals scored in the first and second half of the 90 minutes is less than the number of goals specified in the handicap.
- 2. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason, all bets will be considered void, unless the market has been unconditionally determined.

#### X Scoring Type

- 1. Predict what the method of X goal will be.
- 2. If a match is abandoned after X goal is scored, all bets will be considered valid.
- 3. A breakdown of the selections are:
  - a. Free Kick: The goal must be scored directly from the free kick. Deflected shots count provided the free-kick taker is awarded the goal.
  - b. Penalty: The goal must be scored directly from the penalty, with the penalty taker as the named goal scorer. A goal as a result of rebound does not count, even if scored by the original penalty taker.
  - c. Own Goal: The goal must be awarded as an own goal.
  - d. Header: The goal scorer must clearly use their head to score the goal.
  - e. Shot: All other methods of goal. All other goal types which are not included in the above methods are included here.
  - f. No Goal: No goal is scored.

#### When Will The 1st Goal Be Scored

- 1. Predict the time in which the first goal will be scored in the specific match within the full “90 minutes”. Refers to the time the football passes the goal line.
- 2. An example of the selections are:

15 Minute – Period 1	Start of 1st Half – 14:59 Minutes
15 Minute – Period 2	15:00 – 29:59 Minutes
15 Minute – Period 3	30:00 Minutes – Half Time
15 Minute – Period 4	Start of 2nd Half – 59:59 Minutes
15 Minute – Period 5	60:00 – 74:59 Minutes
15 Minute – Period 6	75:00 Min – Full Time

- 3. For settlement purposes, the 1st minute of the match is from 1 second to 59 seconds. The 2nd minute is from 1 minute to 1 minute 59 seconds and so on.
- 4. If the match is abandoned after the first goal is scored, all bets on “Time of the First Goal” will be valid.
- 5. If the match is abandoned before a goal is scored, all bets on “Time of the First Goal” will be considered void.
- 6. This includes Own Goals. Goals that are disallowed by the referee(s) will not be considered.

#### Own Goal

- 1. Predict a match whether an Own Goal will be scored or not.
- 2. The settlement will be based on any active player from either team being recorded as scoring an own goal.
- 3. If the match is abandoned before any own goal is recorded, then any bets on this market will

be considered void.

#### Penalty Awarded

- 1. Penalty Awarded means betting to predict whether a penalty will be awarded in a match.

#### First Penalty to Score or Not to Score

- 1. First Penalty to Score or Not to Score means betting to predict whether the first team penalty will be scored or missed.

#### Team to Win From Behind

- 1. Team to Win From Behind means betting to predict the team that will be losing at any time in the match but eventually comes from behind and win at the end of 90 minutes.

#### Home/Away to Win to Nil

- 1. Predict whether your selection can win the match without conceding a goal after regular time of play or at the end of that scheduled, excluding extra time or penalty shoot-outs.
- 2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

#### Home/Away to Score in Both Halves

- 1. Predict if the home team or Away team will score at least one goal in each half of the match in '90 minutes' play.
- 2. If the selected team score in only one half or does not score at all, then all bets will be settled as losing bets.
- 3. If an own goal is scored, only the team credit with the goal will have it counted towards respective bet.
- 4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

#### Home to Win Both Halves

- 1. Home to Win Both Halves means betting to predict whether home team can score more goals than their opponent in each half.
- 2. For example : If your selection scores in the first half of a match and the match finishes 1-0, although the first half was won 1-0, the score in the second 45 minutes was effectively 0-0 and therefore a draw. If this occurs, only the first half is considered to have been 'won' and therefore bets would be losers.
- 3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

#### Away to Win Both Halves

- 1. Away to Win Both Halves means betting to predict whether away team can score more goals than their opponent in each half.
- 2. For example : If your selection scores in the first half of a match and the match finishes 0-1, although the first half was won 0-1, the score in the second 45 minutes was effectively 0-0 and therefore a draw. If this occurs, only the first half is considered to have been 'won' and therefore bets would be losers.
- 3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

#### Home to Win Either Half

- 1. Home to win either half means betting to predict whether home team can score more goals than their opponent in one of two halves.
- 2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

#### Away to Win Either Half

- 1. Away to win either half means betting to predict whether away team can score more goals than their opponent in one of two halves.
- 2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

#### Home Team Highest Scoring Half

- 1. Home Team Highest Scoring Half means betting to predict which half of the match will have the greater number of home total goals.
- 2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

#### Away Team Highest Scoring Half

- 1. Away Team Highest Scoring Half means betting to predict which half of the match will have the greater number of away total goals.
- 2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

#### Which Half Will Produce The First Goal

- 1. Means betting to predict on which half of the match the first goal will be scored.
- 2. The following betting options are available:
  - First half
  - Second half
  - No goal
- 3. If a match is subsequently abandoned after the first goal has been scored during the first half, all bets will stand.
- 4. If a match is abandoned at any time before the first goal has been scored, all bets will be void.

#### Which Half Home Team Will Produce The First Goal

- 1. Means betting to predict in which half of the match the Home Team will score the First Goal.
- 2. If a match is subsequently abandoned after the first goal has been scored during the first half, all bets will stand.
- 3. If a match is abandoned at any time before the first goal has been scored, all bets will be void.

#### Which Half Away Team Will Produce The First Goal

- 1. Means betting to predict in which half of the match the Away Team will score the First Goal.
- 2. If a match is subsequently abandoned after the first goal has been scored during the first half, all bets will stand.
- 3. If a match is abandoned at any time before the first goal has been scored, all bets will be void.

#### PLAYER MARKETS

##### General Rules (First / Last / Anytime Goal Scorer)

- 1. 'No Goal' selection refers zero goals being scored by both teams within the official "90 minutes", Own goals do not count as goals for both teams.

##### X Goal Scorer

- 1. From the list of players offered, predict the next player who will score the Xth goal within 90 minutes.
- 2. Own goals do not count for "X Goal Scorer" purposes and will be ignored. In the event of an own goal, the next goal will be taken into valid.
- 3. If there is only one own goal in the match, all bets will be lose.
- 4. For "First Goal Scorer", bets on players not taking part in the match and players coming on after the first goal is scored will be void.
- 5. If the player you have bet on to be the first goal scorer is sent off or substituted by another player before the "First Goal Scorer" is decided, the bet will be rendered as a losing bet.
- 6. If the match is abandoned after the first goal is scored, then all bets for "First Goal Scorer" will be considered valid.
- 7. If the match is abandoned before the first goal is scored, all bets on "First Goal Scorer" will be considered void.

##### Last Goal Scorer

- 1. From the list of players offered, nominate the player to score the last goal of the match within the official "90 minutes" play.
- 2. Own goals do not count for "Last Goal Scorer" purposes and will be ignored. In the event

of an own goal, the next or previous goal will be taken into consideration.

- 3. If there is only one own goal in the match, all bets will be lose.
- 4. If the player you have bet on to be the last goal scorer is sent off or substituted for another player before the "Last Goal Scorer" is decided, the bet will be rendered as a losing bet.
- 5. For "Last Goal Scorer", all players taking part in a match will be considered valid.
- 6. If the match is abandoned before no goals are scored, then all bets on "Last Goal Scorer" will be considered void.

#### Anytime Goal Scorer

- 1. From the list of players offered, nominate the player to score at anytime in the specific match within the official "90 minutes" play.
- 2. Bets will be void if the selected player does not play in the match.
- 3. Bets stand if the selected player is fielded at any time during the regular time of play.
- 4. If the match is abandoned after a player has scored, then all bets for that player within the "Anytime Goal Scorer" market will be considered valid.
- 5. If the match is abandoned, any bets on a nominated player yet to score will be considered void. However, if that nominated player had been red-carded before the abandonment of the match, then any relevant bets on that player will be considered losing bets.
- 6. Own goal and goals scored during extra time or penalty shootouts do not count.

#### Player To Score

- 1. From the list of players offered, predict nominate the player to score at anytime in the specific match within the official "90 minutes" play.
- 2. Bets will be void if the selected player does not play in the match.
- 3. Bets stand if the selected player is fielded at any time during the regular time of play.
- 4. If the match is abandoned after a player has scored, then all bets market will be considered valid.
- 5. If a match is abandoned, all bets on that player's goal will be void. However, if the player is sent off before the match is cancelled then all bets on that player will be settled as a no goal.
- 6. Own goal and goals scored during extra time or penalty shootouts do not count.

#### Player Sent Off

- 1. Predict whether a player will be a red card issued in the match within the full "90 minutes" of play.
- 2. Any cards issued to non-players (e.g. managers, coaches or substitutes) do not count.
- 3. If a match is abandoned after a player has a red card issued, all bets on the "Red Card in the Match" will stand.
- 4. If a match is abandoned before no player has a red card issued, all bets on the "Red Card in the Match" will be considered void.

#### Team Player Sent Off

- 1. Predict whether the Home or Away team will have a player to receive any card in a match within the full "90 minutes" of play.
- 2. Any cards issued to non-players (e.g. managers, coaches or substitutes) do not count.
- 3. If a match is abandoned after the selected team has a player's red card sent off, all bets on the selected team with a player sent off will stand.
- 4. If a match is abandoned before no player from the selected team has been red card sent off, all bets placed on a player from the selected team will be void.

#### SPECIALS

##### Which Team Kicks Off

- 1. Predict which team will start the match by kicking off.

- 2.If the match is abandoned after kick off, all bets for " Which Team to Kick Off" will be considered valid.

#### Winning Method

- 1.Predict the period in which either team will win the stated match.
- 2.Bets are settled according to the team selected winning the match within the period selected. The periods choices are Regular time, Extra Time, or Penalties.
- 3.The aggregate score from both legs of a match (including away goals rule) will count towards any settlement within " 90 Minutes" .

#### Qualifying Method

- 1.Predict the period in which either team will win the stated match and hence qualify to the next stage of the tournament or competition.
- 2.Bets are settled according the team selected winning the match within the period selected. The periods choices are " 90 Minutes" , Extra Time or Penalties.
- 3.The aggregate score from both legs of a match (including away goals rule) will count towards any settlement within " 90 Minutes" .

#### To Qualify

- 1.Predict which team will promote to the next stage of the league.

#### Which Team Will Win The Final

- 1.Predict which team will win the Championship.
- 2.This market will include both automatic promotion positions , as well as Extra time and Penalty Shootout promotion.
- 3.Outright Competition Rules apply.

#### Which Team Will Win The 3rd Place Final

- 1.Predict which team will win the match for the third.
- 2.This market will include both automatic promotion positions , as well as Extra time and Penalty Shootout promotion.
- 3.Outright Competition Rules apply.

#### 1st Substitution

- 1.First Substitution means betting on which team will make the first substitution during regular time.
- 2. If two or more players are substituted at the same time then the player whose number is shown first by the fourth official is deemed the winner.
- 3.If a match is abandoned after the first substitution has been made then all bets are valid. If a match is abandoned before the first substitution has been made then all bets are void.

#### Last Substitution

- 1.Last Substitution means betting on which team will make the last substitution during regular time.
- 2. If two or more players are substituted at the same time then the player whose number is shown last by the fourth official is deemed the winner.
- 3.Bets will be void if the match is abandoned unless settlement of bets is already determined.

#### 1st Goal Kick

- 1. First Goal kick means betting on which team will take the first goal kick in a match.
- 2.An awarded goal kick but untaken and goal kick by a goalkeeper after making a save do not count.
- 3.If a match is abandoned after the first goal kick has been taken then all bets are valid. If a match is abandoned before the first goal kick has been taken then all bets are void.

#### Last Goal Kick

- 1.Last Goal kick means betting on which team will take the last goal kick in a match.
- 2.An awarded goal kick but untaken and goal kick by a goalkeeper after making a save do not

count.

- 3. If a match is abandoned then all bets are void.

#### 1st Offside

- 1. First Offside means betting on which team will be caught offside first in a match.
- 2. If a match is abandoned after the first offside decision then all bets are valid. If a match is abandoned before the first offside decision then all bets are void.

#### Last Offside

- 1. Last Offside means betting on which team will be caught offside last in a match.
- 2. If a match is abandoned then all bets are void.

#### 1st Throw In

- 1. First throw-in means betting on which team will take the first throw-in in a match.
- 2. An awarded throw-in but untaken does not count.
- 3. If a match is abandoned after the first throw-in has been taken then all bets are valid. If a match is abandoned before the first throw-in has been taken then all bets are void.

#### Last Throw In

- 1. Last throw-in means betting on which team will take the last throw-in in a match.
- 2. An awarded throw-in but untaken does not count.
- 3. If a match is abandoned then all bets are void.

#### 1st Free Kick

- 1. First Free kick means betting on which team will take the first free kick in a match.
- 2. An awarded free kick but untaken do not count.
- 3. If a match is abandoned after the first free kick has been taken then all bets are valid. If a match is abandoned before the first free kick has been taken then all bets are void.

#### Last Free Kick

- 1. Last Free kick means betting on which team will take the last free kick in a match.
- 2. An awarded free kick but untaken do not count.
- 3. If a match is abandoned then all bets are void.

#### Home Team Player Sent Off

- 1. Home Team Player Sent Off means betting to predict a home player that will be sent off in a regular time match.

#### Away Team Player Sent Off

- 1. Away Team Player Sent Off means betting to predict an away player that will be sent off in a regular time match.

#### CORNERS

##### Corners: General Rules

- 1. For settlement purposes, corners awarded but not taken will not count.
- 2. All bets are settled based on the official results made available from the Football authority responsible for organising the match.
- 3. If a corner kick needs to be retaken (e.g. a foul in the penalty area), the retaken corner kick will still count as the same corner kick.

##### Corners Handicap

- 1. Predict which team will have taken the most corners with the indicated handicap applied through the full "90 minutes" of play.
- 2. All bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.

##### Corners: Handicap - 1st Half

- 1. Predict which team will have taken the most corners with the indicated handicap applied through "45 minutes".
- 2. All bets will be settled by factoring in the indicated handicap applied at the end of the

bet type period.

#### Corners Over / Under

- 1. Predict whether the total number of corners taken will be Over or Under the indicated corner line after “90 minutes” play, including injury time.
- 2. If the total number of corners taken is more than the indicated line, the market is settled as 'Over'. If the total number of corners taken is less than the indicated line, the market is settled as 'Under'.
- 3. If a match is abandoned, Corners Over / Under bets will only be settled if the market has been unconditionally determined and any further Corners have no effect on the market result. In all other scenarios, bets will be considered void.

#### Corners: Over / Under - 1st Half

- 1. Predict whether the total number of Corners taken will be 'Over' or 'Under' the indicated corner line for “45 minutes”.
- 2. If the total number of Corners taken is more than the indicated line, the market is settled as 'Over'. If the total number of corners taken is less than the indicated line, the market is settled as 'Under'.
- 3. If a match is abandoned in the first half, Corners Over / Under bets will be void, unless the settlement has been confirmed.
- 4. If a match is abandoned in the second half, all bets relating to first half Corners Over / Under will be considered valid.

#### Corners 1 X 2

- 1. Predict the team that will record more Corners or the same number of Corners as their opponent, over the course of “90 minutes”. This market contains the two teams and the draw as a betting option.
- 2. If a match is abandoned, Corners 1 X 2 bets will only be settled if the market has been unconditionally determined and any further Corners have no effect on the market result. In all other scenarios, bets will be considered void.

#### Corners: Total Goals Odd/Even

- 1. Predict whether the total number of Corners taken will be Odd or Even over the course of “90 minutes” play.
- 2. If no Corners are taken, i.e. 0, then the market will be settled as 'Even'.
- 3. If a match is abandoned, all bets will be void, unless the market has been unconditionally determined and any further Corners have no effect on the market result.

#### Corners: Total Goals Odd/Even - 1st Half

- 1. Predict whether the total number of Corners taken will be Odd or Even over the course of “45 minutes” play.
- 2. If a match is abandoned in the first half, all bets consider void. Corners Odd / Even bets will only be settled if the market has been unconditionally determined and any further Corners have no effect on the market result.
- 3. If a match is abandoned in the second half, all bets relating to the first-half Corners Odd / Even will be considered valid.

#### Corners: Team Over / Under

- 1. Predict that the total number of corner kicks taken by the selected team in the finishing time (including injury time) after 90 minutes will be greater or less than the number of over/under goals specified in the handicap.
- 2. If a team total number of corners taken is more than the indicated line, the market is settled as 'Over'. If a team total number of corners taken is less than the indicated line, the market is settled as 'Under'.
- 3. If a match is abandoned, Corners Over / Under bets will only be settled if the market has

been unconditionally determined and any further Corners have no affect on the market result. In all other scenarios, bets will be considered void.

#### Corners - X Corner

- 1. Predict which team will take the Xth corner or no.
- 2. The bets offered may be one corner or multiple corners ahead, e.g. 4th Corner or 4th and 5th Corner (each being separate markets)
- 3. Retaken corners will only count once.
- 4. If the match is abandoned before 'X Corner' is taken, then any bet on that corner will be considered void. All corners recorded prior to abandonment will be considered valid.

#### First Corner / Last Corner

- 1. Predict which team will take the first or last corner kick in full time "90 minutes" play.
- 2. If a match is abandoned after the "First Corner" is taken, all bets on "First Corner" will be considered valid.
- 3. If a match is abandoned, all bets on "Last Corner" will be considered void.
- 4. If no corner is taken by either team before the match ends, all bets on "None" will be considered win.

#### 1st Corner (2way)

- 1. First Corner means betting on which team will taken first corner in regular time playing.
- 2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

#### Last Corner (2way)

- 1. Last Corner means betting on which team will taken last corner in regular time playing.
- 2. An awarded corner but untaken does not count.
- 3. If a match is abandoned then all bets are void.

#### Corner Highest Scoring Half

- 1. Corner Highest Scoring Half means betting to predict which half of the match will have greater number of corners taken during the match.
- 2. For this bet type, the following options are available: 1H, 2H, and Tie.
- 3. If the match is abandoned, any Half with Most Corners bets will only be settled if the result is unconditionally determined and any further corners have no effect on the market result. In all other scenarios, bets will be considered void.

#### Corner Highest Scoring Half (2 Way)

- 1. Corner Higher Scoring Half (2 Way) means betting to predict which half of the match will have the greater number of corners taken during the match.
- 2. For this bet type, the following options are available: 1H and 2H.
- 3. If the result at the end of both halves are Draw, all bets will be refunded.
- 4. If the match is abandoned, any Half with Most Corners bets will only be settled if the result is unconditionally determined and any further corners have no effect on the market result. In all other scenarios, bets will be considered void.

#### Half with Most Corners

- 1. Predict which half will have the most corners taken after the full "90 minutes" .
- 2. If a match is abandoned, any Half with Most Corners bets will only be settled if the result is unconditionally determined and any further corners have no affect on the market result. In all other scenarios, bets will be considered void.

#### Corners - X Corner

- 1. Predict which team will score the specific corner.
- 2. The bets offered may be one corner or multiple corners ahead, e.g. 4th Corner or 4th and 5th Corner (each being separate markets)
- 3. Retaken corners will only count once.
- 4. If the match is abandoned before 'X Corner' is taken, then any bet on that corner will be

considered void. All corners recorded prior to abandonment will be considered valid.

#### Time of the First Corner

- 1. Predict the time in which the first corner will be taken in the specific match.
- 2. A breakdown of selections is:
  - a. Up to and including the 8th Minute
  - b. 9th minute onwards
- 3. For settlement purposes, the 1st minute of the match is from 1 second to 59 seconds. The 2nd minute is from 1 minute to 1 minute 59 seconds and so on.
- 4. For example, if a bet is placed on the time of the first corner being between the 1st and the 8th minute and the first corner is taken (as opposed to awarded) at 8 minutes 49 seconds, the bet is a losing bet as this falls within the "9th minute onwards" selection.
- 5. If the match is abandoned after the first corner is taken, all bets on "Time of the First Corner" will be valid.
- 6. If the match is abandoned before the first corner is taken, all bets on "Time of the First Corner" will be considered void.
- 7. If no corner is taken in the full "90 minutes" of play, all bets will be considered void.
- 8. In the match that the 1st corner kick has to be retaken, the time that the corner is retaken at shall be deemed as the time of the first corner.

#### 15 Minute Corners

- 1. In accordance with 15 Minute Rules as laid out in Main Markets above, predict which team will obtain the required winning statistic in either Handicap, 1 X 2, Over / Under or Odd / Even.
- 2. The time of the corner kick is based on the time the corner kick is taken.

#### Corners - Double Chance

- 1. Bet on 2 of the 3 possible outcomes; home win and draw (1 & X), away win and draw (X & 2) or home win and away win (1 & 2).
- 2. The three options available are: 1 X, X 2, 1 2:
  - 1. a. "1" indicates: Home win.
  - 2. b. "X" indicates: Draw.
  - 3. c. "2" indicates: Away win.

#### Corner Range

- 1. Predict the total number of corner kicks for both teams in the full time match.
- 2. The settlement of the total number of corner bets is based on full time "90 minutes" play.
- 3. If a match is abandoned, settlement of bets can be confirmed when any subsequent goals in the match will not affect the settlement. In all other scenarios, bets will be considered void.

#### Team Corner Range

- 1. Predict home/away team the total number of corner in the full time.
- 2. The settlement of the total number of corner bets is based on full time "90 minutes" play.
- 3. If a match is abandoned, the settlement of bets can be confirmed when any subsequent goals in the match will not affect the settlement. In all other scenarios, bets will be considered void.

#### BOOKINGS / CARDS

##### Bookings: General Rules

- 1. Any cards issued to non-players (e.g. managers, coaches or substitutes) do not count.
- 2. A yellow card constitutes 1 point and a red card constitutes 2 points. If a player is issued with 2 yellow cards, the total bookings points received by the same player will be counted as 1 point for the yellow card and 2 points for the red card - giving a total of 3 points (a maximum of 3 points can be accumulated by an individual player per match).
- 3. All bets are settled based on the official results made available from the Football authority

responsible for organising the match.

#### Bookings: Handicap

- 1. Predict which team will receive the most bookings with the indicated handicap applied through the full " 90 minutes" .
- 2. All bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.

#### Bookings: Handicap - 1st Half

- 1. Predict which team will receive the most bookings with the indicated handicap applied through " 45 minutes" .
- 2. All bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.

#### Bookings: Over / Under

- 1. Predict whether the total number of Bookings will be 'Over' or 'Under' the indicated line at the end of " 90 minutes" play.
- 2. If the total number of cards Bookings is more than the indicated line, the market is settled as 'Over'. If the total number of bookings is less than the indicated line, the market is settled as 'Under'.
- 3. If a match is abandoned, Bookings Over / Under bets will only be settled if the market has been unconditionally determined and any further Bookings have no affect on the market result. In all other scenarios, bets will be considered void.

#### Bookings: Over / Under - 1st Half

- 1. Predict whether the total number of Bookings will be 'Over' or 'Under' the indicated line at the end of " 45 minutes"
- 2. If the total number of cards Bookings is more than the indicated line, the market is settled as 'Over'. If the total number of bookings is less than the indicated line, the market is settled as 'Under'.
- 3. If a match is abandoned in the first half, all bets will be considered void unless the market result has been confirmed.
- 4. If a match is abandoned in the second half, all first half bets in first half will be considered valid.

#### Bookings: Team Over / Under

- 1. Predict that the total number of cards shown by the selected team after 90 minutes of play will be over or under than the specified market indicated line.
- 2. If the total number of cards Bookings is more than the indicated line, the market is settled as 'Over'. If the total number of bookings is less than the indicated line, the market is settled as 'Under'.
- 3. If a match is abandoned, Bookings Over / Under bets will only be settled if the market has been unconditionally determined and any further cards Bookings have no affect on the market result. In all other scenarios, bets will be considered void.

#### Bookings: 1 X 2

- 1. Predict which team will record the most number of Bookings at the end of "90 minutes" .This market contains the two teams and the draw as a betting option.
- 2. If a match is abandoned at any stage, all bets will be considered void unless the market has been confirmed.

#### Bookings: 1 X 2 - 1st Half

- 1. Predict which team will receive the most number of Bookings at the end of "45 minutes" .This market contain the two teams and the draw as a betting option.
- 2. If a match is abandoned in the first half, all bets will be considered void unless the market result has been confirmed.

- 3. If a match is abandoned in the second half, all first half bets will be considered valid.

#### Bookings: Odd / Even

- 1. Predict whether the total number of bookings will be Odd / Even at the end of " 90 minutes" .
- 2. If a match is abandoned at any stage, all bets will be considered void unless the market has been confirmed.
- 3. If no Bookings are recorded, i.e. 0, then the market will be settled as 'Even'.

#### Bookings: Odd / Even - 1st Half

- 1. Predict whether the total number of Bookings will be Odd / Even at the end of " 45 minutes" .
- 2. If a match is abandoned in the first half, all bets will be considered void unless the market result has been confirmed.
- 3. If a match is abandoned in the second half, all first half bets will be considered valid.
- 4. If no Bookings are recorded, i.e. 0, then the market will be settled as 'Even'.

#### 15 Minute Bookings

- 1. In accordance with 15 Minute Rules as laid out in Main Markets above, predict which team will obtain the required winning statistic in either Handicap, 1 X 2, Over / Under or Odd / Even.
- 2. The penalty card time shall be determined by the official referee.

#### Bookings - Double Chance

- 1. Bet on 2 of the 3 possible outcomes; home win and draw (1 & X), away win and draw (X & 2) or home win and away win (1 & 2).
- 2. The three options available are: 1 X, X 2, 1 2:
  - a. "1" indicates: Home win.
  - b. "X" indicates: Draw.
  - c. "2" indicates: Away win.

#### 1st Booking

- 1. First Booking means betting on which team will receive first booking (Yellow or Red) in regular time playing.
- 2. If two or more players receive a booking for the same incident then the player who is shown the first card by the referee will be deemed the winner.
- 3. If a match is abandoned after the first card has been issued then all bets are valid. If a match is abandoned before the first card has been issued then all bets are void.

#### Last Booking

- 1. Last Booking means betting on which team will receive last booking (Yellow or Red) in regular time playing.
- 2. If two or more players receive a booking for the same incident then the player who is shown the last card by the referee will be deemed the winner.
- 3. If a match is abandoned then all bets are void.

#### Xth Booking

- 1. Predict which team will receive the Xth booking or no.
- 2. If two or more players receive a booking for the same incident then the player who is shown the first card by the referee will be deemed the winner.
- 3. If a match is abandoned after the X card has been issued then all bets are valid. If a match is abandoned before the X card has been issued then all bets are void.

#### Full Time Exact Booking

- 1. Predict the total booking by the home/away team in the specified match.

#### Home Team Exact Booking

- 1. Predict the total booking by the home team in the specified match.

#### Away Team Exact Booking

- 1. Predict the total booking by the away team in the specified match.

#### First Half Exact Booking

- 1. Predict the total booking by the home/away team in the first half.

#### Home Team Exact Booking

- 1. Predict the total booking by the home team in the first half.

#### Away Team Exact Booking

- 1. Predict the total booking by the away team in the first half.

#### Yellow Cards: Handicap

- 1. Predict which team will receive the most bookings with the indicated handicap applied through the full " 90 minutes" .
- 2. All bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.

#### Yellow Cards: Handicap - 1st Half

- 1. Predict which team will receive the most Bookings in the specified handicap at the end of the 45 minutes.
- 2. All bets will be settled by factoring in the indicated handicap applied at the end of the bet type period. .

#### Yellow Cards: Over/Under

- 1. Predict whether the total number of Bookings will be 'Over' or 'Under' the indicated line at the end of " 90 minutes" play.
- 2. If the total number of cards Bookings is more than the indicated line, the market is settled as 'Over'. If the total number of bookings is less than the indicated line, the market is settled as 'Under'.
- 3. If a match is abandoned, Bookings Over / Under bets will only be settled if the market has been unconditionally determined and any further Bookings have no affect on the market result. In all other scenarios, bets will be considered void.

#### Yellow Cards: Over/Under-1st

- 1. Predict whether the total number of Bookings will be 'Over' or 'Under' the indicated line at the end of " 45 minutes"
- 2. If the total number of Bookings is more than the indicated line, the market is settled as 'Over'. If the total number of bookings is less than the indicated line, the market is settled as 'Under'.
- 3. If a match is abandoned in the first half, all bets will be considered void unless the market result has been confirmed.
- 4. If a match is abandoned in the second half, all first half bets will be considered valid.

#### Yellow Cards: 1X2

- 1. Predict which team will receive the most number of yellow cards at the end of " 90 minutes" play. This market contains two teams and the draw as betting option.
- 2. If a match is abandoned at any stage, all bets will be considered void unless the market has been confirmed.

#### Yellow Cards: 1X2-1st

- 1. Predict which team will receive the most number of cards at the end of " 45 minutes" play. This market contains two teams and the draw as betting option.
- 2. If a match is abandoned in the first half, all bets will be considered void unless the market result has been confirmed.
- 3. If a match is abandoned in the second half, all first half bets will be considered valid.

#### Will There Be Extra Time

- 1. Predict whether a match will have Extra Time.
- 2. The settlement will be based on the result of the game finishing within the normal "90 Minutes" or progressing to Extra Time.

## Overtime & Goal

- 1. Predict whether a game will be scored in extra time.

## PENALTY MARKETS

### General Rules

- 1. The settlement of Penalty Shootout markets is based on the round (and penalties scored) when a winner is determined.
- 2. Should a competition rule state that all penalties must be taken, any penalties taken after the winner is determined will be ignored for settlement purposes.

### Handicap – Penalty Shootout

- 1. Predict which team will win the penalty shootout with the indicated handicap applied.
- 2. Sudden death is included for Handicap betting in a penalty shoot-out market.
- 3. If the match does not go to a shootout, all bets will be void.
- 4. Penalties scored throughout the "90 minutes" play and during extra time will not be included for settlement purposes.

### Penalty Shootout – Goals: Over / Under

- 1. Predict whether the total number of penalties scored in the shootout will be Over or Under the indicated goal line.
- 2. Sudden death is included for Over/Under betting in a penalty shoot-out market.
- Here is an example:
  - a. Liverpool 4 – 1 Tottenham – the Over / Under line is settled at 5.
  - b. Liverpool 6 – 5 Tottenham (Result after 5 penalties each: Liverpool 4 – 4 Tottenham) – the Over / Under line is settled at 11 as this is the total number of penalties scored.
- 3. If the match does not go to a shootout, all bets will be void.
- 4. Penalties scored throughout the "90 minutes" play and during extra time will not be included for settlement purposes.
- 5. If a match is abandoned during a penalty shootout, Over / Under bets will only be settled when the market has been unconditionally determined and any penalties scored have no effect on the market result. In all other scenarios, bets will be considered void.

### 1 st 5 Rounds of Penalty Shootout– Goals: Over / Under

- 1. Predict whether the total goal of Penalty Shootout recorded within the game will be over or under the indicated goal line.
- 2. Sudden Death (Round 6 onwards) is not included.
- 3. Here is an example:
  - a. Liverpool 4 – 1 Tottenham – the Over / Under line is settled at 5.
  - b. Liverpool 6 – 5 Tottenham (Result after 5 penalties each: Liverpool 4 – 4 Tottenham) – the Over / Under line is settled at 8 as this is the total number of penalties scored after each team took 5 penalty kicks.
- 4. If the match does not go to a shootout, all bets will be void.
- 5. Penalties scored throughout the "90 minutes" play and during extra time will not be included for settlement purposes.
- 6. If a match is abandoned during a penalty shootout, Over / Under bets will only be settled when the market has been unconditionally determined and any penalties scored have no effect on the market result. In all other scenarios, bets will be considered void.

### 1 st 5 Rounds of Penalty Shootout–1X2

- 1. Predict who will win the Penalty Shootout or whether the result will be a draw.
- 2. Sudden Death (Round 6 onwards) is not included.
- 3. Settlement will be based on number of goals recorded by counted each team first 5 rounds of the Penalty Shootout.

## Penalty Shootout

- 1. Predict Yes or No, as to whether a specific match will progress to a Penalty Shootout.
- 2. Settlement will be based on game progressing to a Penalty Shootout, irrespective of whether Extra Time may be played.

#### Penalty Shootout - Finishing Round

- 1. Predict the round in which the Penalty Shootout will end.
- 2. Settlement will be based on the match ending in the 3rd, 4th, 5th or 6 (or later) round of a Penalty Shootout.
- 3. If the match is abandoned before any result has been declared, then any bets on this market will be considered void.

#### Penalty Shootout Winner

- 1. Predict which team will win on penalties.

#### Penalty Shootout - X penalty shootout Goal / Miss

- 1. Predict whether the Xth penalty in the penalty shootout will be scored or miss.
- 2. Settlement is based on whether a penalty kick is scored or not.

#### Penalty Shootout - Single Team X penalty shootout Goal / Miss

- 1. Predict whether a specific team will scored or miss the Xth penalty in the penalty shootout.
- 2. Settlement is based on whether a penalty kick is scored or not.

#### Penalty Shootout 1x2 - Rounds X

- 1. Means betting on any one of the three possible outcomes in the penalty shootout.
- 2. Round X refers to the penalty score of the two teams in that round
  - Example 1: (Start of Penalty Shootout) - Team A's first penalty kick and Team B's first penalty kick is the first round
  - Example 2: (Start of Sudden Death Match) - Team A's 6th penalty kick and Team B's 6th penalty kick is the 6th round
- 3. Settlement is based on the penalty kicks scored in each round of the penalty shootout
- 4. Bets will be void if the penalty shootout ends before the specified over

#### Penalty Shootout - Winning Margin

- 1. Penalty Shootout - Winning Margin means betting to predict the winner of the penalty shootout and the margin of goal to be scored between the Home and Away team.
- 2. The options available for this bet type are those indicated on the website. For example:
  - Home wins by 1 goal
  - Home wins by 2 goals
  - Home wins by 3 goals or more
  - Away win by 1 goal
  - Away win by 2 goals
  - Away win by 3 goals or more.
- 3. Final Result: The result shall include goals made during a sudden-death shootout if the result is not determined within the first ten (10) penalties.

#### Penalty Shootout - Which team to take the first penalty

- 1. 'Penalty Shootout - Which Team Will Take the First Penalty' means predicting which team of the match will take the first penalty during the penalty shootout.
- 2. If the Event is abandoned after the first penalty in the penalty shootout is taken, then all bets are still valid.

#### Penalty Shootout to Go to Sudden Death

- 1. 'Penalty Shootout to Go to Sudden Death,' means betting to predict whether the penalty shootout will proceed to Sudden Death. If the bet is 'Yes', it means the penalty shootout will proceed to Sudden Death, otherwise if the bet is 'No', it means the penalty shootout shall not proceed to Sudden Death.
- 2. If the penalty shootout goes to sudden death, then the winning result is 'Yes'; if the

penalty shootout does not go to sudden death then the winning result is 'No'.

#### Penalty Shootout Woodwork - Rounds X

- 1.Means betting to predict if the attempts in the penalty shootout will hit the post or cross bar in individual round. If the ball hits the post first, and thereafter saved by the goalkeeper, it is still considered 'Woodwor'.
- 2.Can bet from Rounds 1 to 5 and the Settlement of bets are based on each round result.
- 3.If a Penalty Shootout does not progress to the round stated, then all bets will be void.
- 4.If the match does not go to penalty shootout, then all bets will be refunded
- 5.Bets will be void if the match is abandoned unless settlement of bets is already determined.

#### League: General Rules

- 1.The market will be settled when the result is confirmed.
- 2.Markets will be settled based on the official result by the relevant governing body for the league.
- 3.Point's deductions will count for all league markets.
- 4.Outright Competition Rules apply.

#### League: Group Betting

- 1.Predict which team will get in the highest position over the course of the season.

#### League: Top 4, 6, 10, etc. Finish

- 1.Predict which team will finish in the top 4, 6, 10 etc. positions over the course of the league season.

#### League: League Winner without Team X

- 1Predict which team will win the championship when the course of the league season after the stated Team or Teams have been removed from the league table.

#### League: Season Handicap Markets

- 1.Predict which team will win the stated league based on handicap points being applied to all teams.
- 2.Handicap points are added to the real finishing points of each team in the stated league.
- 3.The team with most handicap points + real points (combined) will be declared the winner.
- 4.Dead Heat Rules apply.
- 5.Each teams Handicap points value will not change during the season, however odds will be adjusted.
- 6.The full list of Handicap points (pre-season) for each team will be displayed beside their selection names.
- 7.The following example is based on a league with 5 teams.

Teams	End of Season Points	Handicap Points	Combined Points	Finishing Position
Teams1	90	3	93	2nd
Teams2	85	0	85	5th
Teams3	82	5	87	4th
Teams4	79	15	94	1st
Teams5	79	9	88	3rd

#### League: Team to Finish Bottom

- 1.Predict which team will finish bottom of the specific league over the course of the league season.
- 2.This market is also known as 'Rock Bottom'.

#### League: Team to be Relegated

- 1. Predict which team will be relegated from the competition.
- 2. All relegated teams will be settled as full winning selections, i.e. dead heat rules do not apply.
- 3. If a team is removed from a league or liquidated, bets on that team will be void. If this happens before the start of the season the whole market will be void and a new market will be opened.

League: Team to Stay Up

- 1. Predict which team will not be relegated from the competition.
- 2. All teams that are not relegated will be settled as full winning selections, i.e. dead heat rules do not apply.
- 3. If a team is removed from a league or liquidated, bets on that team will be void. If this happens before the start of the season the whole market will be void and a new market will be opened.

League: Team to be Promoted

- 1. Predict which team will be promoted from the competition.
- 2. This market will include both automatic promotion positions as well as promotion via any play off structure used for the specified competition.
- 3. All teams that are promoted will be settled as full winning selections, i.e. dead heat rules do not apply.
- 4. If a team is removed from a league or liquidated, bets on that team will be void. If this happens before the start of the season the whole market will be void and a new market will be opened.

League: Top Newcomer

- 1. Predict which team, of the newly promoted teams, will finish the season with the highest league position.

Competition: Highest Scoring Team

- 1. Predict which team will score the most goals during the competition.
- 2. All bets apply to "90 minutes" of play and extra time according to the match officials, plus any stoppage time.
- 3. Goals scored in Penalty Shootouts are not included.
- 4. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line.

Competition: Team to Concede the Most Goals

- 1. Predict which team will concede the most goals during the competition.
- 2. All bets apply to "90 minutes" of play and extra time according to the match officials, plus any stoppage time.
- 3. Goals conceded in Penalty Shootouts are not included.
- 4. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line.

Competition: Total Goals

- 1. Predict how many goals will be scored during the competition.
- 2. All bets apply to "90 minutes" of play and extra time according to the match officials, plus any stoppage time.
- 3. Goals scored in Penalty Shootouts will not count for competition total goals.
- 4. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line.

Competition: Will a Hat-trick be Scored?

- 1. Predict will any player scores 3 or more goals during the competition.
- 2. All bets apply to "90 minutes" of play and extra time according to the match officials,

plus any stoppage time.

- 3. Goals scored in Penalty Shootouts will not count towards a Hat-trick.
- 4. A Hat-trick will be achieved if a player scores 3 or more goals in a single match.
- 5. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line. If a hat-trick is scored before a match is abandoned and the match is restarted at 0-0 or a different score line is allocated by the governing body, the hat-trick will not count.

Competition: Total Hat-tricks

- 1. Predict how many Hat-tricks will be scored during the competition.
- 2. All bets apply to "90 minutes" of play and extra time according to the match officials, plus any stoppage time.
- 3. Goals scored in Penalty Shootouts will not count in the Hat-trick competition total.
- 4. A Hat-trick will be achieved if a player scores 3 or more goals in a single match.
- 5. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line. If a hat-trick is scored before a match is abandoned and the match is restarted at 0-0 or a different score line is allocated by the governing body, the hat-trick will not count.

Competition: City with Most Goals

- 1. Predict which city will have the most goals during the competition.
- 2. All bets apply to "90 minutes" of play and extra time according to the match officials, plus any stoppage time.
- 3. Goals scored in Penalty Shootouts will not count towards the 'City with Most Goals' total.
- 4. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line.

Competition: Winning Group

- 1. Predict which team group will feature the winning team of the competition.
- 2. Outright Competition Rules apply.

Competition: Team to Finish Bottom of Group

- 1. Predict which team will finish bottom of the Group.
- 2. Outright Competition Rules apply.

Competition: Origin of Winner

- 1. Predict the origin of the winning of the competition.
- 2. The origin could be the region, country or continent of the winning team.
- 3. Outright Competition Rules apply.

Competition: To Qualify

- 1. Predict which team will qualify and progress to the next round of stated competition.
- 2. This market will include both automatic promotion positions, as well as Extra time and Penalty Shootout promotion.
- 3. Outright Competition Rules apply.

Competition: Stage of Elimination

- 1. Predict at which stage the stated team will be eliminated from the competition.
- 2. Outright Competition Rules apply.

Competition: Nominate the Finalists

- 1. Predict which teams will contest the final of the tournament.
- 2. Outright Competition Rules apply.

Competition: Final Referee

- 1. Predict who will be the referee for the final of the competition.
- 2. The market will be settled after the start of the final, on the referee who starts the final, regardless of any previous announcements.

- 3. Outright Competition Rules apply.

#### Straight Forecast Finishing Order (League and Competition)

- 1. Predict which two teams will finish in 1st and 2nd, in the order named, for the stated league / competition.
- 2. All bets apply to "90 minutes" of play and extra time according to the match officials, plus any stoppage time.
- 3. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line.

#### Dual Forecast Finishing Order (League and Competition)

- 1. Predict which two teams will finish in the top two positions of the stated league / competition in which they are participating.
- 2. All bets apply to "90 minutes" of play and extra time according to the match officials, plus any stoppage time.
- 3. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line.

#### Top Goal Scorer

- 1. Predict who will score the most goals in a specific competition.
- 2. In the match of more than one player being top scorer, dead heat rules apply.
- 3. Players who are listed to play for their teams are considered valid bets, regardless if they are injured, suspended or do not take part in the competition for whatever reason.
- 4. In the match that a player is transferred to a different club within the same league, goals scored prior to the move will be counted. If a player is transferred to a club in another league, goals scored prior to the transfer will not be brought over to their new league. All bets will stand in both of the above scenarios.
- 5. Own goals and Penalty Shootouts do not count.
- 6. For purely league competitions, only goals scored in the league determines the total number of goals scored by the player for that competition. Any goals scored in-playoff matches do not count.

#### Top Team Goal Scorer

- 1. Predict which player will score the most goals for their stated team during the competition.
- 2. All bets apply to "90 minutes" of play and extra time according to the match officials, plus any stoppage time.
- 3. Goals scored in Penalty Shootouts are not included.
- 4. This market applies to all matches the team plays in the competition.
- 5. Dead heat rules apply. Any method used to determine a tied result, e.g. counting assists, will not be used for settlement purposes.

#### Top Goal Scorer / Competition Winner Double

- 1. Predict which player will score the most goals and which team will win the stated competition.
- 2. All bets apply to "90 minutes" of play and extra time according to the match officials, plus any stoppage time.
- 3. Goals scored in Penalty Shootouts are not included.
- 4. If more than one player is tied for Top Goal scorer, dead heat rules apply. Any method used to determine a tied result, e.g. counting assists, will not be used for settlement purposes.

#### Highest Scoring Group

- 1. Predict in which group will the most goals be scored during the competition.
- 2. Only goals scored in the Group Stages will count.
- 3. All bets apply to "90 minutes" of play according to the match officials, plus any stoppage time.
- 4. If a match is abandoned, we will count the goals scored based on the official result by the

governing body. This can include a restart of the match or an allocated score line.

- 5. Dead Heat Rules apply.

Competition: 3rd Place Winner

- 1. Predict which team will win in the third place of competition.
- 2. This market will include both automatic promotion positions, as well as Extra time and Penalty Shootout promotion.
- 3. Outright competition rules apply.

Competition: Group X Winner

- 1. Predict which of the two teams listed will win the top of group.
- 2. Settlement will be based on all group matches being finished and a group winner being the declared by the official governing body.
- 3. Should the two teams be tied, the official governing body's determination of the winner will be used (Goal Difference, Head to Head etc.)
- 4. Should no group winner be declared, all bets will be void.

COMBINED MARKETS

1 X 2 & Over / Under

- 1. Predict the result of the match after "90 Minutes" as well as whether the total number of goals scored will be over or under indicated goal line.
- 2. Settlement will be based on the selected result of Win, Lose or Draw for a specific team and the total number of goals scored within the match.
- 3. If the match is suspended or abandoned before any result has been declared, then any bets on this market will be considered void.

1 X 2 & Both Teams To Score

- 1. Predict the result of the match after "90 Minutes" as well as whether both teams will score a goal in the game.
- 2. Settlement will be based on the selected result of Win, Lose or Draw for a specific team and the number of goals scored by each team.
- 3. If the match is suspended or abandoned before any result has been declared, then any bets on this market will be considered void.

1 X 2 & 1st Team To Score

- 1. Predict the result of the match after "90 Minutes" and which team will score the Xth goal.
- 2. Settlement will be based on the selected result of Win, Lose or Draw and whether the X-th scoring team is correctly selected.
- 3. If the match is suspended or abandoned before any result has been declared, then any bets on this market will be considered void.
- 4. If no Xth Goal is scored in the game, then all bets on "None goal" will be settled as win.

1 X 2 & Corners: Total Goals Odd/Even

- 1. Predict the result of the match after "90 Minutes" as well as whether the total number of goals scored will be an odd or even amount.
- 2. Settlement will be based on the selected result of Win, Lose or Draw for a specific team and the total goals being odd or even.
- 3. If the match is suspended or abandoned before any result has been declared, then any bets on this market will be considered void.

Goals Over / Under & Both Teams To Score

- 1. Predict whether the total number of goals recorded within the game will be over or under the indicated goal line as well as whether both teams score.
- 2. Settlement will be based on the total goals recorded after "90 Minutes" in addition to whether both teams have scored.
- 3. If the match is suspended or abandoned before any result has been declared, then the following

conditions will apply:

- a. If both teams have scored 1 or more goals and the total goals scored is Over than the indicated goal line, the bet will be considered valid.
- b. If both teams have not scored 1 or more goals before the game is suspended or abandoned, the bet will be considered void.

Double Chance & Over / Under

- 1. Predict the correct result from the outcomes available as well as whether the total goals scored in the game will be over or under the indicated goal line.
- 2. Settlement is based on the correct selection of possible outcomes (stated below) as well as the total number of goals recorded after “90 Minutes”.
- 3. The 3 possible outcomes are:
  - a. Home Win and Draw (1 & X)
  - b. Away Win and Draw (2 & X)
  - c. Home Win and Away Win (1 & 2)
- 4. If the match is abandoned before any result has been declared, then any bets on this market will be considered void.

Double Chance & Both Teams To Score

- 1. Predict the correct result from the outcomes available as well as whether both teams will score a goal in the game.
- 2. Settlement is based on the correct selection of possible outcomes as well as whether both teams will score a goal in the game.
- 3. The 3 possible outcomes are:
  - a. Home Win and Draw (1 & X)
  - b. Away Win and Draw (2 & X)
  - c. Home Win and Away Win (1 & 2)
- 4. If the match is abandoned before any result has been declared, then any bets on this market will be considered void.

Winner & Over/Under – Penalty Shootout

- 1. Predict the result of the penalty shootout and the total number of penalties scored will be over or under than the market indicated goal line at the same time.
- 2. Settlement is based on the selected team’s loss or win and the total number of goals scored in penalty kicks.
- 3. If the match is abandoned before any result has been declared, then any bets on this market will be considered void.

E-FOOTBALL MATCHES

- 1. These matches may be offered in virtual simulation or player v player format.
- 2. Settlement will be based on the official score at the end of the match duration stated within the Competition Name (e.g. 12 Mins Play)
- 3. Should no duration be stated, the settlement will be based on the official relevant governing body for the match.
- 4. In the event of a “Re-make” or “Re-creation” within 12 hours, bets will be settled based on the official result.
- 5. The ordering of team names (Home or Away) will not be relevant to E-Football Match settlement. For example, if our fixture states Team 1 v Team 2, but the Official Competition states Team 2 v Team 1, all wagers will be valid.

BASKETBALL

## GENERAL RULES

- 1.If the scheduled venue is changed, all bets will be considered void.
- 2.If a game is abandoned during the 1st half, all 1st half bets are considered void. If a game is abandoned during the 2nd half, all 2nd half bets are considered void, all 1st half bets will still be valid. Unless otherwise stated in the individual bet type rules.
- 3.For Quarter / Half Betting, the period must be completed for bets to be valid, unless explicitly stated below or in the individual Bet Type rules.
- 4.NCAA Venue Rule: Please note, that the “Home” and “Away” venue indicated on the website is for reference only. Bets will stand regardless of change of venue, be it to the 'Home' team's venue, the 'Away' team's venue or to a 'Neutral' venue.
- 5.If the game starts before the scheduled time, only bets placed before the game commenced will be considered valid. Bets placed after the game commenced will be considered void. This excludes In-Play bet types.
- 6.Overtime is included for any Game, 2nd Half betting or 2-leg tied match, unless otherwise stated. 4th Quarter betting does not include overtime
- 7.If the match is suspended or abandoned off within 12 hours of the start of the specified time, but at least 90% of the game time has been completed (e.g. 36 minutes of a 40-minute game; or 43 minutes of a 48-minute game) , full-time bets still stand. Otherwise the bet slip on the suspended or suspended event will be void, except for the unconditional decision of the bet result.
- 8.All basketball matches will be settled on the official declared result including any overtime.
- 9.For 3 x 3 Basketball, settlement will be based on official competition rules.

## BET TYPES

### Winner

- 1.Predict who will win the game. This market will contain the two teams.
- 2.The match market includes the full time game.

### 1X2

- 1.Predict which team will win or whether the result between both teams will be a draw. This market will contain the two teams and a draw as betting options.
- 2.Markets offered include regular time, match halves or quarter Betting.

### Handicap

- 1.Predict which team will win the match halves /full time/quarter with the indicated handicap applied.
- 2.If the game is suspended or cancelled during the 2nd half, all 1st half bets will still be valid.
- 3.If the game is abandoned during the 2nd half, all 2nd half bets will be void unless settlement has been confirmed.
- 4.Markets offered include Full Game, Match Halves or Quarter Betting.

### Over / Under

- 1.Predict whether the total number of points scored will be over or under the indicated total line.
- 2.Markets offered include Full Game, Match Halves or Quarter Betting.
- 3.If a game is abandoned, Over / Under bets will only be settled when the market has been unconditionally determined as any further potential points have no affect on the market result. In all other scenarios, bets will be considered void.
- 4.If the game is abandoned during the 1st half, all 1st half bets will be void unless they have been unconditionally determined as any further potential points have no affect on the market result.
- 5.If the game is abandoned during the 2nd half, all 1st half bets will still be valid.

- 6. If the game is abandoned during the 2nd half, all 2nd half bets will be void unless settlement has been confirmed.
- 7. If the game is abandoned, all period bets will be void unless one occurs:
  - a. The period was already completed before the game was abandoned.
  - b. Before the game is abandoned the market has been unconditionally determined as any further potential points have no affect on the market result.
- 8. In Play Settlement is based on the final score line and the total line is applied to a 0-0 score line

#### Totals Exact

- 1. Predict whether the total number of points scored will be over or under or equal the market specified indicated total line.
- 2. Markets offered include Full Game, Match Halves or Quarter Betting.
- 3. If a game is abandoned, Over / Under bets will only be settled when the market has been unconditionally determined as any further potential points have no affect on the market result. In all other scenarios, bets will be considered void.
- 4. If the game is abandoned during the 1st half, all 1st half bets will be void unless they have been unconditionally determined as any further potential points have no affect on the market result.
- 5. If the game is abandoned during the 2nd half, all 1st half bets will still be valid.
- 6. If the game is abandoned during the 2nd half, all 2nd half bets will be void unless they have been unconditionally determined as any further potential points have no affect on the market result.
- 7. If the game is abandoned, all period bets will be void unless one occurs:
  - a. The period was already completed before the game was abandoned.
  - b. Before the game is abandoned the market has been unconditionally determined as any further potential points have no affect on the market result.

#### Team Points – Over / Under

- 1. Predict whether the total number of points recorded by the stated team will be over or under the specified indicated line.
- 2. Should the game be abandoned all bets will be considered void unless settlement has been confirmed.
- 3. All settlements will be based on post-match statistics provided by the relevant sporting body.

#### Odd / Even

- 1. Predict whether the total number of points scored will be odd or even.
- 2. Markets offered may include Full Game, Match Halves or Quarter Betting.

#### Team Score: Odd/Even

- 1. Predict whether the home or away team will score odd or even.
- 2. Markets offered include Full Game, Match Halves or Quarter Betting.

#### Correct Quarter Odd/Even

- 1. Predict the last digit value of total number of points scored in every Quarter is Odd or Even in the game.
- 2. Fourth Quarter total number of points scored do not include any Overtime that may be played.

#### Half Time / Full Time (Regular time)

- 1. Predict the Half Time and Full Time result in the match.
- 2. Full time result include a draw for both teams

#### Half Time / Full Time

- 1. Predict the Half Time and Full Time result in the match.
- 2. Full time result include a draw for both teams

## Moneyline

- 1. Predict which team to win the match and if the final result after the full game of play is a draw, all bets will be refunded.
- 2. Markets offered include Full Game, Match Halves or Quarter Betting.

## Team to Score First

- 1. Predict which team will score first in the game.
- 2. If the game is abandoned at any time, and a team has already scored prior to the abandonment, all bets will stand.
- 3. If neither team has scored at the time of abandonment, all bets are considered void.
- 4. If neither team has scored after the scheduled 4 quarters of normal play and overtime, then bets are considered void.

## Team to Score Last

- 1. Predict which team will score last in the game.
- 2. If the game is abandoned at any time, then all bets will be considered void.
- 3. If neither team has scored after the scheduled 4 quarters of normal play and overtime, then bets are considered void.

## Team with the Highest Scoring Quarter

- 1. Predict which team will score the most in a single quarter.
- 2. Overtime does not count.
- 3. If the game is abandoned at any time, then all highest scoring quarter bets will be considered void.
- 4. If neither team has scored after the scheduled 4 quarters of normal play, then all highest scoring quarter bets are considered void.

## Quarter Race To X Points

- 1. Predict the first team to score X points in a quarter.
- 2. Overtime does not count.
- 3. If a match is abandoned, bets will only be settled if the result is unconditionally determined and any further have no affect on the market result. In all other scenarios, bets will be considered void.
- 4. If neither team scores X points, the option "None" wins.
- 5. Depending on the game, the points that the designated team needs to get first may change, and this will be clearly marked in the market.

## Highest Scoring Quarter

- 1. Predict which quarter will score the most points.
- 2. Overtime does not count.
- 3. If the match is suspended or abandoned, all bets on the highest scoring quarter will be considered void.
- 4. If two or more quarters have the same highest score, a "draw" will be settled as a win.

## Quarter Winner Margin

- 1. Winner and score difference after a single quarter End.
- 2. Betting on the home team with a margin of 3+ is predicted to win the game, and the difference is equal to or greater than 3.
- 3. Betting on the away team with a margin of 3+ is predicted to win the game, and the difference is equal to or greater than 3.
- 4. Bet on other predicted difference between the home and away teams is less than 3.

## Winning Margin 26+

- 1. Winner of the whole game (including overtime) and the score difference between the two teams.
- 2. Predict the home team or the away team to win by 1-5 points (inclusive of 1 to 5 points),

6-10 points (inclusive of 6 to 10 points), 11-15 points (inclusive of 11 to 15 points), 16-20 Points (including 16 points to 20 points), 21-25 points (including 21 points to 25 points).

- 3. Predict the home team or the away team to win 26+, and the difference is equal to or greater than 26.

#### Basketball Specials

- 1. Predict the number of points, steal ball, rebounds, assists, three points, etc.
- 2. Both players / teams must play in the game for bets to be considered valid.
- 3. If one or both players / teams do not take part in the game, all bets will be considered void.
- 4. Bets will be settled according to the NBA or specific governing body's result announced at the end of the game and any subsequent changes to the statistics are considered invalid for betting purposes.

#### Winner&Over/Under

- 1. Predict the result of the full game as well as whether the total number of goals scored will be over or under a specified
- 2. Settlement will be based on the selected result of Win, Lose or Draw for a specific team and the total number of goals scored within the match.
- 3. If the match is suspended or abandoned before any result has been declared, then any bets on this market will be considered void

#### Team Points - Last Digit

- 1. Predict the last digit of the final score for the home or away team.

#### Last score Team

- 1. Predict which team will win the last score.

#### Will There Be Overtime

- 1. Predict the game will there be overtime.

#### Highest Scoring half

- 1. Predict the highest scoring half.
- 2. Overtime does not count.
- 3. If a game is abandoned, all bets on the highest scoring half time will be considered void.

#### 1st To X Points

- 1. Predict the first team to score X points.
- 2. If a match is abandoned, bets will only be settled if the result is unconditionally determined and any further have no affect on the market result. In all other scenarios, bets will be considered void.
- 3. If neither team scores X points, the option "None" wins.
- 4. The number of points could vary, depending on the game. This will be clearly marked in the bet type.

#### Xth scoring team

- 1. Predict the team that will get the X th point.
- 2. If a match is abandoned, bets will only be settled if the result is unconditionally determined and any further have no affect on the market result. In all other scenarios, bets will be considered void.
- 3. If the Xth point is not reached, all bets will be considered void.
- 4. The number of points could vary, depending on the game. This will be clearly marked in the bet type.

#### Xth Point Scoring Type (Incl. Team):

- 1. Predict the scoring type of the Xth point, the option distinguishes the score of the home and away teams.
- 2. If a match is abandoned, bets will only be settled if the result is unconditionally determined

and any further have no affect on the market result. In all other scenarios, bets will be considered void.

- 3.If the Xth point is not reached, all bets will be considered void.
- 4.The number of points could vary, depending on the game. This will be clearly marked in the bet type.

#### Xth Point Scoring Type

- 1.Predict the scoring type of the Xth point, the option distinguishes the score of the home and away teams.
- 2.If a match is abandoned, bets will only be settled if the result is unconditionally determined and any further have no affect on the market result. In all other scenarios, bets will be considered void.
- 3.If the Xth point is not reached, all bets will be considered void.
- 4.The number of points could vary, depending on the game. This will be clearly marked in the bet type.

#### Xth free throw team

- 1.Predict the team that will score the Xth free throw.
- 2.If a match is abandoned, bets will only be settled if the result is unconditionally determined and any further have no affect on the market result. In all other scenarios, bets will be considered void.
- 3.If the Xth free throw is not reached, all bets will be considered void.
- 4.The number of points could vary, depending on the game. This will be clearly marked in the bet type.

#### Which Team Wins The Jump Ball

- 1.Predict the team that will Wins The Jump Ball.

#### Last Digit Score

- 1.Predict the last digit value of total number of points scored in the respective Quarter, Halves (Overtime score included in 2nd Half) or Final score of the game.

#### Handicap & Over/Under

- 1.At the same time predict the number specified in the handicap, and the total score of the event will be over or under than the number of over/under specified in the handicap.

#### E-BASKETBALL

- 1.These matches may be offered in virtual simulation or player format.
- 2.Settlement will be based on the official score at the end of the match duration stated within the Competition Name (e.g. 4x4, 4x5 Mins Play)
- 3.Should no duration be stated, settlement will be based on the official score of the match under that specific competition.
- 4.Should a virtual simulation or player v player match fail to finish due to technical or any other reason, all wagers will be considered void.

#### TENNIS

##### GENERAL RULES

- 1.All bet slips are considered valid only after the end of the match unless otherwise stated.
- 2.If the betted player does not participate in the match, all bet slips for this player (excluding the championship market) will be cancelled.
- 3.If a player or team withdraws or is disqualified before the end of the match, all bet slips for that match will be cancelled, unless otherwise stated.
- 4.If the scheduled duration of the match is shortened or the required winning score is increased, all bet slips will be cancelled.

- 5. If a match starts earlier than scheduled, only the bet slips placed before the start will be considered valid. Bet slips placed after the start will be considered invalid, except for live betting.
- 6. Tie-breaks are considered as one game and are included in the settlement, depending on the rules of the tournament and used as a basis for settlement.
- 7. A super tie-break (first to 10 points) is considered as one game and is included in the settlement, depending on the rules of the tournament and used as a basis for settlement.
- 8. If the deciding set uses the super tie-break rule, the winner's score will be counted as one game (the result is shown as: 1-0 or 0-1), depending on the rules of the tournament and used as a basis for settlement.
- 9. For all types of betting, if a clear outcome has been determined, all related bets will be settled.

## BET TYPES

### Winner

- 1. Predict who will win the match. This market will contain the two players.

### Set Handicap

- 1. Predict who will win the match with the indicated set handicap applied.

### Game handicap

- 1. Predict who will win more games in a specified period (e.g. Match, 1st Set, 2nd Set) after applying the indicated handicap.

### Game Xth Winner

- 1. Predict who will win a specific game of a specific set (e.g. Set 1 Game 1).
- 2. If a specific game is not reached within the set, all bets on that game will be voided. (e.g. Set 1 Game 8, but the set is won 1-6)
- 3. If a player withdraws or disqualified, bets on any game without a definitive winner will be voided. Bets on games completed will be valid.

### Games Over/Under

- 1. Predict whether the total number of games played in a specified period (e.g. Match, 1st Set, 2nd Set) will be over or under the indicated total line.
- 2. If a match is abandoned, Over / Under bets will only be settled when the market has been unconditionally determined as any further potential games have no affect on the market result. In all other scenarios, bets will be considered void.

### Team Games Over/Under

- 1. Predict total number of set by nominated player in a certain period of the game (eg: Match, 1st Set, 2nd Set) will be over or under than indicated total line.
- 2. If a match is abandoned, Over / Under bets will only be settled when the market has been unconditionally determined as any further potential games have no affect on the market result. In all other scenarios, bets will be considered void.

### Games Odd/Even

- 1. Predict whether the total number of games played in a specified period (e.g. Match, 1st Set, 2nd Set) will be odd or even.

### Set Winner

- 1. Predict which player will win the specified set.
- 2. The bets will consider vaild after the specified set has been completed.
- 3. The bets on the set betting markets will be considered void if a player withdraws or disqualified before the specified set is completed.

### Correct Score

- 1. Predict the full time score of the match.

### Correct Score-Xth

- 1. Predict the each set score of the match.

#### Will There Be A Tiebreak

- 1. Predict whether a match will have a tiebreaker or not.

#### Double Result (1st Set/Match)

- 1. Predict the first set/full time result of the match.

### SNOOKER

#### GENERAL RULES

- 1. All bet slips are considered valid upon the conclusion of the full match unless otherwise stated.
- 2. If a betted player does not participate in the match, all bet slips for this player (excluding the championship market) will be cancelled.
- 3. If a player forfeits or is disqualified before the end of the match, all bets for that match will be considered invalid, unless otherwise stated in individual betting type rules.
- 4. If a match starts earlier than scheduled, only the bet slips placed before the start will be considered valid. Bet slips placed after the start will be considered invalid, except for live betting.
- 5. If the relevant league is a multi-day event, and the match is interrupted or delayed and not resumed within 36 hours of the official starting time, all bets for that match with a clear outcome will be settled, others will be considered invalid.
- 6. For all types of betting, if a clear outcome has been determined, all related bets will be settled.

#### BET TYPES

##### Winner

- 1. Predict who will win the match. This market will contain the two players.

##### Frame Handicap

- 1. Predict who will win the match with the indicated frame handicap applied.

##### Frame Over / Under

- 1. Predict whether the total number of frames will be over or under the specified market.
- 2. If the game is abandoned or postponed, then over/under bets will be settled, other bets will be considered void.

##### Frame Odd / Even

- 1. Predict whether the total number of frames played in a match will be odd or even.

##### Winner - X game

- 1. Predict which player will win a game. This market will contain the two players.

##### Points Handicap - X game

- 1. Predict which player will win specified set in a given handicap match.

##### Points Over/Under - X game

- 1. Predict whether the total score of a game will be over or under the specified market.
- 2. If a match is abandoned, Over / Under bets will only be settled if the market has been unconditionally determined and any further goals have no affect on the market result. In all other scenarios, bets will be considered void.

##### Points odd / Even- X game

- 1. Predict whether the match total number of points will be odd or even.

##### Race To X Frames Player

- 2. Predict which player will be the first to win the specified number of innings in a set.
- 3. If a player withdraws or is disqualified, all bets without a final winner will be void and closed bets will be considered valid.

#### Which Player Wins The Rest

- 1. Predict which player will win the rest of the game when the ball is in-play.

#### Will There Be a Deciding Frame

- 1. Predict whether a game will have a tiebreaker.

#### Race To X Points Player

- 1. Predict the first player to score X points in a game.
- 2. If a match is abandoned, bets will only be settled if the market has been unconditionally determined and any further goals have no affect on the market result. In all other scenarios, bets will be considered void.
- 3. If no player has scored X points, all bets will be considered void.

#### Player With Highest Break

- 1. Predict which player will score the most points in a single stroke of the game.

#### 1x2

- 1. Predict who will win or whether the result between both teams will be a draw. This market will contain the two teams.

#### Break 50+

- 1. Predict if a single stroke will score 50 or more in the game.
- 2. If the 1st inning is started but not completed then bets will be void unless the outcome of the specific market is already determined.

#### Break 100+

- 1. Predict if a single stroke will score 100 points or more in the game.
- 2. If the 1st inning is started but not completed then bets will be void unless the outcome of the specific market is already determined.

#### 1x2 Frame 1 to

- 1. Predict which player will win or tie the first X rounds. Handicap offers two players and a draw as betting options.

#### Will There Be A Foul Committed

- 1. Predict whether there will be a player foul in a game.

#### Player To Pot Xth Ball

- 1. Predict the player who will hit the Xth ball in an inning.

#### Player To Pot Last Ball

- 1. Predict the player who will hit the last ball in an inning.

#### Last Points Scored

- 1. Predict the type of final score.

#### Match Correct Score

- 1. Predict the Correct Score at Full Time of a specified match.
- 2. Settlements will be based on the post match score as advertised by the relevant governing body.

#### 'Play All' Matches

- 1. This match format is based on all frames being played. For example 'Play All 8' means the final result could be 7-1 or 4-4 etc.

## VOLLEYBALL

### GENERAL RULES

- 1. All bet slips are considered valid upon the conclusion of the full match unless otherwise stated.
- 2. If the betted team does not participate in the match, all bet slips for this team (excluding the championship market) will be cancelled.
- 3. If the scheduled duration of the match is shortened or the required winning score is increased,

all bet slips will be considered invalid.

- 4. If a match starts earlier than scheduled, only the bet slips placed before the start will be considered valid. Bet slips placed after the start will be considered invalid, except for live betting.
- 5. For all types of betting, if a clear outcome has been determined, all related bets will be settled.

#### BET TYPES

##### Winner

- 1. Predict which team will win the match.

##### Point Handicap

- 1. Predict which team will win more points in a specified period after applying the indicated point handicap.

##### Points - Over / Under

- 1. Predict which team whether the total number of points won in a specific period will be over or under the market indicated total line.

##### Set Winner

- 1. Predict which team will win the specified competition.

##### Correct Score

- 1. Predict the Correct Score at Full Time of a specified match.
- 2. Settlements will be based on the post match score as advertised by the relevant governing body.

##### Odd / Even

- 1. Predict whether the total number of sets or points played in a specific period will be odd or even.

#### BADMINTON

##### GENERAL RULES

- 1. All bet slips are considered valid upon the conclusion of the full match unless otherwise stated.
- 2. If a betted player does not participate in the match, all bet slips for this player (excluding the championship market) will be cancelled.
- 3. If a player or team withdraws or is disqualified before the end of the match, all bet slips for that match will be cancelled, unless otherwise stated.
- 4. If the duration of the match is shortened or the match requires a higher winning score, all bet slips will be considered invalid.
- 5. If a match starts earlier than scheduled, only the bet slips placed before the start will be considered valid. Bet slips placed after the start will be considered invalid, except for live betting.
- 6. For all types of betting, if a clear outcome has been determined, all related bets will be settled.

#### BET TYPES

##### Winner

- 1. Predict who will win the match. This market will contain the two players.

##### Point Handicap

- 1. Predict who will win more points in a specified period after applying the indicated point handicap.

##### Points - Over / Under

- 1. Predict whether the total number of points won by a nominated player in a specific period will be over or under the indicated total line.

- 2. If a match is abandoned, bets will only be settled if the market has been unconditionally determined and any further have no affect on the market result. In all other scenarios, bets will be considered void.

#### Game Winner

- 1. Predict which player will win the specified competition.

#### Point X player

- 1. Predict which participant will first reach the stated number of points within a game (eg 5th point player).
- 2. If a player withdraws or disqualified, bets without a definitive winner will be voided. Bets on points completed will be valid.

#### Correct Score

- 1. Predict the Correct Score at Full Time of a specified match.
- 2. Settlements will be based on the post match score as advertised by the relevant governing body.

#### Game Winner

- 1. Predict which player will win the specified competition.

### TABLE TENNIS

#### GENERAL RULES

- 1. All bet slips are considered valid upon the conclusion of the full match unless otherwise stated.
- 2. If a betted player does not participate in the match, all bet slips for this player (excluding the championship market) will be cancelled.
- 3. If a player or team withdraws or is disqualified before the end of the match, all bet slips for that match will be cancelled, unless otherwise stated.
- 4. If the duration of the match is shortened or the match requires a higher winning score, all bet slips will be considered invalid.
- 5. If a match starts earlier than scheduled, only the bet slips placed before the start will be considered valid. Bet slips placed after the start will be considered invalid, except for live betting.
- 6. For all types of betting, if a clear outcome has been determined, all related bets will be settled.

#### BET TYPES

##### Winner

- 1. Predict who will win the match. This market will contain the two players.

##### Point Handicap

- 1. Predict who will win more points in a specified period after applying the indicated point handicap.

##### Points - Over / Under

- 1. Predict whether the total number of points in a specific period will be over or under the market indicated total line.
- 2. If the game be abandoned all bets will be considered void unless the market has been already settled or unconditionally determined as any further points will have no effect on the market result.

##### Correct Score

- 1. Predict the Correct Score at Full Time of a specified match.
- 2. Settlements we be based on the post match score as advertised by the relevant governing body.

##### Odd / Even

- 1. Predict whether the total number of sets or points played in a specific period will be odd or even.

## BASEBALL

### GENERAL RULES

- 1. If the scheduled venue is changed, all bets will be considered void.
- 2. International Baseball Rules: Games will end early if a team is leading by 10 or more runs after the opposing team has batted in at least 7 innings, or if a team is leading by 15 or more runs after the opposing team has batted in at least 5 innings. If this happens, all bets will be considered valid, including Money Line, Odd / Even, Run Line and Total Runs (Over/Under).
- 3. When betting on Winner, Handicap or Total Runs (Over / Under) the game must complete 9 innings of play (or 8.5 innings, when the 2nd batting team is already ahead). If a game is suspended in overtime, the score will be determined after the last full inning, unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the score is determined at the time the game is finished.
- 4. Extra innings count for settlement purposes, unless otherwise specified.
- 5. 1st half betting is based on the result from the 1st to the end of the 5th period.
- 6. 2nd half betting is based on the result from the 6th period to the end of the 9th period. Extra innings count for settlement purposes on 2nd half betting.
- 7. All Bets placed will remain valid regardless of the starting pitcher.
- 8. If the game is suspended or cancelled during the 2nd half, all 1st half bets will still be valid.
- 9. If the game is suspended or cancelled during the 2nd half, all 2nd half and full time bets will be considered void, unless otherwise stated in the individual bet type rules.
- 10. If the game starts before the scheduled time, only bets placed before the game commenced will be considered valid. Bets placed after the game commenced will be considered void. This excludes In-Play bet types.
- 11. If a match is postponed, all bets will be void (unless otherwise stated).

### BET TYPES

#### 1X2

- 1. Predict which team will win the game or draw. This market will contain the two teams and the draw as betting selections.
- 2. Match markets include full-time (including overtime), first five innings or single-inning bets.

#### Moneyline

- 1. Predict the team to win the specified match and if the final result is a draw, all bets will be void.
- 2. Match markets include first five innings or single-inning bets.

#### Winner

- 1. Predict which team will win the match. This market will contain the two players.
- 2. Match markets include full-time (including overtime), first five innings or single-inning bets.

#### Handicap

- 1. Predict which team will win the game / period with the indicated handicap applied.

#### Over / Under

- 1. Predict whether the total number of runs scored will be over or under the indicated total line.
- 2. Extra innings count for settlement purposes.

- 3. If a game is abandoned, Over / Under bets will only be settled when the market has been unconditionally determined as any further potential runs have no affect on the market result. In all other scenarios, bets will be considered void.
- 4. If the game is abandoned during the 1st half, all 1st half bets will be void unless they have been unconditionally determined as any further potential runs have no affect on the market result.
- 5. If the game is abandoned during the 2nd half, all 1st half bets will still be valid.
- 6. If the game is abandoned during the 2nd half, all 2nd half bets will be void unless they have been unconditionally determined as any further potential runs have no affect on the market result.
- 7. In Play Settlement is based on the final score line and the total line is applied to a 0-0 score line

#### Odd / Even

- 1. Predict whether the total number of runs scored will be odd or even.
- 2. Extra innings count for settlement purposes.

#### Team Runs - Over / Under

- 1. Predict whether the total number of runs scored by the nominated team will be over or under the indicated total line.
- 2. Extra innings count for settlement purposes.

#### Winning Margin

- 1. Predict which team will win the game and by how many runs more runs than their opponent.
- 2. E.g. If Team A final score is 12 and Team B final score is 8, the 'Winning Margin' is 4 Runs.
- 3. Extra innings count for settlement purposes.

#### Will There Be An Extra Inning

- 1. Predict whether the game will be extended beyond the regular period of play 9 Innings (unless otherwise stated).
- 2. For settlement purposes, any regular game that extends to the 10th Innings or beyond will be considered as having entered 'Extratime' .

#### Which Team Wins The Rest

- 1. Predict which team will wins the rest game during in-play.
- 2. Bets will be settled from the time the bet is placed until the end of the match.
- 3. Extra innings count for settlement purposes.

#### Hits Over/Under

- 1. Predict whether the total number of hits will be over or under the indicated total line.
- 2. Extra innings count for settlement purposes.

#### Home Runs Over/Under

- 1. Predict whether the total number of home runs will be over or under the indicated total line.
- 2. Extra innings count for settlement purposes.

## HANDBALL

### GENERAL RULES

- 1. All handball bets are settled based on the final result of regular time, unless otherwise stated, including injury time.
- 2. If the betted team does not participate in the match, all bet slips for this team (excluding the championship market) will be cancelled.
- 3. If a match starts earlier than scheduled, only the bet slips placed before the start will be considered valid. Bet slips placed after the start will be considered invalid, except for

live betting.

- 4. For any matches using the 'mercy rule', all bets will be settled based on the result at that time.
- 5. For all types of betting, if a clear outcome has been determined, all related bets will be settled.

#### BET TYPES

##### 1 X 2

- 1. Predict which team will win the game. This market will contain the two teams and the draw as betting selections.
- 2. Markets offered may include Full Game, Match Halves, excluding overtime or penalty shootout results in full-time match.

##### Winner

- 1. Predict which team will win the match. This market will contain the two teams as betting selections.
- 2. Markets offered include Full Game, including overtime or penalty shootout results.

##### Handicap

- 1. Predict who will win the game with the indicated handicap applied.
- 2. Markets offered may include Full Game, Match Halves, full time excluding overtime or penalty shootout results.

##### Over/Under

- 1. Predict whether the total number of goals scored will be over or under the indicated total line for the game.
- 2. If a game is abandoned, Over / Under bets will only be settled when the market has been unconditionally determined as any further potential goals have no effect on the market result. In all other scenarios, bets will be considered void.
- 3. Settlement is based on the final score line and in-play game of total line is applied to a 0-0 score line.
- 4. Markets offered may include Full Game, Match Halves, full time excluding overtime or penalty shootout results.

##### Team score: Over / Under

- 1. Predict whether the total number of team goals scored will be over or under the indicated total line.
- 2. If a game is abandoned, Over / Under bets will only be settled when the market has been unconditionally determined as any further potential goals have no effect on the market result. In all other scenarios, bets will be considered void.
- 3. Settlement is based on the final score line and in-play game of total line is applied to a 0-0 score line.
- 4. Markets offered may include Full Game, Match Halves, full time excluding overtime or penalty shootout results.

##### Moneyline

- 1. Predict which team to win the match and if the final result is a draw, all bets will be refunded.
- 2. Markets offered may include Full Game, Match Halves.

##### Odd / Even

- 1. Predict whether the total number of goals scored will be odd or even.
- 2. Markets offered may include Full Game, Match Halves, full time excluding overtime or penalty shootout results.

## ICE HOCKEY

### GENERAL RULES

- 1.If the scheduled venue is changed, all bets will be considered void.
- 2.For games decided by penalty shootouts, the winning team's score will be increased by one goal in order to determine the final result.
- 3.For period betting, the specific period must be played in its entirety for bets to stand, unless explicitly stated below or in the individual Bet Type rules. In all other scenarios, bets will be considered void.
- 4.3rd quarter betting does not include overtime and penalty shootouts.
- 5.If the game starts before the scheduled time, only bets placed before the game commenced will be considered valid. Bets placed after the game commenced will be considered void. This excludes In-Play bet types.
- 6.All bets will exclude extra time/penalty shootouts unless otherwise stated.

### BET TYPES

#### Winner

- 1.Predict which team will win the game.
- 2.If the result of a draw, single bets will be refunded and parlay bets will be considered void/no play/no result.

#### 1 X 2

- 1.Predict which team will win the game / period. This market will contain the two teams and the draw as betting selections. Overtime does not count.

#### Handicap

- 1.Predict which team will win the game / period with the indicated handicap applied.

#### Over / Under

- 1.Predict whether the total number of goals scored will be over or under the indicated total line for the game/ period.
- 2.If match is abandoned, Over / Under bets will only be settled when the market has been unconditionally determined as any further potential goals have no affect on the market result. In all other scenarios, bets will be considered void.

#### Team goals : Over/Under

- 1.Predict which team whether the total number of points won in a specific period will be over or under the market indicated total line.
- 2.If match is abandoned, Over / Under bets will only be settled when the market has been unconditionally determined as any further potential goals have no affect on the market result. In all other scenarios, bets will be considered void.

#### Winning Margin

- 1.Predict the end of game and how many points more than their opponent.

#### Which Team Wins The Rest

- 1.Predict which team will wins the rest game during in-play.
- 2.The settlement of bets will be based on the final result.
- 3.Settlement does not include overtime or penalty shootout.

#### Odd / Even

- 1.Predict whether the total number of goals will be odd or even for the game/ period.

#### Xth Goal

- 1.Predict which team will score the specified goal or not.
- 2.If the game is abandoned at any time, and a team has already been scored prior to the abandonment, all bets will stand.

#### Last Goal

- 1.Predict which team will score least goals or not in the game.

- 2. If neither team scores a goal when the match is cancelled, all bets will be void.

#### Highest Scoring Period

- 1. Predict which team will score the most in a single period.
- 2. Overtime does not count.
- 3. If the game is abandoned at any time, then all bets will be considered void.
- 4. If two or more quarters have the same highest score, a “draw” will be settled as a win.

#### Correct Score

- 1. Predict the Correct Score at specified match of period.

#### Will There Be Overtime

- 1. Predict whether the game will be extended beyond the regular.

#### Double Chance

- 1. Bet on 2 of the 3 possible outcomes; home win and draw (1 & X), away win and draw (X & 2) or home win and away win (1 & 2).
- 2. If a match venue is played at neutral ground, the team listed first is deemed the “Home Team” for betting purposes.

## AMERICAN FOOTBALL

### GENERAL RULES

- 1. The final result is the score after the four quarters, including overtime.
- 2. For Quarter / Half Betting, the period must be completed for bets to be valid.
- 3. 4th Quarter betting does not include overtime.
- 4. NCAA Venue Rule: Please note, that the “Home” and “Away” venue indicated on the website is for reference only. Bets will stand regardless of change of venue, be it to the “Home” team’s venue, the “Away” team’s venue or to a “Neutral” venue.
- 5. Overtime counts unless otherwise stated in the bet type rules below.
- 6. If the game starts before the scheduled time, only bets placed before the game commenced will be considered valid. Bets placed after the game commenced will be considered void. This excludes In-Play bet types. .

### BET TYPES

#### Winner

- 1. Predict which team will win the game. This market will contain the two teams.

#### Moneyline

- 1. Predict which team to win the match and if the final result is draw, all bets will be refunded.
- 2. Markets offered include Full Game, Match Halves or Quarter Betting.

#### Handicap

- 1. Predict which team will win the game / period with the indicated handicap applied.
- 2. In-play settlement is based on the final score line after the handicap is applied to a 0-0 score line. The current score, at the time of bet placement, is not factored into the bet.

#### Over / Under

- 1. Predict whether the match total number of points scored will be over or under the indicated total line.
- 2. Settlement is based on the final score and the total line is applied to a 0-0 score line.

#### Team Over/Under

- 1. Predict whether the total number of points scored by a team in a match/quarter will be over or under than the handicap total line.
- 2. If match is abandoned, Over / Under bets will only be settled when the market has been unconditionally determined as any further potential goals have no affect on the market result.

In all other scenarios, bets will be considered void.

#### Odd / Even

- 1. Predict whether the total score of the specified stage of the match will be odd or even.

#### Team Odd / Even

- 1. Predict whether the total score of home/away team of the match will be odd or even.
- 2. Markets offered include Full Game, Match Halves or Quarter Betting.

#### Half Time/Full Time

- 1. Predict the half/full time result of the match. Overtime is not count.
- 2. The final result includes a draw.

#### Highest Scoring Quarter

- 1. Predict which single quarter will score the most points.
- 2. Overtime does not count.
- 3. If match is abandoned, all bets about highest scoring quarter will be considered void.
- 4. If two or more quarters have the same highest score, a “draw” will be settled as a win.

#### Highest Scoring Half

- 1. Predict the highest scoring half.
- 2. Overtime does not count.
- 3. If match is abandoned, all bets about highest scoring half will be considered void.

#### Will There Be Overtime

- 1. Predict whether a game will have overtime.

#### Race To X Points

- 1. Predict which team will first score X points.
- 2. If match is abandoned, bets will only be settled when the market has been unconditionally determined as any further potential goals have no affect on the market result. In all other scenarios, bets will be considered void.
- 3. If neither team gets X points, all bets on the first team to get X points will be void.
- 4. The number of points could vary, depending on the game. This will be clearly marked in the bet type.

#### Touchdown Over/Under

- 1. Predict touchdowns total number of points scored will be over or under the indicated total line in match.

#### Shot Over/Under

- 1. Predict shots total number of points scored will be over or under the indicated total line in match.

#### Xth team to shoot

- 1. Predict the team that score the Xth shot.
- 2. If match is abandoned, bets will only be settled when the market has been unconditionally determined as any further potential goals have no affect on the market result. In all other scenarios, bets will be considered void.
- 3. If neither team gets the Xth shot, the bet will be considered void.

#### Next Score

- 1. Predict the team that will score next.
- 2. If match is abandoned, bets will only be settled when the market has been unconditionally determined as any further potential goals have no affect on the market result. In all other scenarios, bets will be considered void.
- 3. If neither team scores next points, the option “None” wins.

#### Next Scoring Type

- 1. Predict the type of next score.
- 2. If match is abandoned, bets will only be settled when the market has been unconditionally

determined as any further potential goals have no affect on the market result. In all other scenarios, bets will be considered void.

- 3.If neither team scores next points, the option “None” wins.

## RUGBY

### GENERAL RULES

- 1.If the match venue changes, all bets will be cancelled.
- 2.If the betted team does not participate in the match, all bets on this team (excluding the outright market) will be cancelled.
- 3.All bets on Rugby and Rugby League are considered final after the regular 80 minutes, including any stoppage time.
- 4.If a match starts earlier than scheduled, only the bets placed before the start will be considered valid. Bets placed after the start will be considered invalid, except for live betting.
- 5.Unless otherwise stated in the bet type, all matches do not include overtime.
- 6.For international matches, as long as the changed venue is still in the same country, all bets will remain valid.
- 7.For all types of betting, if a clear outcome has been determined, all related bets will be settled.

### BET TYPES

#### 1 x 2

- 1.Predict which team will be the match winner or whether the match will end as a draw after regular time. This market will contain the two teams and a draw as betting options.

#### 1 x 2 - 1st Half

- 1.Predict which team will be the match winner or whether the match will end as a draw after the 1st Half of regular time. This market will contain the two teams and a draw as betting options.

#### Handicap

- 1.Predict the winner of the match with the indicated handicap applied.
- 2.Settlement is based on the final score at the end of regular time, including the stated handicap applied to each team at time of bet placement.

#### Handicap - 1st Half

- 1.Predict the winner of the 1st half of regular time with the indicated handicap applied.
- 2.Settlement is based on the final score at the end of the 1st half, including the stated handicap applied to each team at time of bet placement.

#### Total Points: Over / Under

- 1.Predict whether the total number of points scored by both teams in regular time will be over or under the indicated total line.
- 2.If a match is abandoned at any stage, all Over / Under bets will be considered void, unless the market has been unconditionally determined as any further potential points will have no affect on the market result.

#### Total Points: Over / Under - 1st Half

- 1.Predict whether the total number of points scored by both teams in the 1st half will be over or under the indicated total line.
- 2.If a match is abandoned in the 1st Half, all Over / Under bets will be considered void, unless the market has been unconditionally determined as any further potential points will have no effect on the market result.

#### Team Points: Over / Under

- 1. Predict whether the total number of points scored by the stated team will be over or under the indicated total line.
- 2. If a match is abandoned at any stage, all Over / Under bets will be considered void, unless the market has been unconditionally determined as any further potential points will have no effect on the market result.

#### Team Points: Over / Under - 1st Half

- 1. Predict whether the total number of points scored by the stated team will be over or under the indicated total line.
- 2. If a match is abandoned in the 1st Half, all Over / Under bets will be considered void, unless the market has been unconditionally determined as any further potential points will have no effect on the market result.

#### Winner (Draw No Bet)

- 1. Predict who will be the match winner at the end of specified period. This market will contain the two teams and a draw as betting options.
- 2. If the result of the match at the end of specified period is a draw, then all bets will be refunded.

#### Team to be Promoted

- 1. Predict which team will be promoted from the competition.

## Boxing

### GENERAL RULES

- 1. Once the bell rings for the first round, the bet slips will be considered valid.
- 2. Each round lasts 3 minutes (in Over/Under, 'half-round' is counted as 90 seconds).
- 3. If the number of rounds changes, all Over/Under bets will be cancelled.
- 4. If the match ends in a draw, bets for the winner will be cancelled.
- 5. The settlement of the bet slips will be based on the results announced by the match, which can be defined by points, technical knockout, knockout, or disqualification.
  - a. KO (Knockout) includes TKO (Technical Knockout) and disqualification of a boxer.
  - b. A draw includes a technical draw.
  - c. A decision includes a technical decision.
- 6. If a boxer withdraws or is replaced in the betting list, all bet slips will be cancelled.
- 7. If it is officially announced that one or both boxers have not met the specified weight requirements for the match, all bet slips will be cancelled.
- 8. If the referee recalculates the scores after the match or the official changes the result, after 36 hours from the announcement of the result, the settled bet slips will not be changed and will be considered final.

## FIGHTING (MIXED MARTIAL ARTS)

### GENERAL RULES

- 1. Once the referee announces the start of the first round, the bet slips will be considered valid.
- 2. Each round of Ultimate Fighting Championship (UFC) lasts for 5 minutes (in Over/Under, 'half-round' is counted as 150 seconds).
- 3. Each championship title fight consists of 5 rounds, non-title fights consist of 3 rounds. The rest period between each round is 1 minute.
- 4. The results announced after the match are considered the final results and can be defined by points, submission, technical knockout, knockout, or disqualification.
  - a. Submission: One of the fighters clearly taps the mat or his opponent, or verbally informs the referee of surrender.

- b. Technical Knockout: If a fighter is unable to continue the fight, the match is defined as ending by technical knockout.
- c. A draw includes a technical draw.
- 5. If the referee recalculates the scores after the match or the official changes the result, after 36 hours from the announcement of the result, the settled bet slips will not be changed and will be considered final.

## BEACH VOLLEYBALL

### GENERAL RULES

- 1. All bets are considered valid upon the conclusion of the full event, unless otherwise stated.
- 2. If the betted player does not participate in the match, all bets on this player (excluding the championship market) will be cancelled.
- 3. If the scheduled duration of the match is shortened or the required winning score is increased, all bets will be considered invalid.
- 4. If a match starts earlier than scheduled, only the bets placed before the start will be considered valid. Bets placed after the start will be considered invalid, except for live betting.
- 5. For all types of betting, if a clear outcome has been determined, all related bets will be settled.

### BET TYPES

#### Winner

- 1. Predict who will win the match.

#### Point Handicap

- 1. Predict who will win more points in a specified period after applying the indicated handicap.
- 2. Markets offered may include Full Game and Quarter Betting.

#### Total Points: Over / Under

- 1. Predict whether the total number of points in a specified period will be over or under the indicated total line.
- 2. Markets offered may include Full Game and Quarter Betting.

#### Correct Score

- 1. Predict the full time Correct Score for the specific match.
- 2. Settlements will be based on the post match score as advertised by the relevant governing body.

#### Odd / Even

- 1. Predict whether the total number of points in a specified period/sets will be odd or even.

## Cricket

### GENERAL RULES

- 1. Bets will be settled subject to the official website of the International immediately after matches ended.
- 2. If a ODI or Twenty20 matches does not complete the scheduled number of over, Any match that is played and has an official result is considered completed. Match bets will be graded based on the official result. Bets on the Totals markets will be void. Unless otherwise stated "Extra Ends" are always included in the result.
- 3. If the entire game is not completed for any reason, unless otherwise specified, all relevant bets on the game will be considered invalid bets and will be settled at odds of '1', and bets with a clear result will be settled.
- 4. If the game starts before the scheduled time, only bets placed before the game commenced

will be considered valid. Bets placed after the game commenced will be considered void. This excludes In-Play bet types.

- 5. There are several types of cricket tournament:
  - a. Twenty20 International is a form of cricket where the game lasts three and a half hours on average;
  - b. One Day International (ODI) is a form of cricket where the game lasts over eight hours;
  - c. Test Match is a form of cricket that can last up to five days with a minimum 90 overs per day where each side gets the opportunity to bat twice.
- 6. The results of certain types of events can only be calculated after the official announcement of the complete results. If a clear result cannot be obtained within 36 hours, all relevant bets will be considered invalid bets and will be settled with odds of '1'.

#### BET TYPES

##### 1x2 (3way)

- 1. Predict which team will win the match. This market contains the two teams and the draw as a betting option.

##### winner

- 1. Predict who will win the game. This market will contain the two teams.

##### Odd/Even

- 1. Predict whether the total number of points scored will be odd or even, Zero will be deemed to be an even number.

##### Will There Be A Super Over

- 1. Predict the game will there be overtime.

##### Will There Be A Tie

- 1. Predict the game will there be tie.

##### To Win The Toss

- 1. Toss Winner refers to the team that wins the toss of the coin (or similar method). If the toss is completed then bets will be considered valid regardless of whether play starts or not.

##### Most Fours

- 1. If a match is abandoned due to outside interference then all bets will be void unless settlement is already determined. Specific to Batter markets, bets will stand after the batter has faced one ball or is given out before first ball is faced. Score counts if the batter is Not-Out including if innings is declared. In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined. In Test and County Championship matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the full 20 overs for each team must be played (unless a team is bowled out), otherwise bets void, unless settlement of bets is already determined. In matches of 10 overs or less, bets will be void if the entire innings is not completed (unless a team is bowled out), or unless settlement of bets is already determined. In 100-Ball scheduled matches the full 100 balls for each team must be played (unless a team is bowled out), otherwise bets void, unless settlement of bets is already determined. For settlement purposes this is all deliveries from which a batter is credited with exactly four runs respectively (including All-run/Overthrows). In matches decided by a Super-Over, fours hit during the Super-Over will not count for settlement purposes.

##### Most Sixes

- 1. If a match is abandoned due to outside interference then all bets will be void unless settlement is already determined. Specific to Batter markets, bets will stand after the batter has faced one ball or is given out before first ball is faced. Score counts if the batter is

Not-Out including if innings is declared. In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined. In Test and County Championship matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the full 20 overs for each team must be played (unless a team is bowled out), otherwise bets void, unless settlement of bets is already determined. In matches of 10 overs or less, bets will be void if the entire innings is not completed (unless a team is bowled out), or unless settlement of bets is already determined. In 100-Ball scheduled matches the full 100 balls for each team must be played (unless a team is bowled out), otherwise bets void, unless settlement of bets is already determined. For settlement purposes this is all deliveries from which a batter is credited with exactly six runs respectively (including All-run/Overthrows). In matches decided by a Super-Over, sixes hit during the Super-Over will not count for settlement purposes.

#### Xth Over Over/Under

- 1. Predict whether the total number of points scored will be over or under or equal the market specified indicated total line.
- 2. If a game is abandoned, Over / Under bets will only be settled when the market has been unconditionally determined as any further potential points have no affect on the market result. In all other scenarios, bets will be considered void.

#### Xth Dismissal Method (6 Way)

- 1. The options available are: Caught, Bowled, LBW, Run Out, Stumped or Any Other (includes Sent Off). In the event of 'Retired Out' occurring then bets will be void. If no further wickets fall all bets will be void.

### Water Polo

#### GENERAL RULES

- 1. Unless otherwise stated, all Water Polo bets will be settled based on the results of the full 32 minute of play. This excludes any overtime and penalty shootouts unless otherwise stated.
- 2. If the match is suspended or abandoned off within 36 hours of the start of the specified time, but at least 90% of the game time has been completed (e.g. 29 minutes of a 32-minute game) , full-time bets still stand. Otherwise the bet slip on the suspended or suspended event will be void, except for the unconditional decision of the bet result.
- 3. Should a game / event be abandoned, suspended or postponed and fail to resume after 36 hours from the official kick off / start time, the result as it stands will be deemed void and bets will be cancelled, For 'Parlays', the bet will still be considered valid, though the selection within the parlay will be considered void. The payout formula will be calculated as (1) for that particular selection.
- 4. If match begin early, only bet before match considered valid. Bet after match considered void, exclude in-Play.
- 5. If the scheduled venue is changed, all bets will be considered void.

#### BET TYPES

##### 1x2 (3 Way)

- 1. Predict who will win the game. This market will contain the two teams and the draw as betting selections.

##### Over / Under

- 1. If a game is abandoned, Over / Under bets will only be settled when the market has been unconditionally determined as any further potential goals have no affect on the market result.

In all other scenarios, bets will be considered void.

#### Virtual General Rule

- 1.Virtual Sports is a collective term for any activity or match available in Virtual sports options.
- 2.All Virtual Sports bet follows the equivalent ball games rules.
- 3.Virtual Sports are computer-generated, which the Random Number Generator (RNG) determine outcome in a random set of numbers. Outcome is randomly generated.
- 4.No draw in Virtual-Horse and Greyhounds racing.
- 5.Provided bet type may constantly change.
- 6.Virtual-Soccer. If qualifiers Tie, will take penalty, its score not counted

#### Virtual-Soccer

##### General Rule

- 1.Provide an all-weather Virtual-Soccer bet experience. The league consists of an even-teams and changes continuously during the season. Take the English Football League as an example: A league consists of 20-team.Seasons always change and 38-day match each (H&A match) or known as 38 rounds.
- 2.Total 1 season 38-round. Every round interval 3 minutes or 1-day match.
- 3.Bet closing 10 seconds before round start.; Each game simulates 1HT&2HT 90 minutes. May search correct outcome bet once all game ended and prizes drawn.
- 4.Virtual-Soccer Cup provide an all-weather Virtual-Soccer bet experience. Player may bet anytime. If the cup format is different, the number of teams and the number of events will vary. Take the FIFA World Cup as an example: Total 48-group match. A group match consists of 32-team, divided into 8 groups 4 each. It's 16 knockout match and 1/8 final lead Finals.
- 5.Group match
  - A. 32 teams (8 groups 4-team each)
  - B. Each team playing two matches against each of the other teams in the same group, with three points for a win, one point for a draw and none for a defeat. The two first teams are qualified per group
  - C. The group ranking is established following these criteria
    - a. Greater number of points
    - b. Best goal difference
    - c. Greater number of goals scored
    - d. Team level
- 6.Knockout
  - A.16 teams take part in this stage
  - B.4 stages (Round of 16, quarter-finals, semi-finals, final)

##### Bet Type

###### 1X2

- 1.Predict 90 minutes after match, which team will win or draw.

###### 1 X 2 - 1st Half

- 1.Predict which team will win or draw after 45 minutes of the first half.

###### Over/Under

- 1.Predict the total goals score over, under the wages.

###### Over / Under - 1st Half

- 1.Predict that the total number of goals in the first half of the match will be over/under the

specified line.

#### Win/Tie/Lose

- 1. Predict final outcome is Home win, Away win or Draw after handicap adjusted.

#### Handicap

- 1. Predict which team win the total handicap in 90 minutes match.

#### Handicap - 1st Half

- 1. Predict which team will have taken the most goal with the indicated handicap applied through " 45 minutes" .

#### Double Chance

- 1. Bet any 2 possible outcomes: Home win or Draw (1&X), Away win or Draw (2&X), or Home or Away win (1&2).
- 2. Total 3 options: 1 X, X 2, 1 2:
- 1 is: Home win.
- X is: Draw.
- 2 is: Away win.
- 3. If match play in neutral, team listed first on board is Home team.

#### Winning Margins

- 1. Predict which team will win and how much winning over their opponents
- 2. E.g. A team latest score is 12, B team latest score is 8, while "Winning Margins" is 4.

#### Odd/Even - FT

- 1. Predict whether the number of goals scored in the hole game will be Odd or Even at the end of "90 minutes" play.

#### Correct Score - FT

- 1. Predict the final score for the period finals score of the match based on the provided correct score market.

#### Half Time / Full Time

- 1. Predict the Half Time and Full Time result in the specific match.

#### Total Goals

- 1. Predict the full time total number of goals scored between the two teams.

#### Both Teams to Score - 1st Half

- 1. Predict yes or no if both teams will score within the specified period of play.

#### 1 X 2 & Over / Under

- 1. Predict the result of the match after " 90 Minutes" as well as whether the total number of goals scored will be over or under indicated goal line.

#### Goal Range

- 1. Predict the total number of goals scored by the two teams in the whole game. The options include multiple goal ranges.

#### Team Goal Range

- 1. Predict the total number of goals scored by the specific team in the whole game. The options include multiple goal ranges.

#### Virtual-Basketball

##### General Rules

- 1. Provide an all-weather Virtual-Basketball bet experience. It's 3x3 league, may bet on pre-match and after 1 minute In-play. Every session has 5 matches can bet.
- 2. Every session interval 2 minutes or known as 1-day match. It's divided into pre-match and In-play batch.
- 3. Bet closing 10 seconds before game start.; Each game simulates 10 minutes, actual duration

1 minute 30 seconds. May search correct outcome bet once all game ended and prizes drawn.

Bet Type

Winner

- 1. Predict 10 minutes after match, which team will win.

Handicap

- 1. Predict which team win the total handicap in 10 minutes match.

Over / Under

- 1. Predict whether the total number of points scored will be over or under the indicated total line.

Reach X Points

- 1. Predict whether to reach X points.

Virtual-Horse Racing

General Rules

- 1. Provide an all-weather Virtual-Horse Racing bet experience. Player may bet anytime. Event constantly generate, seasons keep going. - New match start once the match ended.
- 2. May bet before next match start in 10 seconds and bet anytime on all schedule matches in meeting.

Bet Type

Champion

- 1. Bet your chosen Horse Racing will win.

Top 2

- 1. Bet your chosen Horse Racing will be the Top 2.

Top 3

- 1. Bet your chosen Horse Racing will be the Top 3.

Odd/Even

- 1. Horse form winner is odd or even number.

Over/Under

- 1. Horse form winner is over or under. 123 under, 456 over.

Combo Top 2

- 1. Bet any two horses may win 1st, 2nd places. It's not related to sequence order.

Top 2 Exacta

- 1. Bet any two horses in correct sequence win 1st, and 2nd places.

Virtual-Greyhounds

General Rules

- 1. Provide an all-weather Virtual-Greyhounds bet experience. Player may bet anytime. Event constantly generate, seasons keep going. - New match start once the match ended.
- 2. May bet before next match start in 10 seconds and bet anytime on all schedule matches in meeting.

Bet Type

Champion

- 1. Bet your chosen Greyhounds will win.

Top 2

- 1. Bet your chosen Greyhounds will be the Top 2.

Top 3

- 1. Bet your chosen Greyhounds will be the Top 3.

#### Odd/Even

- 1. Greyhounds trap winner is odd or even number.

#### Over/Under

- 1. Greyhounds trap winner is over or under. 123 under, 456 over.

#### Combo Top 2

- 1. Bet any two Greyhounds may win 1st, 2nd places. It's not related to sequence order.

#### Top 2 Exacta

- 1. Bet any two Greyhounds in correct sequence win 1st, and 2nd places.

### Virtual-Motorbike

#### General Rules

- 1. Provide an all-weather Virtual-Motorbike bet experience. Player may bet anytime. Event constantly generate, seasons keep going. - New match start once the match ended.
- 2. You may bet before next match start in 10 seconds, and bet anytime on all schedule matches in meeting.

#### Bet Type

##### Champion

- 1. Bet your chosen racing driver will win.

##### Top 2

- 1. Bet your chosen racing driver will be the Top 2.

##### Top 3

- 1. Bet your chosen racing driver will be the Top 3.

#### Odd/Even

- 1. Racing winner number in odd or even number.

#### Over/Under

- 1. Racing winner number is over or under. 123 under, 456 over.

#### Combo Top 2

- 1. Bet any 2 racing drivers may win 1st, 2nd places. It's not related to sequence order.

#### Top 2 Exacta

- 1. Bet any 2 racing drivers in correct sequence win 1st, 2nd places.

### Virtual-Speedway

#### General Rules

- 1. Provide an all-weather Virtual-Speedway bet experience. Player may bet anytime. Event constantly generate, seasons keep going. New match start once the match ended
- 2. May bet before next match start 10 seconds and bet anytime on all schedule matches in meeting

#### Bet Type

##### Champion

- 1. Bet your chosen racer will win

##### Top 2

- 1. Bet your chosen racer will be the Top 2

##### Top 3

- 1. Bet your chosen racing driver will be the Top 3.

#### Odd/Even

- 1. Racer winner is odd or even number

#### Over/Under

- 1. Racer winner is over or under. 12 under, 34 over

Combo Top 2

- 1. Bet any 2 racer may win 1st, 2nd places. It's not related to sequence order

Top 2 Exacta

- 1. Bet any 2 racer in correct sequence win 1st, 2nd places.