MyStake: sports rules, licensing, privacy and account conditions

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Rules, licensing, privacy and responsible gambling

General Terms; Soccer; Basketball; Basketball 3x3; Tennis; Baseball; Ice Hockey; Handball; Formula 1; Formula E; Volleyball; Futsal; Rugby; American Football; Chess; Sumo; Snooker; Swimming; Marathon Swimming; Motorsport; Boxing; Winter Sports; Specials; MMA; Badminton; Bowls; Table Tennis; Wrestling; Taekwondo; Rally; Skateboarding; Weightlifting; Waterpolo; Pesapallo; Athletics; Speedway; Modern Pentathlon; Politics; Motorcycle Racing; Aussie Rules; Floorball; Golf; Canoeing; Rowing; Softball; Beach Volley; Beach Soccer; Bandy; Darts; Diving; Stock Car Racing; Gymnastics; Squash; Cycling; Fencing; Equestrian; Archery; Field hockey; Sailing; Judo; Curling; Triathlon; Surfing; World of Warcraft; Cricket; Gaelic Hurling; Ski Jumping; Artifact; Gaelic Football; Biathlon; NBA2K; Olympics; Counter-Strike; NHL; League of Legends; Dota 2; Valorant; Rainbow Six; Starcraft; StarCraft BroodWar; Call of Duty; Arena of Valor; Rocket League; Madden NFL; Warcraft 3; Virtual Dog Racing; Virtual Horse Classics; SMITE; PlayerUnknown's Battlegrounds; Street Fighter; Hearthstone; King of Glory; NFL Madden 19; Heroes of the Storm; CrossFire; Clash Royale; Fortnite; Teamfight Tactics; Quake; Major League Baseball; Paladins; Overwatch; Age of Empires IV; Age of Empires II.

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Soulcalibur VI; PES; Brawl Stars; Super Smash Bros; Apex Legends; eNASCAR; Horse Racing; Greyhound; FIFA; Magic: The Gathering; Vainglory; Soccer Mythical; ESport StarCraft; ESport League of Legends; Counter Strike GO; ESport Dota; Virtual FC; Virtual Soccer; Virtual Basketball; Virtual Tennis; Virtual Baseball InPlay; Football.

Football (Soccer) is a team-based sport, that is played by two teams of eleven players each and a round type of ball which can’t be touched by hand by any of the players apart from goalkeepers. The goalkeeper is the only player on the field that is allowed to touch the ball by hand during the gameplay, except during a throw-in and he has one of the most important roles of the game - guarding the net. Every player apart from goalkeeper must use their feet, knees, head and chest to control the ball any other interaction with the ball is prohibited. The main objective in football is to score a goal in opponent team’s net. Each of the team moves the ball throughout the field and tries to kick it within the net of the opponent’s team. A game of football is played in two 45-minute halves, in some cases 45-minute halves are not enough to decide the outcome of the game, so additional playing time is added to the match and it is called an overtime. Each team is allowed to have seven bench players that can be substituted during the game. All matches have their official Chancellors or delegates who monitor the game.

Formations.

There are eleven players on the field per team during a football game. Every team has one goalkeeper and other 10 players that are situated on the field. These players must keep the ball in play on a rectangular field. All of the players have their designated positions. Each team has their own preferred formation (style of play). On the field teams are generally represented by defenders, midfielders and forwards. Goalkeepers are understood positions and aren’t included in the formation. Play is not allowed to begin or continue if a team has fewer than 7 players on the field, as this is deemed the absolute minimum to carry out a game. So, A team may also end up with fewer players on the field if they have made all of their substitutions and one of their players can’t go on due to injury. In anyway, the football team may continue playing as long as they have at least seven players out on the field.

Jerseys.

The jersey consists of T-shirt, shorts and socks. All the team members must have the same color jerseys, except of the goalkeeper (which must have different outfit than the other regular players). Goalkeepers must wear special goalkeeper gloves. All players must wear football boots. The players are allowed to wear any color or style boots. The opponent teams must wear different color jerseys.

All players have their numbers on jerseys.

All teams must have at least two outfits. One for home venue wearing and one for away match. Some teams might have even more.

Usually national teams wear the country flag color jerseys.

Most of teams' Jerseys include a sponsor Logo on it.

Outfit Discipline.

The players are not allowed to wear any accessories (rings, bracelets, necklaces, piercings, earrings, etc.) during the match. Only goalkeepers use goalkeeper gloves. Goalkeepers are allowed to use caps in case of necessity. All players are allowed to wear a rugby helmet for health safety measures. In cold weather regular players are allowed to wear special gloves. Players are also allowed to wear special sports glasses, but these cases are rare.

Regular Time.

A standard football match consists of two halves 45 minutes each. Each half runs without any interruptions. There is usually a 15-minute half-time break between the halves. The end of the match is known as full-time. The football game also has extra time and penalty shootout. Basically, regular time is the time that consists of two 45-minute halves. Unlike the standard football match there are also different leagues and championships like youth leagues, friendly games and etc., where there can be two 30-minute halves or even three halves of 25 minute each, but the standard, regular game of football consists of two 45-minute halves. The lack of information about the duration of the match, does not constitute a basis for the cancellation of the bet.

Extra Time.

In case of draw or in a balance of two games where score is equal in proportion (each team winning by the same score on its home* field) in cup competition, there will be Extra Time. Extra Time consists of two halves with 15 minutes each. There is a couple of minutes break between the end of regular time and start of the 1st half of Extra Time and also between first and second halves of Extra Time. Extra Time can be also played in a friendly game (depending on the agreement between the teams).

Field Measurements.

The game is played within an area that measures between 90 and 120 meters long and between 45 and 90 meters wide. There is a line in the center of the field that divides it into two equal halves. Both halves have penalty areas. All four corners of the field have corner flags.

At sideline and outside of the playing field there are 3 bench seats. 1 for each team where players, coaches and other staff members sit and 1 for fourth assistant referee. There is a certain square in front of the

bench. The coaches are not allowed to leave outside this square box. Otherwise they might get verbal notice from a referee or even a card. Players are allowed to leave that box when warming up.

Standard Procedure Requirement.

All official games must match with FIFA (Fédération Internationale de Football Association) or UEFA (Union of European Football Associations) requirements. The local football federation and FIFA or UEFA requirements must match. The stadium (sits and infrastructure) and the pitch must be satisfactory for the competition.

Local football federations and ministries of sports (depending on the country) require the presence of ambulance, fire service and police. The match is forbidden to start without the presence of any of them. That might cause the match delay or postpone.

Referee.

In football, like in any other sports games, there are people who are monitoring the fair play of the game and make sure that all the rules are followed by players on the field, these people are called referees. The referee is the sole and final judge of events that occur on the field. The referee has two assistant referees (often unofficially referred to as a linesmen/lineswomen), who help and advise him/her in all aspects of the game. There is also a fourth official, who is assigned as the designated replacement for the referee, if the latter becomes incapable of refereeing the game. The fourth official may perform additional duties as instructed by the referees (showing additional/stoppage time after each regular/extra time by tab or showing substituted players' numbers). Sometimes in a crucial and high important matches Additional assistant referees are appointed by match officials. The additional assistant referee (AAR) is an official that assists the referee behind the goal line to assist the referee in observing any incident that may occur near the penalty area.

VAR (Video Assistant Referee).

In the recent times football Association decided to add Video Assistant Referee (VAR). VAR is a match official who reviews decisions made by the head referee. The VAR team is stationed in the video operation room and automatically checks every on-field referee decision. Sometimes VAR check may cause the game to be delayed because it need time to review the incident. The referee may delay the restart of play because of VAR and indicates an ongoing check. VAR is mostly used to check an offside, foul, Handball and if the ball is out of play.

Scoring.

The objective of football is to score more goals than your opponent. A goal can be interpreted as an action of a player or a group of players that leads the ball entering the opponent's net. To be considered as a goal, the ball must cross at least 50% of the goal line.

Goal Scoring Methods; Shot.

The goal was scored by a regular shot.

Free kick.

The goal was scored directly from a free kick. If the ball hits the any player after the kick but didn't change direction to the net and enters in, then it is still considered as Goal scored from Free Kick.

Header.

The goal was scored by a header.

Own Goal.

The goal that was scored by a player of the defending team. During the "Dangerous Chances" there might be a confusion on the field near the net and in this confusion while trying to deflect the goal from your own net a player can send it right to his/her net instead by mistake. The defending player might just give a very bad pass to his/her goalkeeper that is difficult to receive and the ball might go towards the net. This is called an own goal. Own goals are always unintentional and happen by chance while trying to send the ball away. Scoring an own goal is credited to the person who sends it into his/her net and not to the opponent's player.

Kick Off.

First and second halves of the game starts with Kick Off. Both of halves of Extra time starts with Kick Off too.

IF one team starts the first half, another starts the second. Same applies with extra time.

After scoring a goal, the scorer team's opponent starts with Kick Off unless it is the end of any period (regular half, extra time) and there's no time left and referee stops the period.

During the Kick Off the players are located on their sides of the team. The first forward pass towards the side of the opponent's half is forbidden. Incorrectly held Kick Off will lead to replaying it.

Goalkeepers and Hands.

Goalkeeper is a special player that is assigned to each team. He/she is allowed to touch the ball with his/her hands but the space where he can take the ball into his/her hands is limited to the square (around 16.5m length (18-yard penalty area)) box that surrounds the goal. There is also a rule that prevents the goalkeeper from taking the ball into his hands if this ball is a direct pass from a teammate (except the pass is made by head and the goalkeeper takes it in a penalty box).

Substitutions.

In a regular game of football teams have the limit of 3 substitutions per game. Each team usually has several players on the bench just in case they need to make substitutions. In different leagues, friendly matches and competitions the teams are allowed to make far more substitutions than the regular three. Some official cup tournaments allow '3+1' substitution format. In this case the team is allowed to use the fourth substitution if the game goes to extra time. In most cases players that have been substituted are not allowed to return to the field of play although some informal and amateur leagues permit this. While substituting a team usually informs the referee that they want to make a replacement. The substitute player enters the field from the middle while the ball is out of play or the game has stopped. Sometimes when the footballer is far from the center from where he/she must be substituted with another player, in order to save time, he/she goes out from a different angle of the field. As soon as he/she is out of the playing field, the

substitute player is allowed to enter. While goalkeeper substitutions are rare, it does happen and any player in the squad can take the keeper's place as long as the referee is told and it follows the standard rules for substitutions. In this case the regular player must put the goalkeeper gloves on.

Usually the fourth official referee shows the numbers of substitute players with the tab. In friendly games it may happen that the referee asks the coach to substitute a player who should receive a red card, instead of sending him/her off directly. In some friendly games the substitution after red card is also possible (depends on the agreement between the teams).

Corner Kick.

If the ball crosses the goal line and the defense touches it last (whether on the ground or in the air and a goal is not scored), its opponents are allowed to a corner kick. During the corner kick a player places a ball within the special place that is designated at one of the two corners of the field (left or right. Depends which side was closer to the ball when it crossed the corner line). After the ball is placed the player kicks it and usually tries to aim into the area that is in front of the goal for his/her teammates to take a shot. Corner kicks have no limit and are awarded every time a player sends it off the field.

In live and pre-match odds the corner minute is indicated when it is taken - not given.

The number of corners in the match/tournament - The odds are placed on the number of taken corners in the match/tournament (including extra time or not, depending the condition indicated in the subject).

Free Kicks.

Free kicks are part of the football game and mainly happen after a foul is committed by any of the teams. This type of kick does not feature the one-on-one matchup against the goalkeeper. Instead, the opposing team may line its players up no closer than 9 meters from the ball. There are 3 reasons of a Free Kick – Foul, Offside and Other.

Foul.

Foul is preselected and should be used for all offences that involve direct physical contact with the opponent, e.g. kicking, tripping, pushing, excessive tackling or holding.

Generally, the following conditions must be met for an offence to be considered a foul:

> it must be committed by a player;; > it must occur on the field of play;.

> it must occur while the ball is in play.

If an offence is not committed by a player or outside the field of play and the referee has to interrupt the game, a drop ball is applied to restart play. As a punishment to a foul referee awards a free kick or if the more serious fouls are committed the referee might award a player with a yellow/red card.

Offside.

A member of the attacking team was nearer to the defending team’s goal line than any player of the defending team (except for the goalkeeper) when the ball was played to him/her.

Other Free Kick reasons.

Any other reason for a free kick that is neither a foul nor an offside, e.g.:

> spitting at an opponent; > deliberate handling of the ball; > playing in a dangerous manner; > attempting to deceive the referee (diving/simulation).

> the goalkeeper touches the ball with his/her hands after it has been kicked to him/her by a teammate (back-pass rule)

> restricting the movement of the goalkeeper by unfairly impeding him/her (e.g. in a corner kick situation)

Free Kicks Inside Penalty Box.

An indirect free kick is awarded to the opponent if a goalkeeper commits any of the following offences inside his own penalty area:

1. Takes more than four steps while controlling the ball with his hands, before releasing it from his possession.

2. Touches the ball again with his hands after it has been released from his possession without touching the opponent player.

3. Touches the ball with his hand after is has been deliberately kicked to him by a teammate.

4. Touches the ball with his hand after he has received it directly from a throw-in by a teammate.

During this type of free kick, the ball must be passed to another player before the team can attempt to score.

Play-off Rules.

In football Play-Offs are mostly in two rounds on home and away venues (rare cases with more rounds that depends on agreement between the teams). To go to the next round one of the teams have to score more in both games in aggregate.

From 2021 the rules of play-off have been changed. The goal scored on away team stadium is no longer considered as advantage. If after two matches the aggregate score is equal, the second match goes to extra time and then penalties (if the aggregate score is equal even after extra time). The next play-off rule is no longer valid: If the aggregate score is equal and both games ended up in a draw, the team who scored more goals on the away venue, goes to the next round.

If the aggregate score is equal and both games ended up in a draw with the same score, extra time is added on the second match of the play-off. If the Extra Time didn’t decide the winner with more goals, then there will be Penalty Shootout.

If the aggregate score is equal in proportion (each team winning by the same score on its home* or away field), extra time is added on the second match of the play-off. If the Extra Time didn’t decide the winner with more goals, then there will be Penalty Shootout.

Penalty Kicks.

Sometimes if a player receives a foul in a specific area of the field his/her opponents are awarded with a penalty kick. This occurs when a foul is committed inside the penalty area - anywhere 16.5 meters and in

from the goal line - and the player suffering the foul receives a penalty kick. For such a kick, the ball is placed 11 meters from the goal line and the fouled player kicks toward the goal, facing the goalkeeper only - a great chance to score. Penalty kick is one of the most dangerous fouls on the field which have a high probability of ending up with a goal.

If a player doesn't score directly by taking penalty (miss the target, shot on woodwork, goalkeeper save), then it is considered as a missed penalty. Any other fast goal after missing penalty is not considered as a penalty goal. If a player kicks a penalty and the ball hits the woodwork or a goalkeeper touches it, but the ball direction wasn't changed and it entered the net or crossed the goal line, then it is considered as a goal scored by a penalty.

Penalty Shootout.

At the end of all periods (1st and 2nd half of regular time, 1st and 2nd half of extra time) there can be Penalty Shootout. If a cup or a friendly match (depending on agreement) ends up in a draw or in a balance of two games where score is equal in proportion (both games ended up in a draw with the same score, each team winning by the same score on its home*or away field), then Penalty Shootout will be conducted. Depending on the competition, the format of the penalty shootout can vary. The standard format for most competitions is ABAB (indicating the order in which team A and team B take the penalty). However, there are competitions that use the format ABBA. Also depends on the competition and agreement in friendly games, the penalty shootout can be conducted directly after regular time without extra time.

In a Penalty shootout each team has given 5 penalty kicks. The team which scored more after taking 5 penalties wins. If the score after shooting 5 penalties is draw, then each team is getting one more penalty till one of them scores and second misses. A team might not take all five penalties if the winner is already determined in less penalty kicks, for example the one team misses first three penalties and the other scores all first three.

Before the shootout the referee flips coin. Its assistants stand next to him. Only captains are allowed on coin flipping. The captain which wins in flip coin chooses who starts the penalty shootout, the other chooses the net.

Shots.

A shot is any attempt to score a goal, no matter if it is a kick with the foot, a header. The player's intention to score a goal must be clearly visible.

Shots on Goal.

In football players try to score the goal in opponent's net. Every shot that enters the net or would have entered the goal if it had not been blocked by the goalkeeper or other player, counts as a shot on goal. Any other attempt of kicking the ball does not count as a shot on goal unless it is either in the net or is deflected/caught by the goalkeeper.

Shots off Goal.

A shot off target counts as an any clear attempt to score the goal that goes over or wide of the goal post without making contact with any other player or is stopped/redirected from the goal post by any player on the field. Sometimes players hit the goal post itself and this also counts as a shot off goal. So basically, A

shot off Goal is a clearly intended shot missing the goal, no matter by how many meters the target is missed.

Blocked Shot.

In game of football sometimes shots made by players get blocked. A blocked shot is a type of shot which is going on target and is blocked by a player on the field, where there are other defenders or a goalkeeper behind the blocker. This includes shots blocked unintentionally by the shooter's own teammates.

A blocked shot is a shot that is blocked by a player of the defending team (except the goalkeeper) or by a teammate of the player who made the shot, in a way that it does not reach the goal area.

If a shot is only deflected by a player, but it is not a proper block, so that the ball still goes into the direction of the goal, it is considered a shot on/off target/on woodwork and not a blocked shot.

If a shot is stopped by the goalkeeper or blocked by a player within the goal area (the six-yard box), it is considered a shot on target.

Shots on Woodwork.

A shot on woodwork means the ball hits the post or the crossbar. If the ball hits the woodwork after being deflected by the goalkeeper or a defender, it is also considered a shot on woodwork. If a shot directly enters the goal after having hit the woodwork, it is a goal.

Goal Kick.

A goal kick is awarded to the defending team when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored. It is taken from the corner of the goal area usually (not always) by the goalkeeper.

Goalkeeper Saves.

The main job of the goalkeeper is to safeguard the net and don't let the opponent's team score the goal in his own net. If the goalkeeper blocks the ball or punches it wide over the goal then he is awarded with a save, initially meaning that if it was not for the goalkeeper the ball would have gone into the goal. The save is only awarded if the opponents player made a shot on goal otherwise it does not count.

The betting rule on cards.

Number of Cards: On this category, the betting player must guess the number of cards given in the indicated time of the match. Direct red card equals to two yellow cards. The second yellow cards taken by a player in the match, which turns into red card counts as one. (Ex. 1 yellow card + 1 yellow card + red card = 3 cards). A player can get maximum 3 cards during the match.

Any event of the match (goals; throw-ins; cards; corners; etc.) are calculated during the match, and not after its completion or at half-time. For example: Card received out of football pitch (card on bench) and card received after the match. ((Exception: the card shown during the half-time , which will be shown to a field player, will be counted in the total number of cards and will be recorded as card shown in the second half)); Not taken corner, throw-in, etc. will not be counted in the total number of that event and won't be recorded as such in the match.

Yellow Cards.

Cards are the main attributes of the referee and are used in extreme situations when the foul committed by the player is serious. The referee mainly gives out cards for unsportsmanlike behavior, cautionable handball, arguing with the referee, diving, receiving more than one foul, delaying the game and entering or leaving the game without informing the referee. Every player can receive up to two yellow cards in a single match, if the player with already one yellow card receives another, then it automatically turns into a red card and the player is dismissed from the match. Second Yellow Card is not counted in number of yellow cards in a game and doesn't affect the YC stats. It is considered as yellow/red card which is equal to direct red card. In some championships if the player receives yellow cards in a two-consecutive match, he/she is banned from playing the third match and therefore has to miss it.

If the bench player will enter the playing field without substitution, he/she will get the yellow card.

If the pitch is intervened by a fan or an animal, any interaction from a player might cause him/her a yellow card.

A bench player also can be booked by the referee. It is not considered in the final statistics of the match, but if the player which was booked on the bench is substituted and enters the field, he/she might get another yellow card (second yellow meaning yellow/red card) and he/she will be banned from the match. This Yellow/Red card will be counted in total stats but will not be added as a yellow but the Red Card.

If an attacking player is holding a ball but was seriously tackled by another team player and the attack of his/her team still continues, then the referee might not give a foul and let the team finish attack. The referee will let the ball cross the playing field and then give the remembered yellow card to a player who tackled another previously.

Managers receive yellow cards for incidents such as kicking a water bottle, sarcastic clapping or any other gesture that could be considered as attempting to undermine the match official. The manager/coach would also be culpable for punishment should any member of his or her staff in the technical area or dugout be deemed to have behaved irresponsibly. Only the match official – not assistants or the fourth official – will have the power to issue cards to a manager.

If a manager accumulates four yellow cards, they would receive an automatic one-match ban, eight a two-match ban, 12 a three-match ban and 16 or more would result judgement in the disciplinary committee.

Yellow Cards in friendly games do not ban a player or a coach from any other further matches.

The referee might give a Yellow Card during the Half Time before the second half starts and also the small time after the game. The Yellow or Red card given on the bench, during the Half-time or extra-time, during the breaks between extra-times and penalty shootout or after the game doesn't count in the total statistics of the match. However, it will affect the further personal statistics that cause missing the next matches.

Red Cards.

Red card is the most severe punishment a player can receive on the field. Red cards are usually awarded if the player commits a very serious foul, unsportsmanlike behavior, cautionable handball, arguing with the referee, diving, receiving shows violent actions against the referee or other players, uses his hands to stop a goal (no goalkeeper), badmouthing or receives a second yellow card, which automatically turns his card

into red one. After a player receives a red card, he/she is dismissed from the field and automatically misses 2 next matches of the current championship. In some cases, the committed foul is so grave that a player along with the 2-match disqualification is faced with additional disciplinary action.

A player which has a yellow card can receive not second yellow (yellow/red) card, but direct Red Card. Either way punishment is same for that match. The player is banned from the match. However, the punishment is more severe for a direct red in match suspensions (2) than it would have been for two yellow cards amount to a red (1 match).

A red card would be handed out to Managers/coaches for actions such as violent conduct, spitting and stopping the opponent restarting play. A referee has an authority to book a manager/coach if his/her staff behaves irresponsibly.

If the pitch is intervened by a fan or an animal, any interaction from a player might cause him/her a red card.

Red Cards in friendly games do not ban a player or a coach from any other further matches, unless the behavior is so badly severe, it requires further disciplinary actions.

In friendly games Depending on the agreement between teams, the Yellow/Red carded or directly Red Carded player will not be banned but substituted by another player.

The referee might give a Red Card during the Half Time before the second half starts and also the small time after the game. The Yellow or Red card given on the bench, during the Half-time or extra-time, during the breaks between extra-times and penalty shootout or after the game doesn't count in the total statistics of the match. However, it will affect the further personal statistics that cause missing the next matches.

Green Cards.

The Green Card is a scheme which will be used to promote Fair Play, the correct approach to the game, and it will form part of the criteria used to determine which teams progress from Local Fun Days to Future Football Cup events.

There will be 1 green card awarded to each team, per game – provided that they fulfil each of the following criteria –

Line-up & shake hands before each game with opposing team & game officials.

No foul or abusive language used during the game, by either players or coaches.

No over aggressive play during the game.

No fighting - either with teammates, or opposing players.

If a foul is committed, both players involved must shake hands before play restarts.

Respect shown to game officials, other players & coaches at all times.

Line-up & shake hands after each game with opposing team & game officials.

Each team that fulfills all of these points will receive a green card – 1 for each game. Teams must have achieved a green card in all of their games, as well as fulfilling other criteria, to be eligible to go forward to Future Football Cup events at regional and national levels.

Passing.

In football the ball is played through field via passing. The act of successfully connecting a ball to a teammate is called a pass. Passes include open play passes, goal kicks, corners and free kicks played as a pass. A pass must be made by feet or head or chest. Touching the ball by hand is a foul. The game of football has various statistics involving passes such as total passes and completed passes. Total passes are the passes made by the entire team of players in the full time of the match. Passes of individual players are counted all together and you have an exact number of total passes, but it is important to know that this position includes both completed and incomplete passes. Completed passes are counted when a pass from one teammate to another is complete (meaning that a player successfully receives a pass from his/her teammate).

Ball Possession.

Ball Possession is being counted by the time each team holds the ball during the regular time. Whenever each team loses a ball and it goes to another team, it counts as a possession of that team.

Attacks.

Attacking is an action performed in football. Basically, attacking describes the movement of the team in possession of the ball in the direction of the opponent's net. Just kicking the ball to the net doesn't count as an attack. Apart from attacks there are also "Dangerous Attacks" which means that the opposing team is close to scoring a goal and their attack might end with shot on goal, shot off goal, shot on woodwork, shot blocked, corner, dangerous free kick or penalty.

Shooting Accuracy.

During the full match of football, a lot of shots are made by both teams. Special committee calculates how many of these shots were successful and how many of them were not, this is later shown in the statistics as the shooting accuracy. Shooting accuracy is calculated by dividing the shots on target with all shots that were made, excluding blocked attempts and own goals.

Goal Assist.

Goals are scored during the match and sometimes players get help from their teammates while scoring the goal. This particular help is called an assist. The final touch leading to the recipient of the ball scoring a goal is called a Goal Assist. If by any chance the final touch is blocked or deflected by the opposition then the player who made the pass is not awarded with an assist. Own goals, Free kicks, direct corners and penalties do not count as an assist in any way.

Short Pass.

A pass that is made in the radius of 0 – 10 meters is referred to as a Short Pass. Such passes are almost always highly accurate and do not require a strong force to kick the ball. Sometimes, in different leagues or championships the pass distance is measured differently and always depends on the events, where the passes are made, but generally short passes range from 0 to 10 meters.

Medium Pass.

A pass that is made in the radius of 10 – 20 meters is referred to as a Medium Pass. Medium passes are helpful in terms of changing the direction of attack, ensuring the safe keeping of the gates and overcoming the upcoming opponents. Medium passes are known for the high accuracy as well. Sometimes, in different leagues or championships the pass distance is measured differently and always depends on the events, where the passes are made, but generally medium passes range from 10 to 20 meters.

Long Pass.

A pass that is made in the radius of over 20 meters is referred to as a Long Pass. Long passes are characterized by a high ball flight patch and allow the ball to fly directly to the intended address almost unhindered. Such passes are effective when moving the ball from the center to the flank, from one edge to another and from flank to center. Such passes are often used by defenders and extreme attackers. The disadvantage of Long passes is the relatively low accuracy. Sometimes, in different leagues or championships the pass distance is measured differently and always depends on the events, where the passes are made, but generally long passes range from 20 meters up.

Pass Accuracy.

There is a total team's pass accuracy and a player pass accuracy. Pass accuracy is being counted from total accurate passes made by either team or a player. If total amount of passes made by a team or a player is mostly accurate, then there is a high percentage of Pass Accuracy and vice versa.

Cross.

During the gameplay players from both teams are looking for the opening to either score a goal or pass to the right position so that it can be resulted in a goal. One of the most common strategies for this is making a cross. A cross is defined as an any intentional pass from a wide position that is going to reach a teammate in a specific area which is usually in front of a goal. Also sending the ball from one flank to another either on the ground or in the air.

Throw In.

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the sideline, either on the ground or in the air.

At the moment of delivering the ball, the thrower must face the field of play. The thrower must have part of each foot on the touchline or on the ground outside the touchline, and use both hands to deliver the ball from behind and over the head.

The ball becomes in play as soon as it enters the field of play.

A goal cannot be scored directly from a throw-in; if a player throws the ball directly into their own goal without any other player touching it, the result is a corner kick to the opposing side. Likewise, an offensive goal cannot be scored directly from a throw in; the result, in this case, is a goal kick for the defending team.

If an opposing player fails to respect the required distance (2 m) before the ball is in play or otherwise unfairly distracts or impedes the thrower, he or she may receive a caution (yellow card) for unsporting behavior.

If the thrower fails to deliver the ball per the required procedure, or delivers it from a point other than where the ball left the field of play, the throw-in is awarded to the opposing team. This is commonly known as a "foul throw".

Is an infringement for the thrower to touch the ball a second time before it has been touched by another player; this is punishable by an indirect free kick to the opposing team from where the offence occurred, unless the second touch was also a more serious handling offence, in which case it is punishable by a direct free kick or penalty kick.

A goalkeeper cannot handle a ball thrown directly to him or her by a teammate. This cannot be circumvented by the keeper using the feet first before handling the ball. If this infringement occurs within the goalkeeper's penalty area, an indirect free kick is awarded. If the infringement occurs outside the goalkeeper's penalty area, a direct free kick is awarded.

If the ball crossed the sideline because it touched the referee, the drop ball will be held. Any touch of the ball by referee will cause drop ball.

Added Minutes.

Added minutes is a time added at the end of each half in the game of football. Usually during the play, a lot of things might happen that will cause the game to pause until the referee resolves the situation. Injuries, VAR reviews, fouls, penalty kicks, freekicks, roughing on the field and etc. Each of these take some time, therefore at the end of each half referee usually adds several minutes to the game. The added minutes usually range from one minute till 6, but there are times when referee adds even more time to compensate for the time that was lost on the field. Added minutes is totally decided by the referee and if he/she deems so, he/she might not even add a second and instantly finish the half. Compensated time for each half is being usually is being shown with tab by fourth official referee. In some competitions the fourth official is not present on the game and the tab with added minutes is not shown, however that doesn’t mean that the referee has not added time to the game. Added Minutes can also be referred as Stoppage Time.

As it is given the standard game of football consists of two 45-minute halves and the match results in 90 minutes of the gameplay, but sometimes 90 minutes is not enough to resolve the outcome of the match, therefore extra time is added. Extra time is added only during the specific stages of the competition. If after the full time the game does not have a winner, two 15-minute halves are added to the game and the game results in 120 minutes in total, this is considered as an extra time. Sometimes the outcome is not decided even in the extra time so to finalize the game the penalty shootout is added.

Match Start procedure Formality:; Players are coming out.

Referee having ball in his hand leads the players to the pitch. Referee is centered in the horizontal line with linesmen/lineswomen and sometimes the fifth and sixth assistants. They are followed by 22 players of the main squad in two vertical lines.

In some competitions the players are coming out with children as kind gesture. These children leave the pitch after players are lined up.

Lined up players.

The players are standing in a horizontal line in the center of the pitch alongside referee and its assistants. Referee and assistants are placed in the center.

Singing National Anthem.

In case of national teams' competition, the anthems of both teams' countries will be played. Also, regular championship anthem can also be played.

Shaking hands.

All players shake hands (not only the captains with the referee). Away team players move to shake hands to referee with its assistants and home team players, while home team players stand. Then home team players move to shake referee and its assistants' hands.

Sometimes shaking hands can be avoided due to different reasons like pandemics, etc.

Coin Flipping.

Referee and its assistants are in the center with each team's captains. The referee flips coin. The captain which wins in flip coin chooses who starts the game, the other chooses the side of the field from where its team starts the match.

Mostly the photo is taken after Coin Flipping with referee and assistants and captains of teams.

Minute of Silence.

There is a minute of silence due to some unenviable reasons.

Prize giving ceremony.

Someone is awarded with a prize.

Photo taking.

Opportunity for the press to take close-up photos of the players. The players close up in 2 lines and take a photo.

Last Check before the game starts.

Referee Assistants check the net. It's done by linesmen/linewomen. If there are fifth and sixth assistants, then the net checking should be done by them. After all referee assistants are on their positions, the team players are on their halves, no one is on the pitch except main squad players, referee and its assistants, then the referee can blow a whistle, thus give a command for kick off/game start.

Injury Break.

The player or referee or its assistants are injured. He/she is laying on the pitch or barely stand not able to continue playing. The medics have been called onto the field. Sometimes both team players are injured simultaneously. This cause the delay in the match. Usually the referee adds up the minutes wasted due to the injury to the stoppage time. Injury might cause unplanned player substitution or playing with less players in case all substitutions are already used.

If an injury is not very serious the referee orders the player to go outside the playing field while medics provide medical help. In this case the player is not allowed to enter the field without the referee's permission, otherwise he/she can be booked with the card (yellow, red).

Bleeding is forbidden during the match. If a player bleeds, the referee orders him/her to go outside the playing field, until medics provide sufficient help. The player is not allowed to re-enter the playing field without the referee's permission.

Usually if a player is injured and laying down on the pitch the other players kick the ball on a throw in or the referee decides Drop Ball. Either after a throw in or a drop ball the players return a ball to opponents whose was a ball before the gameplay was being stopped.

In case of serious injury an ambulance is allowed to enter the playing field.

The player death on the playing field will cause the match suspension.

Drop Ball.

The drop ball is a way of restarting the game after an interruption for reasons that do not involve a player's infringement. This includes interference of the game from outside the field (e.g. a second ball is on the pitch, streakers interrupt the game etc.) and incidents such as a defective ball or a power blackout.

Game suspension reasons; Player Injury.

Serious player injury which is on the playing field and it continues for a long time.

Power Blackout.

The electricity supply has broken down. The lights have gone out.

Crowd Trouble.

The game has been suspended because of rioting crowds or other problems with the spectators. Serious fight that affects the match. Throwing different things on the playing field.

Bad Weather.

The weather has turned so bad that the game is interrupted. That might be heavy rain or wind, storm, sleet and hail, etc.

Fired pyrotechnics.

Someone has ignited pyrotechnic articles and the game has been suspended. The visibility on the pitch significantly reduced.

Players' Fight.

The fight between players became so harsh that impossible to continue the match.

Referee injured.

One of the referees has been injured and the game has been suspended.

Water Break.

If the weather temperature is higher than 30 degrees per Celsius, either any team or referee can propose a water break. If both teams and referee agree, then water break will be hold, which continues around a minute.

Fan Intervention.

Fans intervening and running on the playing field. Any interaction from the player with the pitch intruder might cause him/her a yellow or red card. The match security and service members should manage the order and make extra people out of the pitch.

Animal Intervention.

Animals intervening and running on the playing field. Any interaction from the player with the pitch intruder might cause him/her a yellow or red card. The match security and service members should manage the order and make manage out of the pitch.

More than One Ball on the field.

More than one ball on the field is not allowed. In case of more than one ball on the pitch referee pauses a game. Only referee, its assistants and field players are allowed to get rid of the extra ball(s) from the playing field.

If extra ball is far (the other side of the pitch) from the gameplay the referee might decide to not pause the game and let and indicate to the player or its assistant who's located the nearest to the ball to kick it out of the pitch.

Technical Loss.

If a home team fails to provide the match safety and referee is forced to Stop the game, the home team will have 0:3 technical loss. All team or a player stat will be lost for that game. These goals which were appointed after technical loss, will not be counted in total scored goals, only 3 points will be awarded or possibly going to next round in case of cup competition.

Serious player, staff, crowd fight might cause technical loss. Also unavailability of the home team arrange minimal conditions for the game, absence of security, police, ambulance or firefighters etc.

Ball Boy.

Most of official competitions have ball boys around the pitch. They are located around the playing field to assist the players with providing balls when it crosses the pitch for a throw in, corner, or goal kick.

Transfer Window.

Football Clubs can change, sell, buy and send on loan players. The transfer is only permitted during the Transfer Window period. Usually the Transfer Window has two periods – Summer and Winter. The summer period is opened on first of June and closed on August 30th. In the Winter the Transfer Window Opens on January 1st and closes on January 31st. Sometimes due to different reasons the Transfer Window period deadlines might shift. Any Transfer Window law break will cause serious sanctions to the team or a player.

Fair Play.

When one team returns a ball to another a with throw in or a drop ball and the player returns the ball to an opponent goalkeeper and the pass is very bad the ball happens to enter the net, the Fair Play can be a sequence. Since the goal has been scored with either lack or sportsmanship or inconvenient pass, the opponents let the other team score in their net too to contribute to gentleman demeanor and promote the Fair Play. The outcome of this kind of situation depends on a decision of the team.

Fair Play Goals counts for the betting company as regular goals.

Live Bet.

Live betting is a process of placing a bet on a sporting event after it has already started. During the live betting, odds constantly change. For example, if a home team has a specific odd on a win and the away team scores, during the live betting the odd of home team to win will change. So basically, during the live betting player bets on already started events and try to guess how will it all end.

In case of a change in match format (if that specific change was not preliminarily indicated in the program), all bets are multiplied on 1.0, except the positions which are already settled. In live bets, payment occures in accordance with the regular time, unless indicated otherwise. (ex: including overtime)

If in football 2 (two) halves format match the length of each half is changed, in this case positions are not subject to return and bets are still being settled. (exception: When one of the halves length is lesser than 30 minutes and it is not indicated in the subject line. In this case the bet is multiplied to 1.0)

During live match streams the time and statitstics appearing on the screen have only informative function and the betting company do not take responsibility on their precision.

Match Abandonments/Postponements.

An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed start time.

If it is preliminarily known that the match will not be held during the next 48 hours, then all bets will automatically be void.

The event was canceled / suspended / postponed and did not take place within 48 hours, except for tennis and similar competitions. (In case of a tennis match being disrupted / postponed / cancelled, the bet is active until the end of the tournament till the identity of the player who advances to the next stage from the pair will not be ascertained). In case of postponement or disruption of a Baseball match, all bets are void and the betting player gets a return, except for positions already played. (Technical result is not taken into account). In case of interrupted game, all already played positions will be settled, for example: the football match was stops at the score 1:0, In this case, more than 0.5 goals will be considered won; The first goal will be scored by the first team, etc.

Pre-match Bet.

Pre-match betting is a process of placing a bet before the match starts. Players can bet on a game or an event which is scheduled to happen in a specific time on a specific date.

If in a football match the length of halves is changed, the positions are not cancelled and bets are still settled. Matches where statutory time is less than 45 minutes or more than 120 minutes will be considered

void.

An unplayed or postponed match will be treated as void unless it is played within 24 hours of the listed start time.

If it is preliminarily known that the match will not be held during the next 24 hours, then all bets will automatically be void.

The event was canceled / suspended / postponed and did not take place within 24 hours, except for tennis and similar competitions. (In case of a tennis match being disrupted / postponed / cancelled, the bet is active until the end of the tournament till the identity of the player who advances to the next stage from the pair will not be ascertained). In case of postponement or disruption of a Baseball match, all bets are void and the betting player gets a return, except for positions already played. (Technical result is not taken into account). In case of interrupted game, all already played positions will be settled, for example: the football match was stops at the score 1:0, In this case, more than 0.5 goals will be considered won; The first goal will be scored by the first team, etc.

Outright Markets.

Outright markets are considered All In Run Or Not and therefore will be settled as a loss if the selection does not take part in the event.

Outright dead Heat factor.

A dead-heat factor may be returned for markets where a bet has been placed on a particular team/player on a place (in a tournament) and this particular team/player has been placed on a position shared with multiple teams/players, reducing the payout. In this case all bets are won by customer and the won bet is multiplied on 0.5. In general, bets on outrights are calculated with dead-heat factor. If in one outright market there are 2 winners, then the won odd is multiplied on 0.5. For example, Top Goalscorer - if two players have scored the same amount of goals, then the odd is multiplied on 0.5. If the outright have 3 winners, then the odd is multiplied on 0.33, etc.

Asian Betting explanation.

Double Asian Handicap is a match betting with a handicap (advantage) in which the Handicap value (H) is multiple of 0.25, but not multiple of 0.5, for instance: H = -0.25, +0.25, -0.75, +0.75, and so on. Such betting is interpreted in two (simple, "half") bets with the same odds and with the nearest common Handicap value (H1 = H - 0.25 and H2 = H + 0.25). The amount of each "half" bet equals the half of the "Double" bet amount.

Double Total Bet is a Total betting in which the Total value (T) is multiple of 0.25, but not multiple of 0.5, for instance: T = 2.25, 2.75, 3.25, etc. Such bet is interpreted in two (simple, "half") bettings at the same odds and with the nearest common Total value (T1 = T - 0.25 and T2 = T + 0.25). The amount of each "half" bet equals the half of the "Double" betting amount.

The examples below are simplified four possibilities of settlement for such "Double" bets:

1st possibility - Both half bets are won by the Client. In this case, the payout (S) is S=k*C

Where k is the odds listed in line.

C is the sum of the Client's bet.

To settle the "Parlay", the odds K = k is used.

2nd possibility - One half of the bet is won and the other is returned. In this example,

S=(k+1)/2*C, and to settle the "Parlay", the odds K= (k +1)/2 will apply.

3rd possibility - One half of the bet is returned, and the other is lost. Here,

S=0.5xC, and to settle the "Parlay bets", the odds K=0.5 will apply; 4th possibility - Both bets are lost. In this case,; S=0, and the odds to settle the "Parlay" is K=0; 1st Example:; Teams; Double Asian Handicap; Odds; Manchester United:; -0.25 (0, -0.5); 2.0; Liverpool:; +0.25 (0, +0.5); 1.8.

If the "double Asian handicap" bet of (respective currency) 400 was placed on: Manchester United

Manchester United wins: both "halves" of the initial "double Asian handicap" bet win (0 and -0.5).

Payout: (200 * 2.0 + 200 * 2.0) = (respective currency) 800, and the bet odds in the "Parlay" are equal to 800/400 = 2.0.

Manchester United draw: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".

Payout: (200 * 0.0 + 200 * 1.0) = (respective currency) 200, and the bet odds in the "Parlay" are equal to 200/400 = 0.5.

Manchester United loses: both "halves" of the initial "double Asian handicap" bet lose.

Payout: (200 * 0.0 + 200 * 0.0) = (respective currency) 0, and the bet odds in the "Parlay" are equal to 0/400 = 0.0.

If the "double Asian handicap" bet of (respective currency) 400 was placed on: Liverpool

Liverpool wins: both "halves" of the initial "double Asian handicap" bet win (0 and +0.5).

Payout: (200 * 1.8 + 200 * 1.8) = (respective currency) 720, and the bet odds in the "Parlay" are equal to 720/400 = 1.8.

Liverpool draw: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".

Payout: (200 * 1.8 + 200 * 1.0) = (respective currency) 560, and the bet odds in the "Parlay" are equal to 560/400 = 1.4.

Liverpool loses: both "halves" of the initial "double Asian handicap" bet lose.

2nd Example:; 0.75 (-0.5, -1); +0.75 (+0.5, +1).

Manchester United win with a difference of minimum 2 goals: both "halves" of the initial "double Asian handicap" bet win (-0.5 and -1).

Manchester United win with 1 goal difference: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".

Payout: (200 * 2.0 + 200 * 1.0) = (respective currency) 600, and the bet odds in the "Parlay" are equal to 600/400 = 1.5

Manchester United loses or draw: both "halves" of the initial "double Asian handicap" bet lose.

Liverpool wins or draw: both "halves" of an initial "double Asian handicap" bet win (+0.5, +1).

Liverpool loses with a 1 goal difference: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".

Liverpool lose with a difference of minimum 2 goals: both "halves" of the initial "double Asian handicap" bet lose.

3rd Example:; -1.25 (-1, -1.5); +1.25 (+1, +1.5).

Manchester United wins with a difference of minimum 2 goals: both "halves" of the initial "double Asian handicap" bet win (-1 and -1.5).

Manchester United wins with 1 goal difference: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".

Liverpool wins or draw: both "halves" of an initial "double Asian handicap" bet win (+1 and +1.5).

Liverpool loses with 1 goal difference: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".

Liverpool loses with a difference of minimum 2 goals: both "halves" of the initial "double Asian handicap" bet lose.

4th Example:; -1.75 (-1.5, -2); +1.75 (+1.5, +2).

Manchester United wins with a difference of minimum 3 goals: both "halves" of the initial "double Asian handicap" bet win (-1.5 and -2).

Manchester United win with a difference of 2 goal: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".

Payout: (200 * 2.0 + 200 * 1.0) = (respective currency) 600, and the bet odds in the "Parlay" are equal to 600/400 = 1.5.

Liverpool loses with a difference of 1 goal: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".

Payout: (200 * 0.0 + 200 * 1.0) = (respective currency) 200, and the bet odds in the "Parlay" are equal to 200/400 = 0.5

5th Example:; -2.25 (-2, -2.5); +2.25 (+2, +2.5).

Manchester United wins with a difference of minimum of 3 goals: both "halves" of the initial "double Asian handicap" bet win (-2 and -2.5).

Manchester United wins with 2 goals difference: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".

Manchester United wins with a 1 goal difference: both "halves" of the initial "double Asian handicap" bet lose.

Liverpool wins or draw or lose with a 1 goal difference: both "halves" of an initial "double Asian handicap" bet win (+2 and +2.5)

Liverpool loses with 2 goals difference: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".

Payout: (200 * 1.8 + 200 * 1.0) = (respective currency) 560, and the bet odds in the "Parlay" are equal to 560/400 = 1.4

Liverpool loses with a difference of minimum 3 goals: both "halves" of the initial "double Asian handicap" bet lose.

Example of double total bets; №; Match; Double Total Bet; Bet; 1; Bayern-Borussia; Over 2.25 (2, 2.5); (respective currency)400; 2; Under 2.25 (2, 2.5); 3; Over 2.75 (2.5, 3); 1.9; 4; Under 2.75 (2.5, 3).

Example - if 2 goals were scored during the match, then we get the following results in bets settlement:

1st Bet - First "half" bet (Over 2) - return, the second "half" bet (Over 2.5) - lose.

Payment: (200*1.0+200*0) = (respective currency) 200, and the bet odds in the "Parlay" are equal to 200 / 400 = 0.5

2nd Bet - First "half" bet (Under 2) - return, the second "half" bet (Under 2.5) - lose.

Payment: (200 * 1.0 + 200 * 1.8) = (respective currency) 560, and the bet odds in the "Parlay" are equal to 560/400 = 1.4

3rd Bet - First "half" bet (Over 2.5) - lose, the second "half" bet (Over 3) - lose.

Payment: (200 * 0 + 200 * 0) = (respective currency) 0, and the bet odds in the "Parlay" are equal to 0/400 = 0

4th Bet - First "half" bet (Under 2.5) - win, the second "half" bet (Under 3) - win.

Payment: (200 * 1.9 + 200 * 1.9) = (respective currency) 760, and the bet odds in the "Parlay" are equal to 760/400 = 1.9

The Bookmaking company remains with the right to offer other forms of wagering.

MARKET POSITIONS.

While making bets in football you will come up with different betting options, all of which have their own symbols and definitions. Here are some of the most common betting options below:

1 – Betting on this option this always refers to the first team (Home team). By betting on this option, you choose that the first team will win the designated market position. For example: The winner of the match – 1

2 - Betting on this option this always refers to the second team (Away team). By betting on this option, you choose that the second team will win the designated market position. For example: Which team scores more goals – 2

X – By betting on this option you choose that there will be a draw by both teams in the matter of the designated market position. For example: The game results? – X

Yes – This option means that whatever the market position offers, the outcome of that market will definitely happen. For example: There will be a red card? – Yes

No - This option means that whatever the market position offers, the outcome of that market will not ever happen. For example: Both teams score? – No

Over – The current market position means that the event will occur with the outcome of over designated X amount. For example: Total Goals – Over 2.5

Under - The current market position means that the event will occur with the outcome of under designated X amount. For example: Total corner kicks – Under 8.5

1X – The home team will either win the match in the regular time of the game or the match will result in a draw also in the regular time of the game. To win the current market the home team must not lose the game.

2X - The away team will either win the match in the regular time of the game or the match will result in a draw also in the regular time of the game. To win the current market the away team must not lose the game.

12 – Either the home team or the away team will win the match in the regular time of the game. In this market only the outcome of a draw (X) results in a loss.

Odd – The quantity of the events that happened in the designated time interval. For example: Quantity of Goals – Odd

Even - The quantity of the events that happened in the designated time interval. For example: Quantity of corners – Even

1 (0) – Draw no bet option gives players an advantage while betting. In two out of three outcomes the player does not lose the wager. If the home team wins, the position is won and in the events of a tie the bet will be refunded. The bet is lost only if the home team loses the game.

2 (0) - Draw no bet option gives players an advantage while betting. In two out of three outcomes the player does not lose the wager. If the away team wins, the position is won and in the events of a tie the bet will be refunded. The bet is lost only if the away team loses the game.

1 (-0.5) - In case of 0.5 the game starts with a score of 0 -0.5. The weaker team has the lead of a half goal before the game starts. If you bet on a team to win with -0.5 handicap and your team wins, you win the bet. If the outcome is a draw you lose the bet and so on.

None – Refers to the designated market options and means that not any of the teams/players will do anything to result the change of the designated market in any way. For example: Which team will score first? Which team will be booked first? Who will make the most corner kicks and etc. None means that from the two opposing teams on the field not even one of them will be able to have an impact on the designated market option.

1/1, x/1 - Combined market which allows players to guess the outcome of the first half of the game as well as the outcome of the entire match in the regular time of the game. 1/1 – means that the first team (home

team) will win the first half of the game and the entire match in the regular time of the game as well. x/1 – means that the first half of the game will be a draw and the first team (home team) will win the entire match in the regular time of the game.

Bet Bulder; you can create your owns market with this tool.

A maximum of 10 markets from a single sport can be included in a Bet Builder Bet.

Edit Bet will not be available on any Bet Builder bet.

Cash Out will not be available on Bet Builder bet; A single losing selection means the whole Bet Builder bet is losing.

If a market within a Bet Builder bet is void/pushed, then the entire Bet Builder bet will be void/pushed.

Only in case when all the selections are winning, Bet Builder bet is winning as well

FreeBet.

Freebet is the amount available for placing a bet, provided by the company. In case of Freebet win, the client receives only the winning amount (without the bet amount).

Freebet is only available for bets on sporting events.

If the bet is calculated with the coefficient 1 — the Freebet payout is zero

'CASHOUT'.

The use of the 'CASHOUT' function in a bet is available at any time, for any number of positions, for any type of ticket,

except for the 'System'.

To use the 'CASHOUT' function, the positions in the bet must be active.

If the prematch event specified in the active bet is not available in live betting, the 'CASHOUT' function will not be

available.

If the live event specified in the active bet is not available in live betting (game disabled or any reason), the 'CASHOUT' function will not be available.

Cashout is not available for betslips with coefficient above 8.0 and / or express betslips with over 7 events

Terms and conditions.

Using the 'CASHOUT' function is possible for any sporting event (Prematch, Live, Virtual Sports).

After using the 'CASHOUT' function, the ticket is automatically paid regardless of its outcome after the cashout.

The 'CASHOUT' function will not be available for bets that used the function of 'Replace'.

The 'CASHOUT' quantity is changeable.

The 'CASHOUT' function is not available for bets that were made using FreeBet.

Company reserves the right to disable the 'CASHOUT' function at any time, without prior notice to the client.

'SAVE' GAME.

Mark the desirable events, observe the changing process of the odds and create a ticket without exiting the draft

section!

The unique functionality of the Draft option gives you an opportunity to choose the positions, make an analysis and

store the information on the desired games, in a comfortable menu.

'DELETE' GAME.

You can use the remove function till any of the games from the active ticket have started.

After removing a game from the active ticket, each time 10% of the current bet will be cut from the bet amount.

For example: If the bet on the ticket is 100 USD, after removing the game 10% of the current bet will be cut

(in this case 10 USD) and there will be.

90 USDT left. After removing the second game 10% will be cut again (9 USDT) and you will have 81 USDT.

You can use the remove function till only one position is left in the ticket.

You can remove the game with any odd unless the live odd exceeds the odd in the active ticket by 30%.

After using the remove function, you can still use Replace, Add and Cash out functions.

After using the remove function, the cash out function will be calculated from the current bet.

After removing a specific position from the ticket, it can’t be added again.

After removing a specific position from the ticket, it can’t be replaced with the same position again.

Using the remove function won’t be possible if the bet amount will be less than 0.10 USDT.

'REPLACE' the game; Terms and conditions:.

With the 'REPLACE' function, you can change an existing ticket, namely, remove 1 position and add 1 or several

others instead.

In the ticket, the 'REPLACE' takes place using the coefficient: the replaced coefficient or the coefficient multiplier

must not be less than the coefficient of the replaced position (at the moment of substitution). For example: If you

replace 3 coefficients, you need to find at least 3 coefficients or several coefficients, the multiplier of which is equal to

or greater than three. For example: two positions with coefficients 1.8 and 1.25 (2 X 1.50 = 3). or 3 positions, with

coefficients (1.45 X 1.44 X 1.44 = 3.0.), etc. It is possible to use a substitute for one ticket only once.

'REPLACE' can only be used once per ticket.

It is possible to replace only one position.

The position cannot be replaced by another position related to the same match.

The 'REPLACE' function can only be used at pre-match events.

When using the 'REPLACE' function, the 'CASHOUT' function will not be available for this ticket.

Additional events will not be counted in the calculation of replaced events. For example: if you have only 1

non-started event left from your original ticket, but you add an event at the same time as the 'ADD' function,

the replace function will be unavailable because at least two events from the original ticket must be non-started.

For example: if you have only 1 non-starting event from the original ticket, but you added an event at the same time

with the 'ADD' function, the 'REPLACE' function will not be available, because at least two events from the original

ticket must be non-started.

If technical personnel makes an odds line by mistake and in the event of the emergence of controversial situations related to publication, when the client has the opportunity to win money without risk, the company may at its sole discretion deem the lines above and/or games cancelled:

Error in the coefficient - when instead of 1.30 it is written 130 or vice versa, etc.

Error in totals - when 35.5 is written instead of 3.5 or vice versa.

Error in handicaps - when "-" is written instead of "+" or vice versa.

Error in handicap - when (1:0) is written instead of (0:1) or vice versa.

If the positions of the same game are selected in the ticket that cannot be combined, such positions will be invalidated (equal to one).

The company reserves the right to change, reduce, increase, temporarily suspend and/or cancel any odds (stop accepting bets) at any time at its own discretion from publishing the list of odds. In this case, the only valid odds are those recorded in the company's computer program. At its sole discretion, the company also reserves the right to limit or prohibit the number of connections in a ticket and limit the amount that can be placed on a ticket.

A technical or mechanical fault is considered an extraneous circumstance, and in this case company shall be exempted from any responsibility. In such circumstances, the company reserves the right to consider the bet cancelled.

If the odds and/or results were entered by mistake, or due to another mistake/error, the client was charged an excessive amount, the company reserves the right to deduct the amount unjustifiably charged to the client.

The company reserves the right to void any bet from a client who places a bet in connection with an event in which player is involved in any way as a participant, referee, coach, etc.

The company reserves the right to void bets (including those already won) and suspend payouts if the company has reasonable grounds to believe that a fixed or fixed match has taken place. The doubt can be based on the size, volume or pattern of bets placed by the clients.

Game Rules; Result Sources; Markets; BASEBALL RULES: 1.00 OBJECTIVES OF THE GAME.

1.01 Baseball is a game between two teams of nine players each, under direction of a manager, played on an enclosed field in accordance with these rules, under jurisdiction of one or more umpires.

1.02 The objective of each team is to win by scoring more runs than the opponent.

1.03 The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

1.04 THE PLAYING FIELD. The field shall be laid out according to the instructions below, supplemented by Diagrams No. 1, No. 2 and No. 3.

The infield shall be a 90-foot square. The outfield shall be the area between two foul lines formed by extending two sides of the square, as in Diagram 1. The distance from home base to the nearest fence, stand or other obstruction on fair territory shall be 250 feet or more. A distance of 320 feet or more along the foul lines, and 400 feet or more to center field is preferable. The infield shall be graded so that the base lines and home plate are level. The pitcher's plate shall be 10 inches above the level of home plate. The degree of slope from a point 6 inches in front of the pitcher's plate to a point 6 feet toward home plate shall be 1 inch to 1 foot, and such degree of slope shall be uniform. The infield and outfield, including the boundary lines, are fair territory and all other area is foul territory.

It is desirable that the line from home base through the pitchers plate to second base shall run East Northeast.

It is recommended that the distance from home base to the backstop, and from the base lines to the nearest fence, stand or other obstruction on foul territory shall be 60 feet or more. See Diagram 1.

When location of home base is determined, with a steel tape measure 127 feet, 3 3/8 inches in desired direction to establish second base. From home base, measure 90 feet toward first base; from second base, measure 90 feet toward first base; the intersection of these lines establishes first base. From home base, measure 90 feet toward third base; from second base, measure 90 feet toward third base; the intersection of these lines establishes third base. The distance between first base and third base is 127 feet, 3 3/8 inches. All measurements from home base shall be taken from the point where the first and third base lines intersect.

The catcher's box, the batters' boxes, the coaches' boxes, the three foot first base lines and the next batter's boxes shall be laid out as shown in Diagrams 1 and 2.

The foul lines and all other playing lines indicated in the diagrams by solid black lines shall be marked with wet, unslaked lime, chalk or other white material.

The grass lines and dimensions shown on the diagrams are those used in many fields, but they are not mandatory and each club shall determine the size and shape of the grassed and bare areas of its playing field.

NOTE: (a) Any Playing Field constructed by a professional club after June 1, 1958, shall provide a minimum distance of 325 feet from home base to the nearest fence, stand or other obstruction on the right and left field foul lines, and a minimum distance of 400 feet to the center field fence.

(b) No existing playing field shall be remodeled after June 1, 1958, in such manner as to reduce the distance from home base to the foul poles and to the center field fence below the minimum specified in paragraph (a) above.

1.05 Home base shall be marked by a five-sided slab of whitened rubber. It shall be a 17-inch square with two of the corners removed so that one edge is 17 inches long, two adjacent sides are 8 1/2 inches and the remaining two sides are 12 inches and set at an angle to make a point. It shall be set in the ground with the point at the intersection of the lines extending from home base to first base and to third base; with the 17-inch edge facing the pitcher's plate, and the two 12-inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled and the base shall be fixed in the ground level with the ground surface.

1.06 First, second and third bases shall be marked by white canvas bags, securely attached to the ground as indicated in Diagram 2. The first and third base bags shall be entirely within the infield. The second base bag shall be centered on second base. The bags shall be 15 inches square, not less than three nor more than five inches thick, and filled with soft material.

1.07 The pitcher's plate shall be a rectangular slab of whitened rubber, 24 inches by 6 inches. It shall be set in the ground as shown in Diagrams 1 and 2, so that the distance between the pitcher's plate and home base (the rear point of home plate) shall be 60 feet, 6 inches.

1.08 The home club shall furnish players' benches, one each for the home and visiting teams. Such benches shall not be less than twenty-five feet from the base lines. They shall be roofed and shall be enclosed at the back and ends.

1.09 The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two stripes of white horsehide or cowhide, tightly stitched together. It shall weigh not less than five nor more than 5 1/4 ounces avoirdupois and measure not less than nine nor more than 9 1/4 inches in circumference.

1.10 (a) The bat shall be a smooth, round stick not more than 2 3/4 inches in diameter at the thickest part and not more than 42 inches in length. The bat shall be one piece of solid wood.

NOTE: No laminated or experimental bats shall be used in a professional game (either championship season or exhibition games) until the manufacturer has secured approval from the Rules Committee of his

design and methods of manufacture.

(b) Cupped Bats. An indentation in the end of the bat up to one inch in depth is permitted and may be no wider than two inches and no less than one inch in diameter. The indentation must be curved with no foreign substance added.

(c) The bat handle, for not more than 18 inches from its end, may be covered or treated with any material or substance to improve the grip. Any such material or substance, which extends past the 18 inch limitation, shall cause the bat to be removed from the game.

NOTE: If the umpire discovers that the bat does not conform to (c) above until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejected from the game.

(d) No colored bat may be used in a professional game unless approved by the Rules Committee.

1.11 (a) (1) All players on a team shall wear uniforms identical in color, trim and style, and all players uniforms shall include minimal six inch numbers on their backs. (2) Any part of an undershirt exposed to view shall be of a uniform solid color for all players on a team. Any player other than the pitcher may have numbers, letters, insignia attached to the sleeve of the undershirt. (3) No player whose uniform does not conform to that of his teammates shall be permitted to participate in a game.

(b) A league may provide that (1) each team shall wear a distinctive uniform at all times, or (2) that each team shall have two sets of uniforms, white for home games and a different color for road games.

(c) (1) Sleeve lengths may vary for individual players, but the sleeves of each individual player shall be approximately the same length. (2) No player shall wear ragged, frayed or slit sleeves.

(d) No player shall attach to his uniform tape or other material of a different color from his uniform.

(e) No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.

(f) Glass buttons and polished metal shall not be used on a uniform.

(g) No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with pointed spikes similar to golf or track shoes shall not be worn.

(h) No part of the uniform shall include patches or designs relating to commercial advertisements.

(i) A league may provide that the uniforms of its member teams include the names of its players on their backs. Any name other than the last name of the player must be approved by the League President. If adopted, all uniforms for a team must have the names of its players.

1.12 The catcher may wear a leather mitt not more than thirty-eight inches in circumference, nor more than fifteen and one half inches from top to bottom. Such limits shall include all lacing and any leather band or facing attached to the outer edge of the mitt. The space between the thumb section and the finger section of the mitt shall not exceed six inches at the top of the mitt and four inches at the base of the thumb crotch. The web shall measure not more than seven inches across the top or more than six inches from its top to the base of the thumb crotch. The web may be either a lacing or lacing through leather tunnels, or a center piece of leather which may be an extension of the palm, connected to the mitt with lacing and constructed so that it will not exceed any of the above mentioned measurements.

1.13 The first baseman may wear a leather glove or mitt not more than twelve inches long from top to bottom and not more than eight inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt. The space between the thumb section and the finger section of the mitt shall not exceed four inches at the top of the mitt and three and one half inches at the base of the thumb crotch. The mitt shall be constructed so that this space is permanently fixed and cannot be enlarged, extended, widened, or deepened by the use of any materials or process whatever. The web of the mitt shall measure not more than five inches from its top to the base of the thumb crotch. The web may be either a lacing, lacing through leather tunnels, or a center piece of leather which may be an extension of the palm connected to the mitt with lacing and constructed so that it will not exceed the above mentioned measurements. The webbing shall not be constructed of wound or wrapped lacing or deepened to make a net type of trap. The glove may be of any weight.

1.14 Each fielder, other than the first baseman or catcher, may use or wear a leather glove. The measurements covering size of glove shall be made by measuring front side or ball receiving side of glove. The tool or measuring tape shall be placed to contact the surface or feature of item being measured and follow all contours in the process. The glove shall not measure more than 12" from the tip of any one of the 4 fingers, through the ball pocket to the bottom edge or heel of glove. The glove shall not measure more than 7 3/4" wide, measured from the inside seam at base of first finger, along base of other fingers, to the outside edge of little finger edge of glove. The space or area between the thumb and first finger, called crotch, may be filled with leather webbing or back stop. The webbing may be constructed of two plies of standard leather to close the crotch area entirely, or it may be constructed of a series of tunnels made of leather, or a series of panels of leather, or of lacing leather thongs. The webbing may not be constructed of wound or wrapped lacing to make a net type of trap. When webbing is made to cover entire crotch area, the webbing can be constructed so as to be flexible. When constructed of a series of sections, they must be joined together. These sections may not be so constructed to allow depression to be developed by curvatures in the section sides. The webbing shall be made to control the size of the crotch opening. The crotch opening shall measure not more than 4 1/2" at the top, not more than 5 3/4" deep, and shall be 3 1/2" wide at its bottom. The opening of crotch shall not be more than 4 1/2" at any point below its top. The webbing shall be secured at each side, and at top and bottom of crotch. The attachment to be made with leather lacing, these connections to be secured. If they stretch or become loose, they shall be adjusted to their proper condition. The glove can be of any weight.

1.15 (a) The pitcher's glove shall be uniform in color, including all stitching, lacing and webbing. The pitcher's glove may not be white or gray.

(b) No pitcher shall attach to his glove any foreign material of a color different from the glove.

1.16 A Professional League shall adopt the following rule pertaining to the use of helmets:

(a) All players shall use some type of protective helmet while at bat.

(b) All players in National Association Leagues shall wear a double ear flap helmet while at bat.

(c) All players entering the Major Leagues commencing with the 1983 championship season and every succeeding season thereafter must wear a single ear flap helmet (or at the player's option, a double ear flap helmet), except those players who were in the Major League during the 1982 season, and who, as recorded in that season, objected to wearing a single ear flap helmet.

(d) All catchers shall wear a catcher's protective helmet, while fielding their position.

(e) All bat/ball boys or girls shall wear a protective helmet while performing their duties. If the umpire observes any violation of these rules, he shall direct the violation to be corrected. If the violation is not corrected within a reasonable time, in the umpire's judgment, the umpire shall eject the offender from the game, and disciplinary action, as appropriate, will be recommended.

1.17 Playing equipment including but not limited to the bases, pitcher's plate, baseball, bats, uniforms, catcher's mitts, first baseman's gloves, infielders and outfielders' gloves and protective helmets, as detailed in the provisions of this rule, shall not contain any undue commercialization of the product. Designations by the manufacturer on any such equipment must be in good taste as to the size and content of the manufacturer's logo or the brand name of the item. The provisions of this Section 1.17 shall apply to professional leagues only.

NOTE: Manufacturers who plan innovative changes in baseball equipment for professional baseball leagues should submit same to the Official Playing Rules Committee prior to production.

BASEBALL RULES: 2.00 DEFINITIONS OF TERMS.

ADJUDGED is a judgment decision by the umpire.

An APPEAL is the act of a fielder in claiming violation of the rules by the offensive team.

A BALK is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.

A BALL is a pitch which does not enter the strike zone in flight and is not struck at by the batter. If the pitch touches the ground and bounces through the strike zone it is a "ball." If such a pitch touches the batter, he shall be awarded first base. If the batter swings at such a pitch after two strikes, the ball cannot be caught, for the purposes of Rule 6.05 (c) and 6.09 (b). If the batter hits such a pitch, the ensuing action shall be the same as if he hit the ball in flight.

A BASE is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

A BASE COACH is a team member in uniform who is stationed in the coach's box at first or third base to direct the batter and the runners.

A BASE ON BALLS is an award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone.

A BATTER is an offensive player who takes his position in the batter's box.

BATTER RUNNER is a term that identifies the offensive player who has just finished his time at bat until he is put out or until the play on which he became a runner ends.

The BATTER'S BOX is the area within which the batter shall stand during his time at bat.

The BATTERY is the pitcher and catcher.

BENCH OR DUGOUT is the seating facilities reserved for players, substitutes and other team members in uniform when they are not actively engaged on the playing field.

A BUNT is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

A CALLED GAME is one in which, for any reason, the umpire in chief terminates play.

A CATCH is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk. If a fielder, attempting a catch at the edge of the dugout, is "held up" and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

The CATCHER is the fielder who takes his position back of the home base.

The CATCHER'S BOX is that area within which the catcher shall stand until the pitcher delivers the ball.

The CLUB is a person or group of persons responsible for assembling the team personnel, providing the playing field and required facilities, and representing the team in relations with the league.

A COACH is a team member in uniform appointed by the manager to perform such duties as the manager may designate, such as but not limited to acting as base coach.

A DEAD BALL is a ball out of play because of a legally created temporary suspension of play.

The DEFENSE (or DEFENSIVE) is the team, or any player of the team, in the field.

A DOUBLE HEADER is two regularly scheduled or rescheduled games, played in immediate succession.

A DOUBLE PLAY is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

(a) A force double play is one in which both putouts are force plays.

(b) A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out. Examples of reverse force plays: runner on first, one out; batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (a tag play). Another example: bases loaded, none out; batter grounds to third baseman, who steps on third base (one out); then throws to catcher for the second out (tag play).

DUGOUT (See definition of BENCH).

A FAIR BALL is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight. A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit. Clubs, increasingly, are erecting tall foul poles at the fence line with a wire netting extending along the side of the pole on fair territory above the fence to enable the umpires more accurately to judge fair and foul balls.

FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory.

A FIELDER is any defensive player.

FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers

(a) to account for the advance of the batter runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner;

(b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and

(c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

A FLY BALL is a batted ball that goes high in the air in flight.

A FORCE PLAY is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner. Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. Example: Man, on first, one out, ball hit sharply to first baseman who touches the bag and batter runner is out. The force is removed at that moment and runner advancing to second must be tagged. If there had been a runner on third or second, and either of these runners scored before the tag out at second, the run counts. Had the first baseman thrown to second and the ball then had been returned to first, the play at second was a force out, making two outs, and the return throw to first ahead of the runner would have made three outs. In that case, no run would score. Example: Not a force out. One out. Runner on first and third. Batter flies out. Two out. Runner on third tags up and scores. Runner on first tries to retouch before throw from fielder reaches first baseman, but does not get back in time and is out. Three outs. If, in umpire's judgment, the runner from third touched home before the ball was held at first base, the run counts.

A FORFEITED GAME is a game declared ended by the umpire in chief in favor of the offended team by the score of 9 to 0, for violation of the rules.

A FOUL BALL is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground. A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the infielder is on foul or fair territory at the time, he touches the ball. A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first, or between home and third base is a foul ball.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

A FOUL TIP is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

A GROUND BALL is a batted ball that rolls or bounces close to the ground.

The HOME TEAM is the team on whose grounds the game is played, or if the game is played on neutral grounds, the home team shall be designated by mutual agreement.

ILLEGAL (or ILLEGALLY) is contrary to these rules.

An ILLEGAL PITCH is (1) a pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitcher's plate; (2) a quick return pitch. An illegal pitch when runners are on base is a balk.

An INFIELDER is a fielder who occupies a position in the infield.

An INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly, if Fair." The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly. On the infield fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately. When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 6.05 (L). The infield fly rule takes precedence.

IN FLIGHT describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

IN JEOPARDY is a term indicating that the ball is in play and an offensive player may be put out.

An INNING is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half-inning.

INTERFERENCE.

(a) Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter runner, or a runner out for interference, all other runners shall return to the last base that was in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules. In the event the batter runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

(b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.

(c) Umpire's interference occurs (1) When an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) When a fair ball touches an umpire on fair territory before passing a fielder.

(d) Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball.

On any interference the ball is dead.

THE LEAGUE is a group of clubs whose teams play each other in a pre-arranged schedule under these rules for the league championship.

THE LEAGUE PRESIDENT shall enforce the official rules, resolve any disputes involving the rules, and determine any protested games. The league president may fine or suspend any player, coach, manager or umpire for violation of these rules, at his discretion.

LEGAL (or LEGALLY) is in accordance with these rules.

A LIVE BALL is a ball which is in play.

A LINE DRIVE is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

The MANAGER is a person appointed by the club to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team. A player may be appointed manager.

(a) The club shall designate the manager to the league president or the umpire in chief not less than thirty minutes before the scheduled starting time of the game.

(b) The manager may advise the umpire that he has delegated specific duties prescribed by the rules to a player or coach, and any action of such designated representative shall be official. The manager shall always be responsible for his team's conduct, observance of the official rules, and deference to the umpires.

(c) If a manager leaves the field, he shall designate a player or coach as his substitute, and such substitute manager shall have the duties, rights and responsibilities of the manager. If the manager fails or refuses to designate his substitute before leaving, the umpire in chief shall designate a team member as substitute manager.

OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball. For example: an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

OFFENSE is the team, or any player of the team, at bat.

OFFICIAL SCORER. See Rule 10.00.

An OUT is one of the three required retirements of an offensive team during its time at bat.

An OUTFIELDER is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

OVERSLIDE (or OVERSLIDING) is the act of an offensive player when his slide to a base, other than when advancing from home to first base, is with such momentum that he loses contact with the base.

A PENALTY is the application of these rules following an illegal act.

The PERSON of a player or an umpire is any part of his body, his clothing or his equipment.

A PITCH is a ball delivered to the batter by the pitcher. All other deliveries of the ball by one player to another are thrown balls.

A PITCHER is the fielder designated to deliver the pitch to the batter.

The PITCHER'S PIVOT FOOT is that foot which is in contact with the pitcher's plate as he delivers the pitch.

"PLAY" is the umpire's order to start the game or to resume action following any dead ball.

A QUICK RETURN pitch is one made with obvious intent to catch a batter off balance. It is an illegal pitch.

REGULATION GAME. See Rules 4.10 and 4.11.

A RETOUCH is the act of a runner in returning to a base as legally required.

A RUN (or SCORE) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

A RUN DOWN is the act of the defense in an attempt to put out a runner between bases.

A RUNNER is an offensive player who is advancing toward, or touching, or returning to any base.

"SAFE" is a declaration by the umpire that a runner is entitled to the base for which he was trying.

SET POSITION is one of the two legal pitching positions.

SQUEEZE PLAY is a term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt.

A STRIKE is a legal pitch when so called by the umpire, which_; (a) Is struck at by the batter and is missed;.

(b) Is not struck at, if any part of the ball passes through any part of the strike zone;

(c) Is fouled by the batter when he has less than two strikes;; (d) Is bunted foul;; (e) Touches the batter as he strikes at it;; (f) Touches the batter in flight in the strike zone; or.

(g) Becomes a foul tip.

The STRIKE ZONE is that area over home plate the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants, and the lower level is a line at the hallow beneath the knee cap. The Strike Zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball.

A SUSPENDED GAME is a called game which is to be completed at a later date.

A TAG is the action of a fielder in touching a base with his body while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball, or with his hand or glove holding the ball, while holding the ball securely and firmly in his hand or glove.

A THROW is the act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always, from the pitch.

A TIE GAME is a regulation game which is called when each team has the same number of runs.

"TIME" is the announcement by an umpire of a legal interruption of play, during which the ball is dead.

TOUCH. To touch a player or umpire is to touch any part of his body, his clothing or his equipment.

A TRIPLE PLAY is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.

A WILD PITCH is one so high, so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.

WIND UP POSITION is one of the two legal pitching positions.

BASEBALL RULES: 3.00 GAME PRELIMINARIES; 3.01 Before the game begins the umpire shall:.

(a) Require strict observance of all rules governing implements of play and equipment of players;

(b) Be sure that all playing lines (heavy lines on Diagrams No. 1 and No. 2) are marked with lime, chalk or other white material easily distinguishable from the ground or grass;

(c) Receive from the home club a supply of regulation baseballs, the number and make to be certified to the home club by the league president. Each ball shall be enclosed in a sealed package bearing the signature of the league president, and the seal shall not be broken until just prior to game time when the umpire shall

open each package to inspect the ball and remove its gloss. The umpire shall be the sole judge of the fitness of the balls to be used in the game;

(d) Be assured by the home club that at least one dozen regulation reserve balls are immediately available for use if required;

(e) Have in his possession at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when_

(1) A ball has been batted out of the playing field or into the spectator area;

(2) A ball has become discolored or unfit for further use;.

(3) The pitcher requests such alternate ball. The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled. After a home run is hit out of the playing grounds, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.

3.02 No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sand paper, emery paper or other foreign substance.

PENALTY: The umpire shall demand the ball and remove the offender from the game. In case the umpire cannot locate the offender, and if the pitcher delivers such discolored or damaged ball to the batter, the pitcher shall be removed from the game at once and shall be suspended automatically for ten days.

3.03 A player, or players, may be substituted during a game at any time the ball is dead. A substitute player shall bat in the replaced player's position in the team's batting order. A player once removed from a game shall not re enter that game. If a substitute enters the game in place of a player manager, the manager may thereafter go to the coaching lines at his discretion. When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the umpire in chief such players' positions in the team's batting order and the umpire in chief shall so notify the official scorer. If this information is not immediately given to the umpire in chief, he shall have authority to designate the substitutes' places in the batting order. A pitcher may change to another position only once during the same inning; e.g. the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning. Any player other than a pitcher substituted for an injured player shall be allowed five warm up throws. (See Rule 8.03 for pitchers.)

3.04 A player whose name is on his team's batting order may not become a substitute runner for another member of his team. This rule is intended to eliminate the practice of using so called courtesy runners. No player in the game shall be permitted to act as a courtesy runner for a teammate. No player who has been in the game and has been taken out for a substitute shall return as a courtesy runner. Any player not in the lineup, if used as a runner, shall be considered as a substitute player.

3.05 (a) The pitcher named in the batting order handed the umpire in chief, as provided in Rules 4.01 (a) and 4.01 (b), shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire in chief, incapacitates him from pitching.

(b) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness which, in the umpire in chief's judgment, incapacitates him for further play as a pitcher.

(c) If an improper substitution is made for the pitcher, the umpire shall direct the proper pitcher to return to the game until the provisions of this rule are fulfilled. If the improper pitcher is permitted to pitch, any play that results is legal. The improper pitcher becomes the proper pitcher as soon as he makes his first pitch to the batter, or as soon as any runner is put out. If a manager attempts to remove a pitcher in violation of Rule 3.05 (c) the umpire shall notify the manager of the offending club that it cannot be done. If, by chance, the umpire in chief has, through oversight, announced the incoming improper pitcher, he should still correct the situation before the improper pitcher pitches. Once the improper pitcher delivers a pitch he becomes the proper pitcher.

3.06 The manager shall immediately notify the umpire in chief of any substitution and shall state to the umpire in chief the substitute's place in the batting order. Players for whom substitutions have been made may remain with their team on the bench or may "warm up" pitchers. If a manager substitutes another player for himself, he may continue to direct his team from the bench or the coach's box. Umpires should not permit players for whom substitutes have been made, and who are permitted to remain on the bench, to address any remarks to any opposing player or manager, or to the umpires.

3.07 The umpire in chief, after having been notified, shall immediately announce, or cause to be announced, each substitution.

3.08 (a) If no announcement of a substitution is made, the substitute shall be considered as having entered the game when_

(1) If a pitcher, he takes his place on the pitcher's plate;; (2) If a batter, he takes his place in the batter's box;.

(3) If a fielder, he reaches the position usually occupied by the fielder he has replaced, and play commences;

(4) If a runner, he takes the place of the runner he has replaced.

(b) Any play made by, or on, any of the above mentioned unannounced substitutes shall be legal.

3.09 Players in uniform shall not address or mingle with spectators, nor sit in the stands before, during, or after a game. No manager, coach or player shall address any spectator before or during a game. Players of opposing teams shall not fraternize at any time while in uniform.

3.10 (a) The manager of the home team shall be the sole judge as to whether a game shall be started because of unsuitable weather conditions or the unfit condition of the playing field, except for the second game of a doubleheader. EXCEPTION: Any league may permanently authorize its president to suspend the application of this rule as to that league during the closing weeks of its championship season in order to assure that the championship is decided each year on its merits. When the postponement of, and possible failure to play, a game in the final series of a championship season between any two teams might affect the final standing of any club in the league, the president, on appeal from any league club, may assume the authority granted the home team manager by this rule.

(b) The umpire in chief of the first game shall be the sole judge as to whether the second game of a doubleheader shall not be started because of unsuitable weather conditions or the unfit condition of the playing field.

(c) The umpire in chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when the play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. He shall not call the game until at least thirty minutes after he has suspended play. He may continue the suspension as long as he believes there is any chance to resume play. The umpire in chief shall at all times try to complete a game. His authority to resume play following one or more suspensions of as much as thirty minutes each shall be absolute and he shall terminate a game only when there appears to be no possibility of completing it.

3.11 Between games of a doubleheader, or whenever a game is suspended because of the unfitness of the playing field, the umpire in chief shall have control of ground keepers and assistants for the purpose of making the playing field fit for play.

PENALTY: For violation, the umpire in chief may forfeit the game to the visiting team.

3.12 When the umpire suspends play, he shall call "Time." At the umpire's call of "Play," the suspension is lifted and play resumes. Between the call of "Time" and the call of "Play" the ball is dead.

3.13 The manager of the home team shall present to the umpire in chief and the opposing manager any ground rules he thinks necessary covering the overflow of spectators upon the playing field, batted or thrown balls into such overflow, or any other contingencies. If these rules are acceptable to the opposing manager, they shall be legal. If these rules are unacceptable to the opposing manager, the umpire in chief shall make and enforce any special ground rules he thinks are made necessary by ground conditions, which shall not conflict with the official playing rules.

3.14 Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.

3.15 No person shall be allowed on the playing field during a game except players and coaches in uniform, managers, news photographers authorized by the home team, umpires, officers of the law in uniform and watchmen or other employees of the home club. In case of unintentional interference with play by any person herein authorized to be on the playing field (except members of the offensive team participating in the game, or a coach in the coach's box, or an umpire) the ball is alive and in play. If the interference is intentional, the ball shall be dead at the moment of the interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.

NOTE: See Rule 7.11 for individuals excepted above, also see Rule 7.08 (b).

The question of intentional or unintentional interference shall be decided on the basis of the person's action. For example: a bat boy, ball attendant, policeman, etc., who tries to avoid being touched by a thrown or batted ball but still is touched by the ball would be involved in unintentional interference. If, however, he kicks the ball or picks it up or pushes it, that is considered intentional interference, regardless of what his thought may have been.

PLAY: Batter hits ball to shortstop, who fields ball but throws wild past first baseman. The offensive coach at first base, to avoid being hit by the ball, falls to the ground and the first baseman on his way to retrieve the wild thrown ball, runs into the coach; the batter runner finally ends up on third base. The question is asked whether the umpire should call interference on the part of the coach. This would be up to the judgment of the umpire and if the umpire felt that the coach did all he could to avoid interfering with the play, no interference need be called. If it appeared to the umpire that the coach was obviously just making it appear, he was trying not to interfere, the umpire should rule interference.

3.16 When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.

APPROVED RULING: If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out. There is a difference between a ball which has been thrown or batted into the stands, touching a spectator thereby being out of play even though it rebounds onto the field and a spectator going onto the field or reaching over, under or through a barrier and touching a ball in play or touching or otherwise interfering with a player. In the latter case it is clearly intentional and shall be dealt with as intentional interference as in Rule 3.15. Batter and runners shall be placed where in the umpire's judgment they would have been had the interference not occurred. No interference shall be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk. However, should a spectator reach out on the playing field side of such fence, railing or rope, and plainly prevent the fielder from catching the ball, then the batsman should be called out for the spectator's interference. Example: Runner on third base, one out and a batter hits a fly ball deep to the outfield (fair or foul). Spectator clearly interferes with the outfielder attempting to catch the fly ball. Umpire calls the batter out for spectator interference. Ball is dead at the time of the call. Umpire decides that because of the distance the ball was hit, the runner on third base would have scored after the catch if the fielder had caught the ball which was interfered with, therefore, the runner is permitted to score. This might not be the case if such fly ball was interfered with a short distance from home plate.

3.17 Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base. No one except players, substitutes, managers, coaches, trainers and bat boys shall occupy a bench during a game.

PENALTY: For violation the umpire may, after warning, remove the offender from the field. Players on the disabled list are permitted to participate in pre-game activity and sit on the bench during a game but may not take part in any activity during the game such as warming up a pitcher, bench jockeying, etc. Disabled players are not allowed to enter the playing surface at any time or for any purpose during the game.

3.18 The home team shall provide police protection sufficient to preserve order. If a person, or persons, enter the playing field during a game and interfere in any way with the play, the visiting team may refuse to play until the field is cleared.

PENALTY: If the field is not cleared in a reasonable length of time, which shall in no case be less than fifteen minutes after the visiting team's refusal to play, the umpire may forfeit the game to the visiting team.

BASEBALL RULES: 4.00 STARTING AND ENDING A GAME.

4.01 Unless the home club shall have given previous notice that the game has been postponed or will be delayed in starting, the umpire, or umpires, shall enter the playing field five minutes before the hour set for the game to begin and proceed directly to home base where they shall be met by the managers of the opposing teams. In sequence:

(a) First, the home manager shall give his batting order to the umpire in chief, in duplicate.

(b) Next, the visiting manager shall give his batting order to the umpire in chief, in duplicate.

(c) The umpire in chief shall make certain that the original and copies of the respective batting orders are identical, and then tender a copy of each batting order to the opposing manager. The copy retained by the umpire shall be the official batting order. The tender of the batting order by the umpire shall establish the batting orders. Thereafter, no substitutions shall be made by either manager, except as provided in the rules.

(d) As soon as the home team's batting order is handed to the umpire in chief the umpires are in charge of the playing field and from that moment, they shall have sole authority to determine when a game shall be called, suspended or resumed on account of weather or the condition of the playing field. Obvious errors in the batting order, which are noticed by the umpire in chief before he calls "Play" for the start of the game, should be called to the attention of the manager or captain of the team in error, so the correction can be made before the game starts. For example, if a manager has inadvertently listed only eight men in the batting order, or has listed two players with the same last name but without an identifying initial and the errors are noticed by the umpire before he calls "play," he shall cause such error or errors to be corrected before he calls "play" to start the game. Teams should not be "trapped" later by some mistake that obviously was inadvertent and which can be corrected before the game starts.

4.02 The players of the home team shall take their defensive positions, the first batter of the visiting team shall take his position in the batter's box, the umpire shall call "Play" and the game shall start.

4.03 When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be on fair territory.

(a) The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch or make a play except that when the batter is being given an intentional base on balls, the catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand.

PENALTY: Balk.

(b) The pitcher, while in the act of delivering the ball to the batter, shall take his legal position;

(c) Except the pitcher and the catcher, any fielder may station himself anywhere in fair territory;

(d) Except the batter, or a runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

4.04 The batting order shall be followed throughout the game unless a player is substituted for another. In that case the substitute shall take the place of the replaced player in the batting order.

4.05 (a) The offensive team shall station two base coaches on the field during its term at bat, one near first base and one near third base.

(b) Base coaches shall be limited to two in number and shall; (1) be in team uniform, and.

(2) remain within the coach's box at all times.

PENALTY: The offending base coach shall be removed from the game, and shall leave the playing field. It has been common practice for many years for some coaches to put one foot outside the coach's box or stand astride or otherwise be slightly outside the coaching box lines. The coach shall not be considered out of the box unless the opposing manager complains, and then, the umpire shall strictly enforce the rule and require all coaches (on both teams) to remain in the coach's box at all times. It is also common practice for a coach who has a play at his base to leave the coach's box to signal the player to slide, advance or return to a base. This may be allowed if the coach does not interfere with the play in any manner.

4.06 (a) No manager, player, substitute, coach, trainer or batboy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere:

(1) Incite, or try to incite, by word or sign a demonstration by spectators;

(2) Use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;

(3) Call "Time," or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.

(4) Make intentional contact with the umpire in any manner.

(b) No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

PENALTY: The offender shall be removed from the game and shall leave the playing field, and, if a balk is made, it shall be nullified.

4.07 When a manager, player, coach or trainer is ejected from a game, he shall leave the field immediately and take no further part in that game. He shall remain in the club house or change to street clothes and either leave the park or take a seat in the grandstand well removed from the vicinity of his team's bench or bullpen. If a manager, coach or player is under suspension he may not be in the dugout or press box during the course of a game.

4.08 When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues:

PENALTY: The umpire shall order the offenders from the bench to the club house. If he is unable to detect the offender, or offenders, he may clear the bench of all substitute players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

4.09 HOW A TEAM SCORES.

(a) One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three men are put out to end the inning.

EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made

(1) by the batter runner before he touches first base;; (2) by any runner being forced out; or.

(3) by a preceding runner who is declared out because he failed to touch one of the bases.

(b) When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter or any other play with the bases full which forces the runner on third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter runner has touched first base. An exception will be if fans rush onto the field and physically prevent the runner from touching home plate or the batter from touching first base. In such cases, the umpires shall award the runner the base because of the obstruction by the fans.

PENALTY: If the runner on third refuses to advance to and touch home base in a reasonable time, the umpire shall disallow the run, call out the offending player and order the game resumed. If, with two out, the batter runner refuses to advance to and touch first base, the umpire shall disallow the run, call out the offending player, and order the game resumed. If, before two are out, the batter runner refuses to advance to and touch first base, the run shall count, but the offending player shall be called out. Approved Ruling: No run shall score during a play in which the third out is made by the batter runner before he touches first base. Example: One out, Jones on second, Smith on first. The batter, Brown, hits safely. Jones scores. Smith is out on the throw to the plate. Two outs. But Brown missed first base. The ball is thrown to first, an appeal is made, and Brown is out. Three outs. Since Jones crossed the plate during a play in which the third out was made by the batter runner before he touched first base, Jones' run does not count. Approved Ruling: Following runners are not affected by an act of a preceding runner unless two are out. Example: One out, Jones on second, Smith on first, and batter, Brown, hits home run inside the park. Jones fails to touch third on his way to the plate. Smith and Brown score. The defense holds the ball on third, appeals to umpire, and Jones is out. Smith's and Brown's runs count. Approved Ruling: Two out, Jones on second, Smith on first and batter, Brown, hits home run inside the park. All three runs cross the plate. But Jones missed third base, and on appeal is declared out. Three outs. Smith's and Brown's runs are voided. No score on the play. Approved Ruling: One out, Jones on third, Smith on second. Batter Brown flies out to center. Two out. Jones scores after catch and Smith scores on bad throw to plate. But Jones, on appeal, is adjudged to have left third before the catch and is out. Three outs. No runs. Approved Ruling: Two out, bases full, batter hits home run over fence. Batter, on appeal, is declared out for missing first base. Three outs. No run counts. Here is a general statement that covers: When a runner misses a base and a fielder holds the ball on a missed base, or on the base originally occupied by the runner if a fly ball is caught, and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal; all runners may score if possible, except that with two out the runner is out at the moment he misses the bag, if an appeal is sustained as applied to the following runners. Approved Ruling: One out, Jones on third, Smith on first, and Brown flies out to right field. Two outs. Jones tags up and scores after the catch. Smith attempted to return to first but the right fielder's throw beat him to the base. three outs. But Jones scored before the throw to catch Smith reached first base, hence Jones' run counts. It was not a force play.

4.10 (a) A regulation game consists of nine innings, unless extended because of a tie score, or shortened

(1) because the home team needs none of its half of the ninth inning or only a fraction of it, or

(2) because the umpire calls the game.

EXCEPTION: National Association leagues may adopt a rule providing that one or both games of a doubleheader shall be seven innings in length. In such games, any of these rules applying to the ninth inning shall apply to the seventh inning.

(b) If the score is tied after nine completed innings play shall continue until

(1) the visiting team has scored more total runs than the home team at the end of a completed inning, or

(2) the home team scores the winning run in an uncompleted inning.

(c) If a game is called, it is a regulation game:; (1) If five innings have been completed;.

(2) If the home team has scored more runs in four or four and a fraction half innings than the visiting team has scored in five completed half innings;

(3) If the home team scores one or more runs in its half of the fifth inning to tie the score.

(d) If each team has the same number of runs when the game ends, the umpire shall declare it a "Tie Game."

(e) If a game is called before it has become a regulation game, the umpire shall declare it "No Game."

(f) Rain checks will not be honored for any regulation or suspended game which has progressed to or beyond a point of play described in 4.10(c)

4.11 The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

(a) The game ends when the visiting team completes its half of the ninth inning if the home team is ahead.

(b) The game ends when the ninth inning is completed, if the visiting team is ahead.

(c) If the home team scores the winning run in its half of the ninth inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored.

EXCEPTION: If the last batter in a game hits a home run out of the playing field, the batter runner and all runners on base are permitted to score, in accordance with the base running rules, and the game ends when the batter runner touches home plate.

APPROVED RULING: The batter hits a home run out of the playing field to win the game in the last half of the ninth or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.

(d) A called game ends at the moment the umpire terminates play.

EXCEPTION: If the game is called while an inning is in progress and before it is completed, the game becomes a SUSPENDED game in each of the following situations:

(1) The visiting team has scored one or more runs to tie the score and the home team has not scored;

(2) The visiting team has scored one or more runs to take the lead and the home team has not tied the score or retaken the lead. National Association Leagues may also adopt the following rules for suspended

games in addition to 4.11 (d) (1) & (2) above. (If adopted by a National Association League, Rule 4.10 (c) (d) & (e) would not apply to their games.):

(3) The game has not become a regulation game (4 1/2 innings with the home team ahead, or 5 innings with the visiting club ahead or tied).

(4) Any regulation game tied at the point play is stopped because of weather, curfew or other reason.

(5) If a game is suspended before it becomes a regulation game, and is continued prior to another regularly scheduled game, the regularly scheduled game will be limited to seven innings.

(6) If a game is suspended after it is a regulation game, and is continued prior to another regularly scheduled game, the regularly scheduled game will be a nine-inning game.

EXCEPTION: The above sections (3), (4), (5) & (6) will not apply to the last scheduled game between the two teams during the championship season, or League Playoffs. Any suspended game not completed prior to the last scheduled game between the two teams during the championship season, will become a called game.

4.12 SUSPENDED GAMES.

(a) A league shall adopt the following rules providing for completion at a future date of games terminated for any of the following reasons:

(1) A curfew imposed by law;; (2) A time limit permissible under league rules;.

(3) Light failure or malfunction of a mechanical field device under control of the home club. (Mechanical field device shall include automatic tarpaulin or water removal equipment).

(4) Darkness, when a law prevents the lights from being turned on.

(5) Weather, if the game is called while an inning is in progress and before it is completed, and one of the following situations prevails:

(i) The visiting team has scored one or more runs to tie the score, and the home team has not scored.

(ii) The visiting team has scored one or more runs to take the lead, and the home team has not tied the score or retaken the lead.

(b) Such games shall be known as suspended games. No game called because of a curfew, weather, or a time limit shall be a suspended game unless it has progressed far enough to have been a regulation game under the provisions of Rule 4.10. A game called under the provisions of 4.12(a), (3) or (4) shall be a suspended game at any time after it starts.

NOTE: Weather and similar conditions_4.12 (a) (1 through 5)_shall take precedence in determining whether a called game shall be a suspended game. A game can only be considered a suspended game if stopped for any of the five (5) reasons specified in Section (a). Any regulation game called due to weather with the score tied (unless situation outlined in 4.12 (a) (5) (i) prevails) is a tie game and must be replayed in its entirety.

(c) A suspended game shall be resumed and completed as follows:.

(1) Immediately preceding the next scheduled single game between the two clubs on the same grounds; or

(2) Immediately preceding the next scheduled doubleheader between the two clubs on the same grounds, if no single game remains on the schedule; or

(3) If suspended on the last scheduled date between the two clubs in that city, transferred and played on the grounds of the opposing club, if possible;

(i) Immediately preceding the next scheduled single game, or.

(ii) Immediately preceding the next scheduled doubleheader, if no single game remains on the schedule.

(4) If a suspended game has not been resumed and completed on the last date scheduled for the two clubs, it shall be a called game.

(d) A suspended game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing substitution. Any player may be replaced by a player who had not been in the game prior to the suspension. No player removed before the suspension may be returned to the lineup. A player who was not with the club when the game was suspended may be used as a substitute, even if he has taken the place of a player no longer with the club who would not have been eligible because he had been removed from the lineup before the game was suspended. If immediately prior to the call of a suspended game, a substitute pitcher has been announced but has not retired the side or pitched until the batter becomes a baserunner, such pitcher, when the suspended game is later resumed may, but is not required to start the resumed portion of the game. However, if he does not start he will be considered as having been substituted for and may not be used in that game.

(e) Rain checks will not be honored for any regulation or suspended game which has progressed to or beyond a point of play described in 4.10 (c).

4.13 RULES GOVERNING DOUBLEHEADERS.

(a) (1) Only two championship games shall be played on one date. Completion of a suspended game shall not violate this rule.

(2) If two games are scheduled to be played for one admission on one date, the first game shall be the regularly scheduled game for that date.

(b) After the start of the first game of a doubleheader, that game shall be completed before the second game of the doubleheader shall begin.

(c) The second game of a doubleheader shall start twenty minutes after the first game is completed, unless a longer interval (not to exceed thirty minutes) is declared by the umpire in chief and announced to the opposing managers at the end of the first game.

EXCEPTION: If the league president has approved a request of the home club for a longer interval between games for some special event, the umpire in chief shall declare such longer interval and announce it to the opposing managers. The umpire in chief of the first game shall be the timekeeper controlling the interval between games.

(d) The umpire shall start the second game of a doubleheader, if at all possible, and play shall continue as long as ground conditions, local time restrictions, or weather permit.

(e) When a regularly scheduled doubleheader is delayed in starting for any cause, any game that is started is the first game of the doubleheader.

(f) When a rescheduled game is part of a doubleheader the rescheduled game shall be the second game, and the first game shall be the regularly scheduled game for that date.

4.14 The umpire in chief shall order the playing field lights turned on whenever in his opinion darkness makes further play in daylight hazardous.

4.15 A game may be forfeited to the opposing team when a team:.

(a) Fails to appear upon the field, or being upon the field, refuses to start play within five minutes after the umpire has called "Play" at the appointed hour for beginning the game, unless such delayed appearance is, in the umpire's judgment, unavoidable;

(b) Employs tactics palpably designed to delay or shorten the game;.

(c) Refuses to continue play during a game unless the game has been suspended or terminated by the umpire;

(d) Fails to resume play, after a suspension, within one minute after the umpire has called "Play;"

(e) After warning by the umpire, willfully and persistently violates any rules of the game;

(f) Fails to obey within a reasonable time the umpire's order for removal of a player from the game;

(g) Fails to appear for the second game of a doubleheader within twenty minutes after the close of the first game unless the umpire in chief of the first game shall have extended the time of the intermission.

4.16 A game shall be forfeited to the visiting team if, after it has been suspended, the order of the umpire to groundskeepers respecting preparation of the field for resumption of play are not complied with.

4.17 A game shall be forfeited to the opposing team when a team is unable or refuses to place nine players on the field.

4.18 If the umpire declares a game forfeited he shall transmit a written report to the league president within twenty four hours thereafter, but failure of such transmittal shall not affect the forfeiture.

4.19 PROTESTING GAMES. Each league shall adopt rules governing procedure for protesting a game, when a manager claims that an umpire's decision is in violation of these rules. No protest shall ever be permitted on judgment decisions by the umpire. In all protested games, the decision of the League President shall be final. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the League President the violation adversely affected the protesting team's chances of winning the game. Whenever a manager protests a game because of alleged misapplication of the rules the protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch is made or a runner is retired. A protest arising on a game ending play may be filed until 12 noon the following day with the League Office.

BASEBALL RULES: 5.00 PUTTING THE BALL IN PLAY LIVE BALL; 5.01 At the time set for beginning the game the umpire shall call "Play.".

5.02 After the umpire calls "Play" the ball is alive and in play and remains alive and in play until for legal cause, or at the umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to a balk, an overthrow, interference, or a home run or other fair ball hit out of the playing field). Should a ball come partially apart in a game, it is in play until the play is completed.

5.03 The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as he chooses.

5.04 The offensive team's objective is to have its batter become a runner, and its runners advance.

5.05 The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.

5.06 When a batter becomes a runner and touches all bases legally he shall score one run for his team. A run legally scored cannot be nullified by subsequent action of the runner, such as but not limited to an effort to return to third base in the belief that he had left the base before a caught fly ball.

5.07 When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

5.08 If a thrown ball accidently touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the coach interferes with a thrown ball, the runner is out.

5.09 The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when-

(a) A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance;

(b) The plate umpire interferes with the catcher's throw; runners may not advance.

NOTE: The interference shall be disregarded if the catcher's throw retires the runner.

(c) A balk is committed; runners advance; (See Penalty 8.05).

(d) A ball is illegally batted; runners return;.

(e) A foul ball is not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases;

(f) A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher; If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then caught by an infielder it shall not be a catch, but the ball shall remain in play. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the

ball is in play and the umpire shall not declare the runner out. In making such decision the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance if forced;

(g) A pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, runners advance one base; If a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is "dead" and the batsman cannot be called out. The same shall apply where such foul tip lodges in the umpire's mask or other paraphernalia. If a third strike (not a foul tip) passes the catcher and hits an umpire, the ball is in play. If such ball rebounds and is caught by a fielder before it touches the ground, the batsman is not out on such a catch, but the ball remains in play and the batsman may be retired at first base, or touched with the ball for the out. If a pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, on the third strike or fourth ball, then the batter is entitled to first base and all runners advance one base. If the count on the batter is less than three balls, runners advance one base.

(h) Any legal pitch touches a runner trying to score; runners advance.

5.10 The ball becomes dead when an umpire calls "Time." The umpire in chief shall call "Time"-

(a) When in his judgment weather, darkness or similar conditions make immediate further play impossible;

(b) When light failure makes it difficult or impossible for the umpires to follow the play;

NOTE: A league may adopt its own regulations governing games interrupted by light failure.

(c) When an accident incapacitates a player or an umpire;.

(1) If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play.

(d) When a manager requests "Time" for a substitution, or for a conference with one of his players.

(e) When the umpire wishes to examine the ball, to consult with either manager, or for any similar cause.

(f) When a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field. As pertains to runners, the provisions of 7.04 (c) shall prevail. If a fielder after making a catch steps into a bench, but does not fall, the ball is in play and runners may advance at their own peril.

(g) When an umpire orders a player or any other person removed from the playing field.

(h) Except in the cases stated in paragraphs (b) and (c) (1) of this rule, no umpire shall call "Time" while a play is in progress.

5.11 After the ball is dead, play shall be resumed when the pitcher takes his place on the pitcher's plate with a new ball or the same ball in his possession and the plate umpire calls "Play." The plate umpire shall call "Play" as soon as the pitcher takes his place on his plate with the ball in his possession.

BASEBALL RULES: 6.00 THE BATTER.

6.01 (a) Each player of the offensive team shall bat in the order that his name appears in his team's batting order.

(b) The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.

6.02 (a) The batter shall take his position in the batter's box promptly when it is his time at bat.

(b) The batter shall not leave his position in the batter's box after the pitcher comes to Set Position, or starts his windup.

PENALTY: If the pitcher pitches, the umpire shall call "Ball" or "Strike," as the case may be. The batter leaves the batter's box at the risk of having a strike delivered and called, unless he requests the umpire to call "Time." The batter is not at liberty to step in and out of the batter's box at will. Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box in order to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpires, weather conditions warrant an exception. Umpires will not call "Time" at the request of the batter or any member of his team once the pitcher has started his windup or has come to a set position even though the batter claims "dust in his eyes," "steamed glasses," "didn't get the sign" or for any other cause. Umpires may grant a hitter's request for "Time" once he is in the batter's box, but the umpire should eliminate hitters walking out of the batter's box without reason. If umpires are not lenient, batters will understand that they are in the batter's box and they must remain there until the ball is pitched. If pitcher delays once the batter is in his box and the umpire feels that the delay is not justified he may allow the batter to step out of the box momentarily. If after the pitcher starts his windup or comes to a "set position" with a runner on, he does not go through with his pitch because the batter has stepped out of the box, it shall not be called a balk. Both the pitcher and batter have violated a rule and the umpire shall call time and both the batter and pitcher start over from "scratch."

(c) If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take his proper position after any such pitch, and the regular ball and strike count shall continue, but if he does not take his proper position before three strikes are called, he shall be declared out.

6.03 The batter's legal position shall be with both feet within the batter's box.

APPROVED RULING: The lines defining the box are within the batter's box.

6.04 A batter has legally completed his time at bat when he is put out or becomes a runner.

6.05 A batter is out when-.

(a) His fair or foul fly ball (other than a foul tip) is legally caught by a fielder;

(b) A third strike is legally caught by the catcher; "Legally caught" means in the catcher's glove before the ball touches the ground. It is not legal if the ball lodges in his clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound. If a foul tip first strikes the catcher's glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher's glove or hand first.

(c) A third strike is not caught by the catcher when first base is occupied before two are out;

(d) He bunts foul on third strike;; (e) An Infield Fly is declared;; (f) He attempts to hit a third strike and the ball touches him;; (g) His fair ball touches him before touching a fielder;.

(h) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play; If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference called. If batted ball hits part of broken bat in foul territory, it is a foul ball. If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not. In cases where the batting helmet is accidently hit with a batted or thrown ball, the ball remains in play the same as if it has not hit the helmet. If a batted ball strikes a batting helmet or any other object foreign to the natural ground while on foul territory, it is a foul ball and the ball is dead. If, in the umpire's judgment, there is intent on the part of a baserunner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball dead and runners would return to last base legally touched.

(i) After hitting or bunting a foul ball, he intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;

(j) After a third strike or after he hits a fair ball, he or first base is tagged before he touches first base;

(k) In running the last half of the distance from home base to first base, while the ball is being fielded to first base, he runs outside (to the right of) the three foot line, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base; except that he may run outside (to the right of) the three foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball;

(l) An infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third base occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases;

APPROVED RULING: In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies.

(m)A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play: The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. Obviously, this is an umpire's judgment play.

(n) With two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the batter's strike zone. The umpire shall call "Strike Three," the batter is out and the run shall not count; before two are out, the umpire shall call "Strike Three," the ball is dead, and the run counts.

6.06 A batter is out for illegal action when-.

(a) He hits a ball with one or both feet on the ground entirely outside the batter's box. If a batter hits a ball fair or foul while out of the batter's box, he shall be called out. Umpires should pay particular attention to the

position of the batter's feet if he attempts to hit the ball while he is being intentionally passed. A batter cannot jump or step out of the batter's box and hit the ball.

(b) He steps from one batter's box to the other while the pitcher is in position ready to pitch;

(c) He interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

EXCEPTION: Batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference. If the batter interferes with the catcher, the plate umpire shall call "interference." The batter is out and the ball dead. No player may advance on such interference (offensive interference) and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference. If, however, the catcher makes a play and the runner attempting to advance is put out, it is to be assumed there was no actual interference and that runner is out not the batter. Any other runners on the base at the time may advance as the ruling is that there is no actual interference if a runner is retired. In that case play proceeds just as if no violation had been called. If a batter strikes at a ball and misses and swings so hard he carries the bat all the way around and, in the umpire's judgment, unintentionally hits the catcher or the ball in back of him on the backswing before the catcher has securely held the ball, it shall be called a strike only (not interference). The ball will be dead, however, and no runner shall advance on the play.

(d) He uses or attempts to use a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball. This includes, bats that are filled, flat surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc. No advancement on the bases will be allowed and any out or outs made during a play shall stand. In addition to being called out, the player shall be ejected from the game and may be subject to additional penalties as determined by his League President.

6.07 BATTING OUT OF TURN.

(a) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place. (1) The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

(b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise.

NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal.

(c) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat become legal.

(d) (1) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out;

(2) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter. The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams. There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

APPROVED RULING.

To illustrate various situations arising from batting out of turn, assume a first inning batting order as follows: Abel Baker Charles Daniel Edward Frank George Hooker Irwin.

PLAY (1). Baker bats. With the count 2 balls and 1 strike, (a) the offensive team discovers the error or (b) the defensive team appeals. RULING: In either case, Abel replaces Baker, with the count on him 2 balls and 1 strike.

PLAY (2). Baker bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles. RULING: (a) Abel is called out and Baker is the proper batter; (b) Baker stays on second and Charles is the proper batter.

PLAY (3). Abel walks. Baker walks. Charles forces Baker. Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third. The defensive team appeals (a) immediately or (b) after a pitch to Daniel. RULING: (a) Abel's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because his advance to third resulted from the improper batter batting a ball. Daniel is called out, and Edward is the proper batter; (b) Abel's run counts and Charles stays on third. The proper batter is Frank.

PLAY (4). With the bases full and two out. Hooker bats in Frank's turn, and triples, scoring three runs. The defensive team appeals (a) immediately, or (b) after a pitch to George. RULING: (a) Frank is called out and no runs score. George is the proper batter to lead off the second inning; (b) Hooker stays on third and three runs score. Irwin is the proper batter.

PLAY (5). After Play (4) (b) above, George continues at bat. (a) Hooker is picked off third base for the third out, or (b) George flies out, and no appeal is made. Who is the proper leadoff batter in the second inning? RULING: (a) Irwin. He became the proper batter as soon as the first pitch to George legalized Hooker's triple; (b) Hooker. When no appeal was made, the first pitch to the leadoff batter of the opposing team legalized George's time at bat.

PLAY (6). Daniel walks and Abel comes to bat. Daniel was an improper batter, and if an appeal is made before the first pitch to Abel, Abel is out, Daniel is removed from base, and Baker is the proper batter. There is no appeal, and a pitch is made to Abel. Daniel's walk is now legalized, and Edward thereby becomes the

proper batter. Edward can replace Abel at any time before Abel is put out or becomes a runner. He does not do so. Abel flies out, and Baker comes to bat. Abel was an improper batter, and if an appeal is made before the first pitch to Baker, Edward is out, and the proper batter is Frank. There is no appeal, and a pitch is made to Baker. Abel's out is now legalized, and the proper batter is Baker. Baker walks. Charles is the proper batter. Charles flies out. Now Daniel is the proper batter, but he is on second base. Who is the proper batter? RULING: The proper batter is Edward. When the proper batter is on base, he is passed over, and the following batter becomes the proper batter.

6.08 The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when-

(a) Four "balls" have been called by the umpire; A batter who is entitled to first base because of a base on balls must go to first base and touch the base before other base runners are forced to advance. This applies when bases are full and applies when a substitute runner is put into the game. If, in advancing, the base runner thinks there is a play and he slides past the base before or after touching it he may be put out by the fielder tagging him. If he fails to touch the base to which he is entitled and attempts to advance beyond that base he may be put out by tagging him or the base he missed.

(b) He is touched by a pitched ball which he is not attempting to hit unless

(1) The ball is in the strike zone when it touches the batter, or.

(2) The batter makes no attempt to avoid being touched by the ball; If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if he makes no attempt to avoid being touched.

APPROVED RULING: When the batter is touched by a pitched ball which does not entitle him to first base, the ball is dead and no runner may advance.

(c) The catcher or any fielder interferes with him. If a play follows the interference, the manager of the offense may advise the plate umpire that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference. If catcher's interference is called with a play in progress the umpire will allow the play to continue because the manager may elect to take the play. If the batter runner missed first base, or a runner misses his next base, he shall be considered as having reached the base, as stated in Note of Rule 7.04

(d). Examples of plays the manager might elect to take:.

Runner on third, one out, batter hits fly ball to the outfield on which the runner scores but catcher's interference was called. The offensive manager may elect to take the run and have batter called out or have runner remain at third and batter awarded first base.

Runner on second base. Catcher interferes with batter as he bunts ball fairly sending runner to third base. The manager may rather have runner on third base with an out on the play than have runners on second and first. In situations where the manager wants the "interference" penalty to apply, the following interpretation shall be made of 6.08 (c): If the catcher (or any fielder) interferes with the batter, the batter is

awarded first base. If, on such interference a runner is trying to score by a steal or squeeze from third base, the ball is dead and the runner on third scores and batter is awarded first base. If the catcher interferes with the batter with no runners trying to score from third on a squeeze or steal, then the ball is dead, batter is awarded first base and runners who are forced to advance, do advance. Runners not attempting to steal or not forced to advance remain on the base they occupied at the time of the interference. If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference on the batter under Rule 6.08 (c). In such cases, the umpire shall call "Time" and the pitcher and batter start over from "scratch."

(d) A fair ball touches an umpire or a runner on fair territory before touching a fielder. If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

6.09 The batter becomes a runner when-; (a) He hits a fair ball;; (b) The third strike called by the umpire is not caught, providing; (1) first base is unoccupied, or.

(2) first base is occupied with two out; When a batter becomes a base runner on a third strike not caught by the catcher and starts for the dugout, or his position, and then realizes his situation and attempts then to reach first base, he is not out unless he or first base is tagged before he reaches first base. If, however, he actually reaches the dugout or dugout steps, he may not then attempt to go to first base and shall be out.

(c) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory;

(d) A fair ball passes over a fence or into the stands at a distance from home base of 250 feet or more. Such hit entitles the batter to a home run when he shall have touched all bases legally. A fair fly ball that passes out of the playing field at a point less than 250 feet from home base shall entitle the batter to advance to second base only;

(e) A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and the runners shall be entitled to advance two bases;

(f) Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases;

(g) Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;

(h) Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 250 feet from home plate, the batter shall be entitled to two bases only.

6.10 Any League may elect to use the Designated Hitter Rule.

(a) In the event of inter league competition between clubs of Leagues using the Designated Hitter Rule and clubs of Leagues not using the Designated Hitter Rule, the rule will be used as follows:

In World Series or exhibition games, the rule will be used or not used as is the practice of the home team.

In All Star games, the rule will only be used if both teams and both Leagues so agree.

(b) The Rule provides as follows: A hitter may be designated to bat for the starting pitcher and all subsequent pitchers in any game without otherwise affecting the status of the pitcher(s) in the game. A Designated Hitter for the pitcher must be selected prior to the game and must be included in the lineup cards presented to the Umpire in Chief. The designated hitter named in the starting lineup must come to bat at least one time, unless the opposing club changes pitchers. It is not mandatory that a club designate a hitter for the pitcher, but failure to do so prior to the game precludes the use of a Designated Hitter for that game. Pinch hitters for a Designated Hitter may be used. Any substitute hitter for a Designated Hitter becomes the Designated Hitter. A replaced Designated Hitter shall not re enter the game in any capacity. The Designated Hitter may be used defensively, continuing to bat in the same position in the batting order, but the pitcher must then bat in the place of the substituted defensive player, unless more than one substitution is made, and the manager then must designate their spots in the batting order. A runner may be substituted for the Designated Hitter and the runner assumes the role of Designated Hitter. A Designated Hitter may not pinch run. A Designated Hitter is "locked" into the batting order. No multiple substitutions may be made that will alter the batting rotation of the Designated Hitter. Once the game pitcher is switched from the mound to a defensive position this move shall terminate the Designated Hitter role for the remainder of the game. Once a pinch hitter bats for any player in the batting order and then enters the game to pitch, this move shall terminate the Designated Hitter role for the remainder of the game. Once the game pitcher bats for the Designated Hitter this move shall terminate the Designated Hitter role for the remainder of the game. (The game pitcher may only pinch hit for the Designated Hitter). Once a Designated Hitter assumes a defensive position this move shall terminate the Designated Hitter role for the remainder of the game. A substitute for the Designated Hitter need not be announced until it is the Designated Hitter's turn to bat.

BASEBALL RULES: 7.00 THE RUNNER.

7.01 A runner acquires the right to an unoccupied base when he touches it before he is out. He is then entitled to it until he is put out, or forced to vacate it for another runner legally entitled to that base. If a runner legally acquires title to a base, and the pitcher assumes his pitching position, the runner may not return to a previously occupied base.

7.02 In advancing, a runner shall touch first, second, third and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to his original base.

7.03 Two runners may not occupy a base, but if, while the ball is alive, two runners are touching a base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

7.04 Each runner, other than the batter, may without liability to be put out, advance one base when-

(a) There is a balk;.

(b) The batter's advance without liability to be put out forces the runner to vacate his base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has

passed a fielder, if the runner is forced to advance; A runner forced to advance without liability to be put out may advance past the base to which he is entitled only at his peril. If such a runner, forced to advance, is put out for the third out before a preceding runner, also forced to advance, touches home plate, the run shall score. Play. Two out, bases full, batter walks but runner from second is overzealous and runs past third base toward home and is tagged out on a throw by the catcher. Even though two are out, the run would score on the theory that the run was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base.

(c) A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field; A fielder or catcher may reach or step into, or go into the dugout with one or both feet to make a catch, and if he holds the ball, the catch shall be allowed. Ball is in play. If the fielder or catcher, after having made a legal catch, should fall into a stand or among spectators or into the dugout after making a legal catch.

h, or fall while in the dugout after making a legal catch, the ball is dead and runners advance one base without liability to be put out.

(d) While he is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.

NOTE: When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches the base to which he is entitled, and the runner fails to touch the base to which he is entitled before attempting to advance to the next base, the runner shall forfeit his exemption from liability to be put out, and he may be put out by tagging the base or by tagging the runner before he returns to the missed base.

7.05 Each runner including the batter runner may, without liability to be put out, advance-

(a) To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touched all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap, or any article of his apparel;

(b) Three bases, if a fielder deliberately touches a fair ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play and the batter may advance to home base at his peril;

(c) Three bases, if a fielder deliberately throws his glove at and touches a fair ball. The ball is in play and the batter may advance to home base at his peril.

(d) Two bases, if a fielder deliberately touches a thrown ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play;

(e) Two bases, if a fielder deliberately throws his glove at and touches a thrown ball. The ball is in play; In applying (b c d e) the umpire must rule that the thrown glove or detached cap or mask has touched the ball. There is no penalty if the ball is not touched. Under (c e) this penalty shall not be invoked against a fielder whose glove is carried off his hand by the force of a batted or thrown ball, or when his glove flies off his hand as he makes an obvious effort to make a legitimate catch.

(f) Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or

vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;

(g) Two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made;

APPROVED RULING: If all runners, including the batter runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made. In certain circumstances it is impossible to award a runner two bases. Example: Runner on first. Batter hits fly to short right. Runner holds up between first and second and batter comes around first and pulls up behind him. Ball falls safely. Outfielder, in throwing to first, throws ball into stand.

APPROVED RULING: Since no runner, when the ball is dead, may advance beyond the base to which he is entitled, the runner originally on first base goes to third base and the batter is held at second base. The term "when the wild throw was made" means when the throw actually left the player's hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into the stands. The position of the batter runner at the time the wild throw left the thrower's hand is the key in deciding the award of bases. If the batter runner has not reached first base, the award is two bases at the time the pitch was made for all runners. The decision as to whether the batter runner has reached first base before the throw is a judgment call. If an unusual play arises where a first throw by an infielder goes into stands or dugout but the batter did not become a runner (such as catcher throwing ball into stands in attempt to get runner from third trying to score on passed ball or wild pitch) award of two bases shall be from the position of the runners at the time of the throw. (For the purpose of Rule 7.05 (g) a catcher is considered an infielder.)

PLAY. Runner on first base, batter hits a ball to the shortstop, who throws to second base too late to get runner at second, and second baseman throws toward first base after batter has crossed first base. Ruling Runner at second scores. (On this play, only if batter runner is past first base when throw is made is, he awarded third base.)

(h) One base, if a ball, pitched to the batter, or thrown by the pitcher from his position on the pitcher's plate to a base to catch a runner, goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead;

APPROVED RULING: When a wild pitch or passed ball goes through or by the catcher, or deflects off the catcher, and goes directly into the dugout, stands, above the break, or any area where the ball is dead, the awarding of bases shall be one base. One base shall also be awarded if the pitcher while in contact with the rubber, throws to a base, and the throw goes directly into the stands or into any area where the ball is dead. If, however, the pitched or thrown ball goes through or by the catcher or through the fielder, and remains on the playing field, and is subsequently kicked or deflected into the dugout, stands or other area where the ball is dead, the awarding of bases shall be two bases from position of runners at the time of the pitch or throw.

(i) One base, if the batter becomes a runner on Ball Four or Strike Three, when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia. If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter runner shall be entitled to first base only. The fact a runner is awarded a base or bases without liability to be put out does not relieve him of the responsibility to touch the base he is awarded and all intervening bases. For example: batter hits a ground ball which an infielder throws into the stands but the batter runner missed first base. He may be called out on appeal for missing first base after the ball is put in play even though he was "awarded" second base. If a runner is forced to return to a base after a catch, he must retouch his original base even though, because of some ground rule or other rule, he is awarded additional bases. He may retouch while the ball is dead and the award is then made from his original base.

7.06 When obstruction occurs, the umpire shall call or signal "Obstruction."

(a) If a play is being made on the obstructed runner, or if the batter runner is obstructed before he touches first base, the ball is dead and all runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out. When a play is being made on an obstructed runner, the umpire shall signal obstruction in the same manner that he calls "Time," with both hands overhead. The ball is immediately dead when this signal is given; however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had not obstruction occurred. On a play where a runner was trapped between second and third and obstructed by the third baseman going into third base while the throw is in flight from the shortstop, if such throw goes into the dugout the obstructed runner is to be awarded home base. Any other runners on base in this situation would also be awarded two bases from the base they last legally touched before obstruction was called.

(b) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in his judgment will nullify the act of obstruction. Under 7.06 (b) when the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpire's judgment, he would have been awarded because of being obstructed, he does so at his own peril and may be tagged out. This is a judgment call.

NOTE: The catcher, without the ball in his possession, has no right to block the pathway of the runner attempting to score. The base line belongs to the runner and the catcher should be there only when he is fielding a ball or when he already has the ball in his hand.

7.07 If, with a runner on third base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of home base without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead.

7.08 Any runner is out when-.

(a) (1) He runs more than three feet away from a direct line between bases to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball; or

(2) after touching first base, he leaves the baseline, obviously abandoning his effort to touch the next base; Any runner after reaching first base who leaves the baseline heading for his dugout or his position believing that there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning his efforts to run the bases. Even though an out is called, the ball remains in play in regard to any other runner. This rule also covers the following and similar plays: Less than two out, score tied last of ninth inning, runner on first, batter hits a ball out of park for winning run, the runner on first passes second and thinking the home run automatically wins the game, cuts across diamond toward his bench as batter runner circles bases. In this case, the base runner would be called out "for abandoning his effort to touch the next base" and batter runner permitted to continue around bases to make his home run valid. If there are two out, home run would not count (see Rule 7.12). This is not an appeal play.

PLAY. Runner believing, he is called out on a tag at first or third base starts for the dugout and progresses a reasonable distance still indicating by his actions that he is out, shall be declared out for abandoning the bases. In the above two plays the runners are considered actually abandoning their base paths and are treated differently than the batter who struck out as described. APPROVED RULING OF 7.08 (a).

APPROVED RULING: When a batter becomes a runner on third strike not caught, and starts for his bench or position, he may advance to first base at any time before he enters the bench. To put him out, the defense must tag him or first base before he touches first base.

(b) He intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball; A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not. If, however, the runner has contact with a legally occupied base when he hinders the fielder, he shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs on fair or foul territory, is intentional. If the umpire declares the hindrance intentional, the following penalty shall apply: With less than two out, the umpire shall declare both the runner and batter out. With two out, the umpire shall declare the batter out. If, in a run down between third base and home plate, the succeeding runner has advanced and is standing on third base when the runner in a run-down is called out for offensive interference, the umpire shall send the runner standing on third base back to second base. This same principle applies if there is a run-down between second and third base and succeeding runner has reached second (the reasoning is that no runner shall advance on an interference play and a runner is considered to occupy a base until he legally has reached the next succeeding base).

(c) He is tagged, when the ball is alive, while off his base. EXCEPTION: A batter runner cannot be tagged out after overrunning or oversliding first base if he returns immediately to the base;

APPROVED RULING: (1) If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if he had reached the base safely.

APPROVED RULING: (2) If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, he touches or occupies the point marked by the dislodged bag.

(d) He fails to retouch his base after a fair or foul ball is legally caught before he, or his base, is tagged by a fielder. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play; Runners need not "tag up" on a foul tip. They may steal on a foul tip. If a so-called tip is not caught, it becomes an ordinary foul. Runners then return to their bases.

(e) He fails to reach the next base before a fielder tags him or the base, after he has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which he is forced to advance, and if he overslides or overruns the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced;

PLAY. Runner on first and three balls on batter: Runner steals on the next pitch, which is fourth ball, but after having touched second he overslides or overruns that base. Catcher's throw catches him before he can return. Ruling is that runner is out. (Force out is removed.) Oversliding and overrunning situations arise at bases other than first base. For instance, before two are out, and runners on first and second, or first, second and third, the ball is hit to an infielder who tries for the double play. The runner on first beats the throw to second base but overslides the base. The relay is made to first base and the batter runner is out. The first baseman, seeing the runner at second base off the bag, makes the return throw to second and the runner is tagged off the base. Meanwhile runners have crossed the plate. The question is: Is this a force play? Was the force removed when the batter runner was out at first base? Do the runs that crossed the plate during this play and before the third out was made when the runner was tagged at second, count? Answer: The runs score. It is not a force play. It is a tag play.

(f) He is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, nor runners advance, except runners forced to advance.

EXCEPTION:.

If a runner is touching his base when touched by an Infield Fly, he is not out, although the batter is out; If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead. If runner is touched by an Infield Fly when he is not touching his base, both runner and batter are out.

(g) He attempts to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts;

(h) He passes a preceding runner before such runner is out;.

(i) After he has acquired legal possession of a base, he runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out; If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base he last touched, he may be put out running back to that base, but if he reaches the previously occupied base safely he cannot be put out while in contact with that base.

(j) He fails to return at once to first base after overrunning or oversliding that base. If he attempts to run to second, he is out when tagged. If, after overrunning or oversliding first base he starts toward the dugout, or toward his position, and fails to return to first base at once, he is out, on appeal, when he or the base is tagged; Runner who touches first base in overrunning and is declared safe by the umpire has, within the intent of Rule 4.09 (a) "reached first base" and any run which scores on such a play counts, even though the runner subsequently becomes the third out for failure to return "at once," as covered in Rule 7.08 (j).

(k) In running or sliding for home base, he fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his hand, while touching home base, and appeals to the umpire for the decision. This rule applies only where runner is on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, runner must be tagged.

7.09 It is interference by a batter or a runner when-.

(a) After a third strike he hinders the catcher in his attempt to field the ball;

(b) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;

(c) He intentionally deflects the course of a foul ball in any manner;.

(d) Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base; the runner is out;

(e) Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of his teammate or teammates;

(f) Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his teammate; If the batter or a runner continues to advance after he has been put out, he shall not by that act alone be considered as confusing, hindering or impeding the fielders.

(g) If, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter runner because of the action of his teammate. In no event may bases be run or runs scored because of such action by a runner.

(h) If, in the judgment of the umpire, a batter runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead; the umpire shall call the batter runner out for interference and shall also call out the runner who had advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference.

(i) In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists him in returning to or leaving third base or first base.

(j) With a runner on third base, the base coach leaves his box and acts in any manner to draw a throw by a fielder;

(k) In running the last half of the distance from home base to first base while the ball is being fielded to first base, he runs outside (to the right of) the three foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with the fielder taking the throw at first base, or attempting to field a batted ball; The lines marking the three foot lane are a part of that "lane" but the interpretation to be made is that a

runner is required to have both feet within the three foot "lane" or on the lines marking the "lane."

(l) He fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball; When a catcher and batter runner going to first base have contact when the catcher is fielding the ball, there is generally no violation and nothing should be called. "Obstruction" by a fielder attempting to field a ball should be called only in very flagrant and violent cases because the rules give him the right of way, but of course such "right of way" is not a license to, for example, intentionally trip a runner even though fielding the ball. If the catcher is fielding the ball and the first baseman or pitcher obstructs a runner going to first base "obstruction" shall be called and the base runner awarded first base.

(m) A fair ball touches him on fair territory before touching a fielder. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision the umpire must be convinced that the ball passed through, or by, the fielder, and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed a play, then the runner shall be called out for interference.

PENALTY FOR INTERFERENCE:.

The runner is out and the ball is dead.

7.10 Any runner shall be called out, on appeal, when-.

(a) After a fly ball is caught, he fails to retouch his original base before he or his original base is tagged; "Retouch," in this rule, means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of his base.

(b) With the ball in play, while advancing or returning to a base, he fails to touch each base in order before he, or a missed base, is tagged.

APPROVED RULING:.

(1) No runner may return to touch a missed base after a following runner has scored.

(2) When the ball is dead, no runner may return to touch a missed base or one he has left after he has advanced to and touched a base beyond the missed base.

PLAY. (a) Batter hits ball out of park or ground rule double and misses first base (ball is dead)_he may return to first base to correct his mistake before he touches second but if he touches second, he may not return to first and if defensive team appeals, he is declared out at first.

PLAY. (b) Batter hits ball to shortstop who throws wild into stand (ball is dead)_batter runner misses first base but is awarded second base on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before he proceeds to second base. These are appeal plays.

(c) He overruns or overslides first base and fails to return to the base immediately, and he or the base is tagged;

(d) He fails to touch home base and makes no attempt to return to that base, and home base is tagged. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play which ends a half inning, the appeal must be made before the defensive team leaves the field. An appeal is not to be interpreted as a play or an attempted play. Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the umpire. (Intended meaning of the word "err" is that the defensive team in making an appeal threw the ball out of play. For example, if the pitcher threw to first base to appeal and threw the ball into the stands, no second appeal would be allowed.) Appeal plays may require an umpire to recognize an apparent "fourth out." If the third out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is more than one appeal during a play that ends a half inning, the defense may elect to take the out that gives it the advantage. For the purpose of this rule, the defensive team has "left the field" when the pitcher and all infielders have left fair territory on their way to the bench or clubhouse. If two runners arrive at home base about the same time and the first runner misses home plate but a second runner legally touches the plate, the runner is tagged out on his attempt to come back and touch the base or is called out, on appeal, then he shall be considered as having been put out before the second runner scored and being the third out. Second runner's run shall not count, as provided in Rule 7.12. If a pitcher balks when making an appeal, such act shall be a play. An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire. A player, inadvertently stepping on the base with a ball in his hand, would not constitute an appeal. Time is not out when an appeal is being made.

7.11 The players, coaches or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball.

PENALTY: Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

7.12 Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch or retouch a base. If, upon appeal, the preceding runner is the third out, no runners following him shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

BASEBALL RULES: 8.00 THE PITCHER.

8.01 Legal pitching delivery. There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time. Pitchers shall take signs from the catcher while standing on the rubber. Pitchers may disengage the rubber after taking their signs but may not step quickly onto the rubber and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, he must drop his hands to his sides. Pitchers will not be allowed to disengage the rubber after taking each sign.

(a) The Windup Position. The pitcher shall stand facing the batter, his entire pivot foot on, or in front of and touching and not off the end of the pitcher's plate, and the other foot free. From this position any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption

or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter, he may take one step backward, and one step forward with his free foot. When a pitcher holds the ball with both hands in front of his body, with his entire pivot foot on, or in front of and touching but not off the end of the pitcher's plate, and his other foot free, he will be considered in the Windup Position. The pitcher may have one foot, not the pivot foot, off the rubber and any distance he may desire back of a line which is an extension to the back edge of the pitcher's plate, but not at either side of the pitcher's plate. With his "free" foot the pitcher may take one step backward and one step forward, but under no circumstances, to either side, that is to either the first base or third base side of the pitcher's rubber. If a pitcher holds the ball with both hands in front of his body, with his entire pivot foot on or in front of and touching but not off the end of the pitcher's plate, and his other foot free, he will be considered in a windup position. From this position he may:

(1) deliver the ball to the batter, or; (2) step and throw to a base in an attempt to pick off a runner, or.

(3) disengage the rubber (if he does he must drop his hand to his sides). In disengaging the rubber the pitcher must step off with his pivot foot and not his free foot first. He may not go into a set or stretch position - if he does it is a balk.

(b) The Set Position. Set Position shall be indicated by the pitcher when he stands facing the batter with his entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and his other foot in front of the pitcher's plate, holding the ball in both hands in front of his body and coming to a complete stop. From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if he so elects, he shall come to Set Position before delivering the ball to the batter. After assuming Set Position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption. Preparatory to coming to a set position, the pitcher shall have one hand on his side; from this position he shall go to his set position as defined in Rule 8.01 (b) without interruption and in one continuous motion. The whole width of the foot in contact with the rubber must be on the rubber. A pitcher cannot pitch from off the end of the rubber with just the side of his foot touching the rubber. The pitcher, following his stretch, must

(a) hold the ball in both hands in front of his body and.

(b) come to a complete stop. This must be enforced. Umpires should watch this closely. Pitchers are constantly attempting to "beat the rule" in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete "stop" called for in the rules, the umpire should immediately call a "Balk."

(c) At any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward such base before making the throw. The pitcher shall step "ahead of the throw." A snap throw followed by the step directly toward the base is a balk.

(d) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise. A ball which slips out of a pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called no pitch. This would be a balk with men on base.

(e) If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backward with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder. The pitcher, while off the rubber, may throw to any base. If he makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.

8.02 The pitcher shall not-.

(a) (1) Bring his pitching hand in contact with his mouth or lips while in the 18 foot circle surrounding the pitching rubber.

EXCEPTION: Provided it is agreed to by both managers, the umpire prior to the start of a game played in cold weather, may permit the pitcher to blow on his hand.

PENALTY: For violation of this part of this rule the umpires shall immediately call a ball. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batsman or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation. Repeated offenders shall be subject to a fine by the league president.

(2) Apply a foreign substance of any kind to the ball;; (3) expectorate on the ball, either hand or his glove;; (4) rub the ball on his glove, person or clothing;; (5) deface the ball in any manner;.

(6) deliver what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher, of course, is allowed to rub the ball between his bare hands.

PENALTY: For violation of any part of this rule 8.02 (a) (2 to 6) the umpire shall:

(a) Call the pitch a ball, warn the pitcher and have announced on the public address system the reason for the action.

(b) In the case of a second offense by the same pitcher in the same game, the pitcher shall be disqualified from the game.

(c) If a play follows the violation called by the umpire, the manager of the offense may advise the plate umpire that he elects to accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

(d) Even though the offense elects to take the play, the violation shall be recognized and the penalties in (a) and (b) will still be in effect.

(e) The umpire shall be sole judge on whether any portion of this rule has been violated. All umpires shall carry with them one official rosin bag. The umpire in chief is responsible for placing the rosin bag on the ground back of the pitcher's plate. If at any time the ball hits the rosin bag it is in play. In the case of rain or wet field, the umpire may instruct the pitcher to carry the rosin bag in his hip pocket. A pitcher may use the rosin bag for the purpose of applying rosin to his bare hand or hands. Neither the pitcher nor any other player shall dust the ball with the rosin bag; neither shall the pitcher nor any other player be permitted to apply rosin from the bag to his glove or dust any part of his uniform with the rosin bag.

(b) Have on his person, or in his possession, any foreign substance. For such infraction of this section (b) the penalty shall be immediate ejection from the game.

(c) Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner.

PENALTY: If, after warning by the umpire, such delaying action is repeated, the pitcher shall be removed from the game.

(d) Intentionally Pitch at the Batter. If, in the umpire's judgment, such a violation occurs, the umpire may elect either to:

Expel the pitcher, or the manager and the pitcher, from the game, or.

may warn the pitcher and the manager of both teams that another such pitch will result in the immediate expulsion of that pitcher (or a replacement) and the manager. If, in the umpire's judgment, circumstances warrant, both teams may be officially "warned" prior to the game or at any time during the game. (League Presidents may take additional action under authority provided in Rule 9.05) To pitch at a batter's head is unsportsmanlike and highly dangerous. It should be and is condemned by everybody. Umpires should act without hesitation in enforcement of this rule.

8.03 When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight preparatory pitches to his catcher during which play shall be suspended. A league by its own action may limit the number of preparatory pitches to less than eight preparatory pitches. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire in chief shall allow him as many pitches as the umpire deems necessary.

8.04 When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball." The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.

8.05 If there is a runner, or runners, it is a balk when-.

(a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery; If a lefthanded or righthanded pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick off play.

(b) The pitcher, while touching his plate, feints a throw to first base and fails to complete the throw;

(c) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base; Requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk. A pitcher is to step directly toward a base before throwing to that base but does not require him to throw (except to first base only) because he steps. It is possible, with runners on first and third, for the pitcher to step toward third and not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. This is legal. However, if,

with runners on first and third, the pitcher, while in contact with the rubber, steps toward third and then immediately and in practically the same motion "wheels" and throws to first base, it is obviously an attempt to deceive the runner at first base, and in such a move it is practically impossible to step directly toward first base before the throw to first base, and such a move shall be called a balk. Of course, if the pitcher steps off the rubber and then makes such a move, it is not a balk.

(d) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;

(e) The pitcher makes an illegal pitch; A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.

(f) The pitcher delivers the ball to the batter while he is not facing the batter;

(g) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate;

(h) The pitcher unnecessarily delays the game;.

(i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch;

(j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;

(k) The pitcher, while touching his plate, accidentally or intentionally drops the ball;

(l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;

(m)The pitcher delivers the pitch from Set Position without coming to a stop.

PENALTY: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk.

APPROVED RULING: In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.

APPROVED RULING: A runner who misses the first base to which he is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule. Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind:

(a) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk.

(b) With a runner on first base the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.

8.06 A professional league shall adopt the following rule pertaining to the visit of the manager or coach to the pitcher:

(a) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning;

(b) A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal;

(c) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat, but

(d) if a pinch hitter is substituted for this batter, the manager or coach may make a second visit to the mound, but must remove the pitcher. A manager or coach is considered to have concluded his visit to the mound when he leaves the 18-foot circle surrounding the pitcher's rubber. If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach going to the mound. Any attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound. If the coach goes to the mound and removes a pitcher and then the manager goes to the mound to talk with the new pitcher, that will constitute one trip to that new pitcher that inning. In a case where a manager has made his first trip to the mound and then returns the second time to the mound in the same inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he cannot return to the mound, the manager shall be removed from the game and the pitcher required to pitch to the batter until he is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the game. The manager should be notified that his pitcher will be removed from the game after he pitches to one hitter, so he can have a substitute pitcher warmed up. The substitute pitcher will be allowed eight preparatory pitches or more if in the umpire's judgment circumstances justify.

Baseball Rules: 9.00 The Umpire.

9.01 (a) The league president shall appoint one or more umpires to officiate at each league championship game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

(b) Each umpire is the representative of the league and of professional baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or club officer or employee to do or refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties.

(c) Each umpire has authority to rule on any point not specifically covered in these rules.

(d) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

(e) Each umpire has authority at his discretion to eject from the playing field

(1) any person whose duties permit his presence on the field, such as ground crew members, ushers, photographers, newsmen, broadcasting crew members, etc., and

(2) any spectator or other person not authorized to be on the playing field.

9.02 (a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.

(a) Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.

(b) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

(c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.

(c) The manager or the catcher may request the plate umpire to ask his partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing. Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Baserunners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire. The ball is in play on appeal on a half swing. On a half swing, if the manager comes out to argue with first or third base umpire and if after being warned he persists in arguing, he can be ejected as he is now arguing over a called ball or strike.

(d) No umpire may be replaced during a game unless he is injured or becomes ill.

9.03 (a) If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to discharge his duties (usually) behind the catcher, but sometimes behind the pitcher if there are runners).

(b) If there are two or more umpires, one shall be designated umpire in chief and the others field umpires.

9.04 (a) The umpire in chief shall stand behind the catcher. (He usually is called the plate umpire.) His duties shall be to:

(1) Take full charge of, and be responsible for, the proper conduct of the game;

(2) Call and count balls and strike;.

(3) Call and declare fair balls and fouls except those commonly called by field umpires;

(4) Make all decisions on the batter;.

(5) Make all decisions except those commonly reserved for the field umpires;

(6) Decide when a game shall be forfeited;.

(7) If a time limit has been set, announce the fact and the time set before the game starts;

(8) Inform the official scorer of the official batting order, and any changes in the lineups and batting order, on request;

(9) Announce any special ground rules, at his discretion.

(b) A field umpire may take any position on the playing field he thinks best suited to make impending decisions on the bases. His duties shall be to:

(1) Make all decisions on the bases except those specifically reserved to the umpire in chief;

(2) Take concurrent jurisdiction with the umpire in chief in calling "Time," balks, illegal pitches, or defacement or discoloration of the ball by any player.

(3) Aid the umpire in chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire in chief in administering and enforcing the rules and maintaining discipline.

(c) If different decisions should be made on one play by different umpires, the umpire in chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire in chief (unless another umpire may have been designated by the league president) shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

9.05 (a) The umpire shall report to the league president within twelve hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any trainer, manager, coach or player, and the reasons therefore.

(b) When any trainer, manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager, coach or player, the umpire shall forward full particulars to the league president within four hours after the end of the game.

(c) After receiving the umpire's report that a trainer, manager, coach or player has been disqualified, the league president shall impose such penalty as he deems justified, and shall notify the person penalized and the manager of the club of which the penalized person is a member. If the penalty includes a fine, the penalized person shall pay the amount of the fine to the league within five days after receiving notice of the fine. Failure to pay such fine within five days shall result in the offender being debarred from participation in any game and from sitting on the players' bench during any game, until the fine is paid.

GENERAL INSTRUCTIONS TO UMPIRE.

Umpires, on the field, should not indulge in conversation with players. Keep out of the coaching box and do not talk to the coach on duty.

Keep your uniform in good condition. Be active and alert on the field.

Be courteous, always, to club officials; avoid visiting in club offices and thoughtless familiarity with officers or employees of contesting clubs. When you enter a ball park your sole duty is to umpire a ball game as the

representative of baseball.

Do not allow criticism to keep you from studying out bad situations that may lead to protested games. Carry your rule book. It is better to consult the rules and hold up the game ten minutes to decide a knotty problem than to have a game thrown out on protest and replayed.

Keep the game moving. A ball game is often helped by energetic and earnest work of the umpires.

You are the only official representative of baseball on the ball field. It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first essential in working out of a bad situation is to keep your own temper and self-control.

You no doubt are going to make mistakes, but never attempt to "even up" after having made one. Make all decisions as you see them and forget which is the home or visiting club.

Keep your eye everlastingly on the ball while it is in play. It is more vital to know just where a fly ball fell, or a thrown ball finished up, than whether or not a runner missed a base.

Do not call the plays too quickly, or turn away too fast when a fielder is throwing to complete a double play. Watch out for dropped balls after you have called a man out.

Do not come running with your arm up or down, denoting "out" or "safe." Wait until the play is completed before making any arm motion.

Each umpire team should work out a simple set of signals, so the proper umpire can always right a manifestly wrong decision when convinced he has made an error. If sure you got the play correctly, do not be stampeded by players' appeals to "ask the other man." If not sure, ask one of your associates. Do not carry this to extremes, be alert and get your own plays.

But remember! The first requisite is to get decisions correctly. If in doubt don't hesitate to consult your associate. Umpire dignity is important but never as important as "being right."

A most important rule for umpires is always "BE IN POSITION TO SEE EVERY PLAY." Even though your decision may be 100% right, players still question it if they feel you were not in a spot to see the play clearly and definitely.

Finally, be courteous, impartial and firm, and so compel respect from all.

Basic betting rules:.

a. If two matches are played on the same day with the participation of the same teams, and the bookmaking company has offered only one for the game, then the result is credited for the first game.

b. If a match is canceled or postponed for any reason for more than 24 hours, then all bets on these events will receive a winning odds of one.

c. If a match is interrupted or suspended for more than 24 hours, then all bets on this match also receive a winning odds equal to one, if it is completed within 24 hours, all bets on it remain valid.

d. Unless otherwise stated, all bets will be settled based on the official results, including all additional innings. If the outcome "Draw" is possible in the match, then in case of a draw the bets on the win are subject to return (if the odds for a draw are not indicated in the line).

Exceptions:; 1. Live betting.

The match must be played in full for bets to be settled. If the match is interrupted, all bets on this game, with the exception of the bets, the outcome of which is unambiguously determined by the time the match was interrupted, are considered void.

2. Over / Under, Over/ Under runs + hits + errors, handicap.

Bets will be settled based on the official score after 9 innings (8.5 innings if leading). If additional innings are required to complete the game, bets will be settled based on the final official score. If the game ends early, all bets will be void.

3. The game "hosts - guests".

The game is played by the matches of one playing day, and only the matches indicated in the current line. If at least one of the matches is not played 8.5-9 innings, the rates for this position are refunded. The calculation of the bet is determined as the sum of the runs scored by the hosts against the sum of the runs scored by the guests (in the event of a tie at the rates, a refund occurs).

e. The following positions are offered for baseball betting:; 1. Winner.

It is proposed to determine the outcome of the match. Bets are accepted subject to additional innings.

2. Over/Under.

If, as a result of the match, the total number of scored runs is equal to the total of the bet, a return occurs. Likewise for the individual total of a team or player. Bets are accepted subject to additional innings.

3. Handicap.

If the handicap has only two options (only handicap 1 or handicap 2, without the option "Draw"), in case of an equal score, taking into account the handicap, a return occurs.

In case of an equal score, taking into account the handicap, a return occurs (regardless of the period of the match it is proposed to place a bet on).

4. Over/Under runs for the specified team.

It is proposed to determine whether the number of wounds scored by this command will be more or less than the specified parameter. If, as a result of the match, the total number of scored runs is equal to the total of the bet, a refund occurs.

5. Over/ Under runs + hits + errors.

It is proposed to determine whether in the match the sum of runs, hits and errors made by the participants of both teams will be more or less than the specified parameter. If, as a result of the match, the total number of runs + hits + errors is equal to the total of the bet, a return occurs.

The settlement is based on the official protocols of the governing bodies and federations of the respective tournaments.

6. Will the sum of runs + hits + errors be even or odd.

It is proposed to determine whether in the match the sum of runs, hits and errors made by the participants of both teams will be even or odd.

If the result is zero, bets are settled as even.

7. Total even / odd.

If the result is 0: 0, all bets on this position are calculated as even.

8. Which team will make the first run.

If the result is 0: 0, all bets on this position are returned.

9. Which team will be the last to run; 10. 1st Inning: over/under 0.5.

To calculate the bet, the first inning of the match must be played in full.

11. Outcome of 1 inning; 12. Type of first home runin the match.

It is proposed to determine the type of the first home run in the match: whether it will be solo (one run), two runs, three runs or a grand slam (four runs), or there will be no home runs at all.

13. When will more runs be done?

It is necessary to determine in what period of the match more runs will be made: in the first 4.5 innings (including the top 5 innings), or in the second 5 innings (after the top 5 innings (from the bottom of the 5 innings inclusive to the end of the game)), or there will be a draw. In the case of extra innings, the result after the top 5 inning includes the result of the extra innings.

14. Which team will make the first three runs.

Bets will be settled based on the official score after 9 innings (8.5 innings if leading). If additional innings are required to complete the game, bets will be settled based on the final official score. If the game ends early, all bets will be void. Exception: if, before the match was stopped, one of the teams made three runs.

15. Game "hosts - guests".

The game takes part in the matches of one playing day. If at least one of the matches is not played 8.5-9 innings at the rates, then a return is issued. The calculation of the bet is determined as the sum of the runs scored by the hosts versus the sum of the runs scored by the guests (in the event of a tie, a refund occurs when betting on a win).

16. Division Champions.

If the season is shortened for any reason, all bets will be settled based on which team will be named Division Champion by the respective governing body.

17. All Full-Time markets, including Live betting, will be settled on the final result including extra innings. However a game must go at least 7 full innings (or 6½ innings if the team batting second is ahead) for bets to have action (except those which have been unconditionally determined). In the event of a Mercy rule (see explanation below) being called, all bets will stand on the score at the time. Please not that suspended games do not carry over. If game finish with a draw, Money Line bets will be refunded.

18. Other types of bets not listed above may be offered.

3x3 Rules of the Game.

The Official FIBA Basketball Rules of the Game are valid for all game situations not specifically mentioned in the 3x3 Rules of the Game listed below.

Art. 1 Court and ball.

The game of 3x3 is played on a half court with one basket. A regular 3x3 court playing surface in official competitions is approximately 49' wide x 36' deep (15 meters x 11 meters), with regular basketball court markings, including a 19-foot (5.8 meters) free throw line, a 22-foot (6.75 meters) 2-point line, and a “no-charge semi-circle” area underneath the one basket. Half of a traditional basketball court may be used.

A size 6 ball is used in all official FIBA competitions.

Note: at grassroots level, 3x3 can be played anywhere; court markings – if any are used – shall be adapted to the available space

Art. 2 Teams.

Each team shall consist of 4 players (3 players on the court and 1 substitute).

Art. 3 Game officials.

The game shall consist of 1 or 2 referees and time/score keepers.

Art. 4 Beginning of the game.

4.1. Both teams shall warm-up simultaneously prior to the game.

4.2. A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

4.3. The game must start with three players on the court.

Note: articles 4.3 and 6.4 apply to FIBA 3x3 Official Competitions* only (not mandatory for grassroots events).

Art. 5 Scoring.

5.1. Every successful shot inside the arc shall be awarded 1 point.

5.2. Every successful shot behind the arc shall be awarded 2 points.

5.3. Every successful free throw shall be awarded 1 point.

Art. 6 Playing time/Winner of a game.

6.1. The regular playing time shall be as follows: one period of 10 minutes playing time. The clock shall be stopped during dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team’s hands).

6.2. The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).

6.3. If the score is tied at the end of playing time, an extra period of time will be played. There shall be a break of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

6.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w (“w” standing for win).

6.5. A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.

6.6. A team losing by default or a forfeit will be disqualified from the competition.

Note: if a game clock is not available the running time’s length is at the organizer’s discretion. FIBA recommends setting the score limit in line with the game’s duration (10 minutes/10 points; 15 minutes/15 points; 21 minutes/21 points).

Art. 7 Fouls/Free throws.

7.1. A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical. For the avoidance of doubt, players are not excluded based on the number of personal fouls subject to art. 15.

7.2. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

7.3. Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

7.4. Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2 and 7.3.

7.5. Possession is kept after the last free throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.

Art. 8 How the ball is played.

8.1. Following each successful field goal or last free throw (ex article 7.5):

A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.

The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.

8.2. Following each unsuccessful field goal or last free throw (ex article 7.5):

If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.

If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).

8.3. Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

8.4. A player is considered to be “behind the arc” when neither of his feet are inside nor stepping on the arc.

8.5. In the event of a jump ball situation, the defensive team shall be awarded the ball.

Art. 9 Stalling.

9.1. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

9.2. If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players’ hands (following the exchange with the defensive player or after a successful field goal underneath the basket).

Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

Art. 10 Substitutions.

Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

Art. 11 Time-outs.

One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.

Art.12 Protest procedure.

In case a team believes its interests have been adversely affected by a decision of an official or by any event that took place during a game, it must proceed in the following manner:

A player of that team shall sign the score sheet immediately at the end of the game and before the referee signs it.

Within 30 minutes, the team should present a written explanation of the case, as well as a security deposit of 200 USD to the Sports Director. If the protest is accepted, then the security deposit is refunded.

Video materials may be used only to decide if a last shot for a field goal at the end of the game was released during playing time and/or whether that shot for a field goal counts for 1 or 2 points.

Art. 13 Standings of teams.

Both in pools and in overall competition standings, the following classification rules apply. If teams are tied after the first step, refer to the next one – and so on.

Most wins (or win ratio in case of unequal number of games in inter-pool comparison);

Head-to-head confrontation (only taking win/loss into account and applies within a pool only);

Most points scored in average (without considering winning scores of forfeits).

If teams are still tied after those three steps, the one(s) with the highest seeding win(s) the tie-breaker.

Art. 14 Seeding rules.

Teams are seeded in correlation to the team ranking points (sum of the team’s 3 best players ranking points, prior to the competition). In case of a same team ranking points, seeding will be determined randomly prior to the competition start.

Art. 15 Disqualification.

A player committing two unsportsmanlike fouls will be disqualified from the game by the referees and from the event by the organizer. Independent thereof, the organizer will disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression, tortuous interference in game results, a violation of FIBA’s Anti-Doping rules (Book 4 of the FIBA Internal Regulations) or any other breach of the FIBA Code of Ethics (Book 1, Chapter II of the FIBA Internal Regulations). The organizer may also disqualify the entire team from the event depending on the other team members' contribution (also through non-action) to the aforementioned behavior. FIBA's right to impose disciplinary sanctions under the regulatory framework of the event, the Terms and Conditions of 3x3planet.com and the FIBA Internal Regulations remains unaffected by any disqualification under this Article 15.

Bets are accepted on 3x3 basketball taking into account overtime, unless otherwise stated. If a match is completed during regular time with an equal score, and there was no "Draw" selection in Sports or overtime, the game is considered complete and bets made on the match selection shall be returned.

Bets on 3x3 basketball are accepted based on the official regulations and rules of the sport published on the official tournament or federation site.

he settlement of bets is carried out in accordance with following rules:.

If an initial score for a held Event is later cancelled for any reason, the cancellation is not taken into account and the Bets are subject to payment in accordance with the initial (actual) score. The actual result is the result announced on the basis of information sources immediately after the end of the event.

Differences between the rules and regulations of a particular competition from the rules and regulations of other similar tournaments are not grounds for refunding bets made on 3x3 basketball events.

If the match is interrupted before the end of the regular time and is not continued within 24 hours (pre-match) or 48 hours (live), all bets on this match, the outcome of which is not unambiguously determined at the time the game was stopped, will be returned, except in cases where when the results of the bets have already been determined at the time the match was stopped.

Basketball dates back as far as 1891 and since then has evolved into a sport played around the world. Many countries have adopted the game such as Russia, Great Britain, Germany, Spain and parts of Asia, but it is America where the biggest and most lucrative league in the world lives: the NBA (National Basketball Association).

Game Objective.

The object of basketball is to throw the ball (basketball) into a hoop to score points. The game is played out on a rectangular court and depending on which section of court you successfully throw a ball into the basket will depend on how many points are scored. The ball can be moved around the by dribbling or passing the ball. At the end of the game the team with the most points is declared the winner.

Players and Equipment.

Each team is made up of 12 players with only 5 allowed on the court at any time. The positions are broken up into Point Guard, Defensive Guard, Center, Offensive forward and Defensive Forward. Each player will then take up a position on the court but are allowed to move around as they please.

The court is a rectangular shaped and measures 91 feet long and 50 feet wide. There is a halfway line in which a small circle is found in the center; this is where the game starts with a tip off (the ball is thrown in the air by the referee and a player from each team tries to win possession for their team). At each end of the court are two baskets both 10 feet in height. A three-point arc is the outside ring, whilst in the middle of that is the key which includes a free throw line.

All that is needed to play is a court and basketball. Teams must wear matching strips with some players choosing to wear gum shields and face masks for protection.

The game is split up into 4 twelve-minute quarters. In between the 2nd and 3rd quarter is a 15-minute half time interval.

There are three scoring numbers for basketball players. Any basket scored from outside the three-point arc will result in three points being scored. Baskets scored within the three-point arc will result in two points being scored. Successful free throws will result in 1 point being scored per free throw. The number of free throws will depend on where the foul was committed.

Winning the Game.

Winning a game of basketball is pretty simple; score more points than your opponents in the allotted game time. If the scores are tied at the end then an extra quarter will be played until a winner is found.

Rules:.

Each team can have a maximum of 5 players on the court at any one time. Substitutions can be made as many times as they wish within the game.

The ball can only be moved by either dribbling (bouncing the ball) or passing the ball. Once a player puts two hands on the ball (not including catching the ball) they cannot then dribble or move with the ball and the ball must be passed or shot.

After the ball goes into a team’s half and they win possession back the ball must then make it back over the half way line within 10 seconds. If the ball fails to do so then a foul will be called and the ball will be turned over.

Each team has 24 seconds to at least shot at the basket. A shot constitutes either going in the basket or hitting the rim of the basket. If after the shot is taken and the ball fails to go in the basket then the shot clock is restarted for another 24 seconds.

The team trying to score a basket is called the offence whilst the team trying to prevent them from scoring is called the defence. The defence must do all they can to stop the offence from scoring by either blocking a shot or preventing a shot from being fired.

After each successful basket the ball is then turned over to the opposition.

Fouls committed throughout the game will be accumulated and then when reached a certain number will be eventually be awarded as a free throw. A free throw involves one player from the offensive team (the player fouled) to take a shot unopposed from the free throw line. Depending on where the foul was committed will depend on the number free throws a player gets.

Violations in basketball include travelling (taking more than one step without bouncing the ball), double dribble (picking the ball up dribbling, stopping then dribbling again with two hands), goaltending (a defensive player interferes with the ball travelling downwards towards the basket) and back court violation (once the ball passes the half way line the offensive team cannot take the ball back over the half way line).

A foul is striking at the ball with the fist, violation of rules three and four and such described in rule five.

No shouldering, holding, striking, pushing, or tripping in any way of an opponent. The first infringement of this rule by any person shall count as a foul; the second shall disqualify him until the next basket is made or, if there was evident intent to injure the person, for the whole of the game. No substitution shall be allowed.

If either side makes three consecutive fouls, it shall count a goal for the opponents (consecutive means without the opponents in the meantime making a foul).

Basic rules for betting:.

a. Bets on the winner of the match, in which there is a "Draw" option, are offered only for regular time, excluding overtimes.

b. Unless the match is interrupted before the end of the regulated time and is not resumed within 24 hours (pre-match) or 48 hours (live), all bets on this match, the outcome of which is not unambiguously determined at the time the game was stopped, will be returned. If the start time of the match is postponed for more than 24 hours, all bets on this match are subject to return, otherwise the bets remain in force.

c. The bets for the second half are totaled with and without overtime (depending on the position). The results of the rates for the fourth quarter are summed up without taking into account the overtime.

d. If, as a result of the match, the total number of points scored is equal to the total of the bet, a return occurs (depending on the position, in some positions there is with and without overtime). Likewise for quarter / half totals, team and player individual totals (including bets on over / under rebounds, foul transfers, block shots, interceptions made by a team or a player), as well as bets on match / halves / quarters handicaps , comparison of player statistics and other positions where the options for the exact value of the handicap / total are not provided.

e. In the case of bets on player statistics (more / less rebounds, assists, fouls, block shots, steals), if the specified player did not take part in the match, a refund occurs. In the case of comparing the statistics of the players (which player will score more rebounds / assists / fouls / block shots / steals), if one of the participants specified in this position did not take part in the match, the bets on this position are refunded.

f. Bets on total players / comparison of player statistics are accepted taking into account overtimes, unless otherwise indicated.

g. When playing "home - away" only matches indicated in the line of the given day are taken into account. In case of postponement or cancellation of one or several matches indicated in the line, bets on the game "home-away" are subject to return.

h. If, according to the tournament regulations, with a tie score, the game does not go into overtime, then bets on the winner are calculated with the odds "1" (if the "draw" option was not offered), and all other bets (handicaps, totals, etc.) are calculated by actual game score.

i. If, according to the rules of the tournament, overtime is possible to determine the winner of a pair with a non-tiered score (for example, in two-match cup fights), then all bets are calculated taking into account the main time of the game.

The following positions are offered for basketball betting:.

The match outcome is proposed to determine. If the position contains the options "Team 1", "Team 2" and "Draw", bets are accepted on the regular time of the match, excluding overtime, otherwise - overtime is taken into account.

2. Total.

Total bets can be made with or without overtime.

3.Handicap.

Handicap bets can be made with or without overtime.

4. Will there be overtime in the match?

If the match is interrupted in overtime, bets on this position will still be valid.

5. Individual total for the specified team.

It is proposed to determine whether the number of points scored by specific team will be more or less than the specified parameter with and without overtime.

6. In which half will the most points be scored.

Overtime is not taken into account when scoring the second half of the match.

According to the regulations, all regular time of the match must be fully played.

7. In which quarter will the most points be scored?

All four quarters of the match must be fully played for bets to be settled. Overtime is not taken into account when calculating the bet.

8.What is the winning margin of the match?

If the match is suspended and not finished within 24 hours (pre-match), the bets on this position are refunded. Similarly, if the match is suspended and not finished within 48 hours (live), the bets on this position are returned.

9. Total even / odd.

It is necessary to determine whether the total of the match / corresponding period (half, quarter or whole match) will be odd or even.

10. More / less rebounds (passes / blocks) for the specified team.

It is necessary to determine whether the number of rebounds (passes / blocks) made by the players of the corresponding team is more or less than the specified parameter.

Refusal to participate in the match / disqualification / injury of individual players does not affect the calculation of bets for this position.

Unless otherwise stated, bets on this position are accepted taking overtimes into account.

11. More / less rebounds (passes / blocks / steals / point / block shots) for this player

It is necessary to determine the number of rebounds (passes / blocks / steals / points / block-shots) made by the respective player. The abbreviated name of the team is indicated next to the player for informational purposes only. Any inaccuracies or errors in the indication of the abbreviated name of the team do not affect the calculation of bets, the bets remain in force. If the specified player did not take part in the match, a refund occurs.

12. Which team will score more rebounds (assists / blocks).

If the match of one of the teams is postponed / interrupted and not finished within 24 hours (pre-match) or 48 hours (live), these rates are refunded.

The comparison is carried out only for the matches indicated in the line of this round. Bets on this position are accepted taking into account overtime.

13. Who will be the first to score 10 points in the match (in the specified quarter / in the specified half of the match)

It is proposed to determine which of the teams will be the first to score 10 (20) points in the specified interval of the match (in the match / quarter / half of the match). There are two and three outcome markets.

Overtime does not count for quarters of a match.

If the specified number of points was not scored in the two-outcome market interval of the match, all bets on this position are returned.

If the specified number of points was not scored in the three-outcome market interval of the match, then all bets will be settled.

14. Winner of the group (conference / division).

To calculate bets for this position, all matches of the group (conference / division) must be played. Otherwise, the bets on this position are refunded. The exception is bets on a team that, in any possible outcome of unplayed matches (including the optimal outcome for this team), does not even have a theoretical chance of winning in the group - such bets are considered lost by the client.

15. Winner of the play-off series (Best-of-3 / Best-of-5 / Best-of-7).

If the number of matches required to win the series according to the regulations has not been played, all bets on this position are returned.

16. The first removal in the match.

Only fouls are taken into account as a result of five or six (depending on the regulations of the respective championship) fouls scored by one player in the match.

Disposals resulting from technical and unsportsmanlike fouls do not count.

17. Advance to the next round.

The bet is calculated on the result determined immediately after the last match of the given play-off series of the specified round, regardless of subsequent court / disciplinary decisions.

If any of the indicated teams, due to any reasons (including disqualification, refusal to participate, etc.), could not take part in the indicated round, the opponent of such a team will win the series and passing to the next round. All bets remain.

18. Which team will score the first points in the match (quarter / half).

It is necessary to determine which team will score the first points in the specified interval of the match.

19. Which team will score the last points in the match (quarter / half).

It is necessary to determine which team will score the last points in the specified interval of the match.

If the match (indicated quarter / half) is interrupted and not finished within 24 hours (pre-match) or 48 hours (live), such rates are returned.

20. Whether the first points of the match will be scored by a three-point shot, a two-point shot or a free throw.

Only throws officially scored by the referee count.

21. Other types of bets not listed above may be offered.

Cash Out will not be avvalabile on Bet Builder bet.

Futsal (also known as fútsal or footsal) is a ball sport played on a hard court, smaller than a football pitch, and mainly indoors. It has similarities to five-a-side football.

Futsal is played between two teams of five players each, one of whom is the goalkeeper. Unlimited substitutions are permitted. Unlike some other forms of indoor football, the game is played on a hard-court surface delimited by lines; walls or boards are not used. Futsal is also played with a smaller, harder, low-bounce ball. The surface, ball and rules together favour ball control and passing in small spaces. The game's "emphasis is on improvisation, creativity and technique".

Naming.

Futsal comes from Spanish fútbol sala or fútbol de salón and from Portuguese futebol de salão. The term is commonly translated as "indoor football" and "football of saloon", but a more literal translation is "hall/lounge football". During the sport's second world championships held in Madrid in 1985, the Spanish name fútbol

sala was used. Since then, all other names have been officially and internationally changed to futsal. The naming was due to a dispute between FIFUSA (the predecessor to the AMF) and FIFA over the name of fútbol, FIFUSA has registered the word fut-sal in 1985 (Madrid, Spain). Since then FIFA has also started using the term futsal. The name has been translated into Italian as calcio a 5 (literally 5-a-side football) or football sala and French as football de salle.

Governing bodies.

The two most important governing bodies of futsal are the Asociación Mundial de Fútsal (AMF) and Fédération Internationale de Football Association (FIFA). AMF is the successor organization to the original governing body. FIFA later took an interest in futsal. However, talks between FIFA and AMF to reconcile governance were not successful. FIFA organizes its own separate competitions.

The International Futsal Alliance (IFA) is a partnership of countries formed to offer high quality futsal tournaments throughout the world. It sees itself as ancillary rather than competing with FIFA. Its membership spans countries from North and South America, Europe, Africa, Asia, and Oceania. Several tournaments have been organized under the auspices of IFA, including a world cup for men held in 2019 and one for women held in 2017.

Rules.

There are currently two governing bodies: Asociación Mundial de Fútsal (AMF) and Fédération Internationale de Football Association (FIFA). AMF and FIFA are responsible for maintaining and regulating the official rules of their respective versions of futsal.

FIFA publishes its futsal rules as the 'Laws of the Game', in which each of the 17 'laws' is a thematically related collection of individual regulations. The laws define all aspects of the game, including what may be changed to suit local competitions and leagues.

Many of the laws are similar or identical to those found in association football, or reference association football in their absence (such as a section noting that there is no offside infraction in futsal.)

Summary of rules; Length of the field.

Minimum 25 m × 16 m (82 ft × 52 ft), maximum 42 m × 25 m (138 ft × 82 ft).

Ball.

Ages 13 and up: Size 4, circumference 62–64 cm (24–25 in), weight between 400–440 g (14–16 oz) at the start of the game.

Ages 9-13: Size 3, circumference 56–59 cm (22–23 in), weight between 350–380 g (12–13 oz) at the start of the game.

Dropped from a height of 2 m (6 ft 7 in), the first rebound must not be lower than 50 cm (20 in) or more than 65 cm (26 in).

Time.

There are two periods of 20 minutes with time stopping at every dead ball. Between the two periods there is a break of 15 minutes. Each team may use one time-out per half, which lasts one minute. Some lower

leagues and tournaments use 24 minute periods with running time.

Number of players.

There are five players for each team in the field, one of them as goalkeeper, and a maximum number of 12 players that can be used each match. Substitutions are unlimited and on-the-fly.

Fouls.

All direct free kicks count as accumulated fouls. A direct free kick is awarded for kicking, tripping, charging, jumping, pushing, striking, tackling, holding, spitting, and deliberate handling. Indirect free kicks, such as playing dangerously and impeding, do not count as accumulated fouls. A team is warned by the referee when they commit five accumulated fouls in a half.

Cards.

A caution can be shown for unsporting behavior, dissent, failure to respect the distance on a restart, excessive delay of a restart, persistent infringement, or incorrectly entering/leaving the field of play. A player or substitute can be sent off for serious foul play, violent conduct, spitting, illegally denying an obvious goal-scoring opportunity, abusive language, and receiving a second caution. Sent-off players are ejected from the game and their team must play short for two minutes or until the other team scores a goal.

Free kicks.

Taken from the spot of the infringement or on the line of the penalty area nearest the infringement (indirect only). All opponents must be at least 5 m (16 ft) away from the ball. The kick must be taken within four seconds or an indirect kick is awarded to the other team.

Kick from the second penalty mark.

Awarded when a team commits 6 or more accumulated fouls in a half. Second penalty mark is 10 m (33 ft) from the goal, opponents must be behind the ball, goalkeeper must be at least 5 m (16 ft) away.

Penalty kick.

6 m (20 ft) from the center of the goal for fouls inside the 6 m (20 ft) goal keeper's area.

Goalkeeper.

When in possession of the ball, the goalkeeper has 4 seconds to get rid of the ball. If the ball is kept too long, the referee will give an indirect kick to the other team. The goalkeeper may play freely when in the opponent's half.

Goalkeeper pass-back restriction.

Once the goalkeeper has released the ball either by kicking or throwing, the goalkeeper may not touch it again until the ball goes out of play or is touched by an opponent. The sanction for violation is an indirect free kick. The goalkeeper may receive the ball freely when on the opponent's half.

Kick-in.

A kick-in is used instead of a throw-in. The player must place the ball on the touchline or outside but not more than 25 cm (9.8 in) from the place the ball when out of play. The ball must be stationary and the

kick-in must be taken within 4 seconds from the time the player is ready. During kick-in, opponents must stand at least 5 m (16 ft) from the ball. If four seconds elapses or an illegal kick is taken, the referee will award a kick-in to the other team. It is not allowed to score directly from a kick-in: the goal is valid only if someone else touches the ball before it enters in goal.

Goal clearance.

A goal clearance is used instead of a goal kick. The goalkeeper must throw the ball with their hands and it must leave the penalty area within four seconds. If goal clearance is taken illegally the goalkeeper may retry, but the referee will not reset the count. If four seconds elapses, the other team gets an indirect kick on the penalty area line.

Corner kick.

The ball must be placed inside the arc nearest to the point where the ball crossed the goal line and the opponent must stand on field at least 5 m (16 ft) from the corner arch until the ball is in play. The corner kick must be taken within 4 seconds of being ready or else a goal clearance will be awarded to the other team. The ball is in play when it is kicked and moves.

Referees.

For international matches, there must be two referees: one (first referee) is positioned on the touchline near the timekeeper table and communicates with the timekeeper, while the other (second referee) is in the opposite side of the field. At the timekeeper table there is a timekeeper and a third referee, who controls the teams' benches. In minor events, the third referees and the timekeeper are not used.

Players, equipment and officials.

There are five players on the field on each team, one of whom is the goalkeeper. The maximum number of substitutes allowed is nine (FIFA change 2012), with unlimited substitutions during the match. Substitutes can come on even when the ball is in play but the player coming off must leave the field before the substitute can enter the playing field. If a team has or is reduced to fewer than three players remaining, the match is abandoned and counted as a loss for the team with the lack of players.

The kit is made up of a jersey or shirt with sleeves, shorts, socks, shinguards made out of metal, plastic or foam, and shoes with rubber soles. The goalkeeper is allowed to wear long trousers and a different coloured kit to distinguish themselves from the other players on the team and the referee. The goalkeeper is also allowed to wear elbow pads because the surface is about as hard as a tennis court or basketball court. Jewellery is not allowed, nor are other items that could be dangerous to the player wearing the item or to other active participants.

The match is controlled by the referee, who enforces the Laws of the Game, and the first referee is the only one who can legally abandon the match because of interference from outside the field. This referee is assisted by a second referee who typically watches over the goal lines or assists the primary referee with calls on fouls or plays. The decisions made by the referees are final and can only be changed if the referees think it is necessary and play has not restarted. There is also a third referee and a timekeeper who are provided with equipment to keep a record of fouls in the match. In the event of injury to the second referee, the third referee will replace the second referee.

The field.

The field is made up of wood or artificial material, or similar surface, although any flat, smooth and non-abrasive material may be used. The length of the field is in the range of 38–42 m (125–138 ft), and the width is in the range of 20–25 m (66–82 ft) in international matches. For other matches, it can be 25–42 m (82–138 ft) in length, while the width can be 16–25 m (52–82 ft), as long as the length of the longer boundary lines (touchlines) are greater than the shorter boundaries where the goals are placed (goal lines) (Basketball courts of 28 m × 15 m (92 ft × 49 ft) can be used). The "standard" size court for an international is 40 m × 20 m (131 ft × 66 ft) (the size of a handball field). The ceiling must be at least 4 m (13 ft) high.

A rectangular goal is positioned at the middle of each goal line. The inner edges of the vertical goal posts must be 3 m (9.8 ft) apart, and the lower edge of the horizontal crossbar supported by the goal posts must be 2 m (6.6 ft) above the ground. Nets made of hemp, jute or nylon are attached to the back of the goalposts and crossbar. The lower part of the nets is attached to curved tubing or another suitable means of support. The depth of the goal is 80 cm (31 in) at the top and 1 m (3.3 ft) at the bottom.

In front of each goal is an area known as the penalty area. This area is created by drawing quarter-circles with a 6 m (20 ft) radius from the goal line, centered on the goalposts. The upper part of each quarter-circle is then joined by a 3.16 m (10.4 ft) line running parallel to the goal line between the goalposts. The line marking the edge of the penalty area is known as the penalty area line. The penalty area marks where the goalkeeper is allowed to touch the ball with hands. The penalty mark is six meters from the goal line when it reaches the middle of the goalposts. The second penalty mark is 10 meters (33 ft) from the goal line when it reaches the middle of the goalposts. A penalty kick from the penalty spot is awarded if a player commits a foul inside the penalty area. The second penalty spot is used if a player commits their team's sixth foul in the opposing team's half or in their own half in the area bordered by the halfway line and an imaginary line parallel to the halfway line passing through the second penalty mark; the free kick is taken from the second penalty mark.

Any standard team handball field can be used for futsal, including goals and floor markings.

Duration and tie-breaking methods.

A standard match consists of two equal periods of 20 minutes. The length of either half is extended to allow penalty kicks to be taken or a direct free kick to be taken against a team that has committed more than five fouls. The interval between the two halves cannot exceed 15 minutes.

In some competitions, the game cannot end in a draw, so away goals, extra time and kicks from the penalty mark are the three methods for determining the winner after a match has been drawn. Away goals mean that if the team's score is level after playing one home and one away game, the team which has scored more away goals wins. Extra time consists of two periods of five minutes. If no winner is produced after these methods, three kicks from the penalty mark are taken, and the team that has scored the most wins. If it is not decided after three kicks from the penalty mark, it continues to go on with one extra kick from the penalty mark to each team at a time until one of them has scored more goals than the other. Unlike extra time, the goals scored in a shoot-out do not count towards the goals scored throughout the match.

The start and restart of play.

At the beginning of the match, a coin toss is used to decide who will start the match. A kick-off is used to signal the start of play and is used at the start of the second half and any periods of extra time. It is also used after a goal has been scored, with the other team starting the play. After a temporary stoppage for any reason not mentioned in the Laws of the Game, the referee will drop the ball where the play was stopped, provided that, before the stoppage, the ball was in play and had not crossed either the touch lines or goal lines.

If the ball goes over the goal line or touchline, hits the ceiling, or the play is stopped by the referee, the ball is out of play. If it hits the ceiling of an indoor arena, play is restarted with a kick-in to the opponents of the team that last touched the ball, under the place where it hit the ceiling.

Lack of offside rule.

Unlike football, there is no offside rule in futsal. Attackers can get much closer to the goal than they can in the traditional outdoor version of football.

Misconduct.

A direct free kick can be awarded to the opposing team if a player succeeds or attempts to kick or trip an opponent, jumps, charges or pushes an opponent, or strikes or attempts to strike an opponent. Holding, touching or spitting at an opponent are offenses that are worthy of a direct free kick, as are sliding in to play the ball while an opponent is playing it or carrying, striking or throwing the ball (except the goalkeeper). These are all accumulated fouls. The direct free kick is taken where the infringement occurred, unless it is awarded to the defending team in their penalty area, in which case the free kick may be taken from anywhere inside the penalty area. A penalty kick is awarded if a player commits one of the fouls that are worthy of a direct free kick inside their own penalty area. The position of the ball does not matter as long as it is in play but for a penalty kick, the ball must be on the outer line, perpendicular to the center of the net.

An indirect free kick is awarded to the opposing team if a goalkeeper clears the ball but then touches it with their hands before anyone else, if the goalkeeper controls the ball with hands when it has been kicked to them by a teammate, or if they touch or control the ball with hands or feet in their own half for more than four seconds.

An indirect free kick is also awarded to the opposing team if a player plays in a dangerous manner, deliberately obstructs an opponent, prevents the goalkeeper from throwing the ball with hands or anything else for which play is stopped to caution or dismiss a player. The indirect free kick is taken from the place where the infringement occurred.

Yellow and red cards are used in futsal. The yellow card is to caution players over their actions. If they get two, they are given a red card, which means they are sent off the field. A yellow card is shown if a player shows unsporting behaviour, dissent, persistent infringement of the Laws of the Game, delaying the restart of play, failing to respect the distance of the player from the ball when play is being restarted, infringement of substitution procedure or entering, re-entering and leaving the field without the referee's permission. A player is shown the red card and sent off if they engage in serious foul play, violent conduct, spitting at another person, or denying the opposing team a goal by handling the ball (except the goalkeeper inside their penalty area). Also punishable with a red card is denying an opponent moving towards the player's goal a goalscoring opportunity by committing an offence punishable by a free kick or a penalty kick and using offensive, insulting or abusive language or gestures. A player who has been sent off must leave the

vicinity of the field.

A substitute player is permitted to come on two minutes after a teammate has been sent off, unless a goal is scored before the end of the two minutes. If a team with more players scores against a team with fewer players, another player can be added to the team with an inferior number of players. If the teams are equal when the goal is scored or if the team with fewer players scores, both teams remain with the same number of players.

1. All bets will be settled on the basis of the result at the end of regular time, unless otherwise stated.

2. Extra time and a series of strikes from the 6-meter mark are taken into account only in bets on reaching the next round, on the winner of the competition, etc.

3. If a match is canceled or postponed for any reason for more than 24 hours (pre-match) or 48 hours (live), all bets on this event will receive a winning odd equal to "1".

4. If a match is interrupted or suspended for more than 24 hours (pre-match) or 48 hours (live), all bets on this match will be settled with odds "1", unless the results of the bets have already been determined at the time the match was stopped ... Those outcomes that are uniquely determined by the time it was stopped (for example, the outcome of the first half, the first goal scored and its time, etc.) are accepted for betting settlements.

Foreword.

These Rules of the Game will take effect on 1 July 2016.

The Rules Text, the Comments, the IHF Hand Signals, the Clarifications to the Rules of the Game, and the Substitution Area Regulations are all components of the overall rules.

Please also note the integrated “Guidelines and Interpretations” that give additional guidance on the application of certain rules. The former version published in 2010 with updates is no longer valid. The “Guidelines and Interpretations” will be expanded, if required.

The “Guidelines for Playing Courts and Goals”, which are simply included in the rule book for the convenience of the users of that text, are not an integral part of the rules.

Note: For the sake of simplicity, this rule book generally uses the male form of words with respect to players, officials, referees and other persons.

However, the rules apply equally to male and female participants, except as regards the rules for the size of the balls to be used (see Rule 3).

RULE 1 - Playing Court.

1:1 The playing court (see diagram 1) is a 40-meters long and 20 meters wide rectangle, consisting of two goal areas (see 1:4 and 6) and a playing area. The longer boundary lines are called side lines, and the shorter ones are called goal lines (between the goalposts) or outer goal lines (on either side of the goal).

There should be a safety zone surrounding the playing court, with a width of at least 1 meter along the side lines and 2 meters behind the goal lines. The characteristics of the playing court must not be altered during the game in such a way that one team gains an advantage.

1:2 A goal (see diagrams 2a and 2b) is placed in the center of each outer goal line. The goals must be firmly attached to the floor or to the walls behind them. They have an interior height of 2 meters and a width of 3 meters.

The goalposts are joined by a horizontal crossbar. The rear side of the goalposts shall be in line with the rear edge of the goal line. The goalposts and the crossbar must have an 8cm square cross section. On the three sides which are visible from the court they must be painted in bands of two contrasting colours, which also contrast clearly with the background.

The goals must have a net, that should be attached in such a way that a ball thrown into the goal normally remains in the goal.

1:3 All lines on the court are fully part of the area that they enclose. The goal lines shall be 8cm wide between the goalposts (see diagram 2a), whereas all other lines shall be 5cm wide.

Lines between two adjacent areas may be replaced with a difference in colours between the adjacent areas of the floor.

1:4 In front of each goal there is a goal area (see diagram 5, page 100). The goal area is defined by the goal-area line (6-metre line), which is drawn as follows:

a) a 3 meters long line directly in front of the goal; this line is parallel to the goal line and 6 meters away from it (measured from the rear edge of the goal line to the front edge of the goal-area line);

b) two quarter circles, each with a radius of 6 meters (measured from the rear inner corner of the goalposts), connecting the 3 meters long line with the outer goal line (see diagrams 1 and 2a).

1:5 The free throw line (9-metre line) is a broken line, drawn 3 meters outside the goal-area line. Both the segments of the line and the spaces between them measure 15cm (see diagram 1).

1:6 The 7-metre line is a 1-meter long line, directly in front of the goal. It is parallel to the goal line and 7 meters away from it (measured from the rear edge of the goal line to the front edge of the 7-metre line); (see diagram 1).

1:7 The goalkeeper’s restraining line (the 4-metre line) is a 15cm long line, directly in front of the goal. It is parallel to the goal line and 4 meters away from it (measured from the rear edge of the goal line to the front edge of the 4-metre line) (see diagram 1).

1:8 The center line connects the midpoints of the two side lines (see diagrams 1 and 3).

1:9 The substitution line (a segment of the side line) for each team extends from the center line to a point at a distance of 4.5 meters from the center line. This end point of the substitution line is enhanced by a line which is parallel to the center line, extending 15cm inside the sideline and 15cm outside the sideline (see diagrams 1 and 3).

Note:.

More detailed technical requirements for the playing court and the goals can be found in the Guidelines for Playing Courts and Goals, starting on page 97.

Diagram 1: The playing court Dimensions indicated in cm; Diagram 2a: The goal; Diagram 2b: The goal – lateral view; Diagram 3: Substitution lines and substitution area.

The table for timekeeper and scorekeeper and the benches for substitutes have to be placed in such a way that the scorekeeper/timekeeper can see the substitution lines. The table should be placed closer to the side line than the benches, but at least 50cm outside the side line.

RULE 2 - Playing Time, Final Signal and Time-Out; Playing Time.

2:1 The normal playing time for all teams with players of age 16 and above is 2 halves of 30 minutes. The half-time break is normally 10 minutes.

The normal playing time for youth teams is 2 x 25 minutes in age group 12-16 and 2 x 20 minutes in age group 8-12. In both cases the half-time break is normally 10 minutes.

IHF, continental confederations and national federations have the right to apply deviating regulations in their areas of responsibility regarding the half-time break. The maximum halftime break is 15 minutes.

2:2 Overtime is played, following a 5-minute break, if a game is tied at the end of the regular playing time and a winner has to be determined. The overtime period consists of 2 halves of 5 minutes, with a 1-minute half-time break.

If the game is again tied after a first overtime period, a second period is played after a 5- minute break. This overtime period also has 2 halves of 5 minutes, with a 1-minute halftime break.

If the game is still tied, the winner will be determined in accordance with the rules for the particular competition. In the case that the decision is to use 7-metre throwing as tiebreaker to decide a winner, the procedures indicated below shall be followed.

Final Signal.

2:3 The playing time begins with the referee’s whistle for the initial throw-off. It ends with the automatic final signal from the public clock or from the timekeeper. If no such signal comes, the referee, the timekeeper or the delegate whistles to indicate that the playing time is over (17:9).

Comment:.

If a public clock with an automatic final signal is not available, the timekeeper shall use a table clock or a stopwatch and end the game with a final signal (18:2, 2nd paragraph).

2:4 Infractions and unsportsmanlike conduct that take place before or simultaneously with the final signal (for half-time or end of game, and also for the end of the halves in overtime) are to be punished, also if the resulting free throw (under Rule 13:1) or 7- meter throw cannot be taken until after the signal.

Similarly, the throw must be retaken, if the final signal (for half-time or end of game, also in overtime) sounds precisely when a free throw or a 7-metre throw is being executed or when the ball is already in the air.

In both cases, the referees end the game only after the free throw or 7-metre throw has been taken (or retaken) and its immediate result has been established.

2:5 For free throws taken (or retaken) under Rule 2:4, special restrictions apply regarding player positions and substitutions. As an exception to the normal substitution flexibility in Rule 4:4, a substitution is allowed for only one player on the attacking team; similarly, the defending team is allowed to substitute a court player for a goalkeeper if this team is playing without a goalkeeper when the final signal is given. Violations are penalised under Rule 4:5, 1st paragraph. Moreover, all the team mates of the thrower must be positioned at least 3 meters away from the thrower, in addition to being outside the free throw line of the opponents (13:7, 15:6; see also Clarification No. 1). The positions of the defending players are indicated in Rule 13:8.

2:6 Players and team officials remain subject to personal punishment for infractions or unsportsmanlike conduct which take place during the execution of a free throw or 7- meter throw in the circumstances described in Rules 2:4-5. An infraction during the execution of such a throw cannot, however, lead to a free throw in the opposite direction.

2:7 If the referees determine that the timekeeper has given the final signal (for half-time or end of game, also in overtime) too early, they must keep the players on the court and play the remaining time.

The team that was in possession of the ball at the time of the premature signal will remain in possession when the game resumes. If the ball was out of play, then the game is restarted with the throw that corresponds to the situation. If the ball was in play, then the game is restarted with a free throw in accordance with Rule 13:4a-b.

If the first half of a game (or an overtime period) has been terminated too late, the second half must be shortened correspondingly. If the second half of a game (or an overtime period) has been terminated too late, then the referees are no longer in a position to change anything.

Time-Out.

2:8 The referees decide on the start and the duration of an interruption (“time-out”). A time-out is obligatory when:

a) a 2-minute suspension or disqualification is given;; b) a team time-out is granted;; c) there is a whistle signal from the timekeeper or the delegate;.

d) consultation between the referees are necessary in accordance with Rule 17:7. A time-out is normally also given in certain other situations, depending on the circumstances (see Clarification No. 2).

Infractions during a time-out have the same consequences as infractions during the playing time (16:10).

2:9 In principle, the referees decide when the clock is to be stopped and started in connection with a time-out.

The interruption of the playing time is to be indicated to the timekeeper through three short blasts on the whistle and hand signal no. 15.

However, in the case of obligatory time-outs where the game has been interrupted by a whistle signal from the timekeeper or Delegate (2:8b-c), the timekeeper is required to stop the official clock immediately, without awaiting a confirmation from the referees.

The whistle must always be blown to indicate the restart of the game after a time-out (15:5b).

2:10 Each team has the right to receive one 1-minute team time-out in each half of the regular playing time, but not in overtime (Clarification No. 3).

RULE 3 - The Ball.

3:1 The ball is made of leather or a synthetic material. It must be spherical. The surface must not be shiny or slippery (17:3).

3:2 The ball sizes, i.e. the circumference and weight, to be used by different categories of teams are as follows:

58-60cm and 425-475g (IHF Size 3) for Men and for Male Youth (over age 16);

54-56cm and 325-375g (IHF Size 2) for Women, Female Youth (over age 14), and Male Youth (age 12 to 16);

50-52cm and 290-330g (IHF Size 1) for Female Youth (age 8 to 14) and Male Youth (age 8 to 12).

The technical requirements for the balls to be used in all official international games are described in the “IHF Ball Regulations”.

The size and weight of balls to be used for “Mini-Handball” are not regulated in the normal playing rules.

3:3 For every game there must be at least two balls available. The reserve balls must be immediately available at the timekeeper’s table during the game. The balls must meet the requirements of Rules 3:1-2.

3:4 The referees decide when to use a reserve ball. In such cases, the referees should get the reserve ball into play quickly in order to minimise interruptions and avoid time-outs.

RULE 4 - The Team, Substitutions, Equipment, Player Injuries; The Team.

4:1 A team consists of up to 14 players. No more than 7 players may be present on the court at the same time. The remaining players are substitutes.

A player who is identified as a goalkeeper may become a court player at any time (note, however, Rule 8:5 Comment, 2nd paragraph). Similarly, a court player may become a goalkeeper at any time as long as he is identified as a goalkeeper (see, however, 4:4 and 4:7).

If a team is playing without a goalkeeper, a maximum number of 7 court players are allowed to be on the playing court at the same time (see Rules 4:7, 6:1, 6:2c, 6:3, 8:7f, 14:1a).

Rules 4:4-4:7 are to be applied to substitutions of a goalkeeper for a court player.

A team must have at least 5 players on the court at the start of the game. The number of players on a team can be increased up to 14, at any time during the game, including overtime.

The game may continue even if a team is reduced to less than 5 players on the court. It is for the referees to judge whether and when the game should be permanently suspended (17:12).

The IHF, continental confederations and national federations have the right to apply deviating regulations in their areas of responsibility regarding the number of players. However, no more than 16 players are allowed.

4:2 A team is allowed to use a maximum of 4 team officials during the game. These team officials may not be replaced during the course of the game. One of them must be designated as the ‘responsible team official’. Only this official is allowed to address the timekeeper/scorekeeper and, possibly, the referees (see, however, Clarification No. 3).

A team official is generally not allowed to enter the court during the game. A violation of this rule is to be penalised as unsportsmanlike conduct (see 8:7-10, 16:1b, 16:3e-g and 16:6c). The game is restarted with a free throw for the opponents (13:1a-b; see, however, Clarification No. 7).

The ‘responsible team official’ shall ensure that, once the game has started, no other persons than the (maximum 4) registered team officials and the players who are entitled to participate (see 4:3) are present in the substitution area. He is also responsible for the team’s compliance with the Substitution Area Regulations. Violations lead to progressive punishment for the ‘responsible team official’ (16:1b, 16:3e, and 16:6c).

4:3 A player or team official is entitled to participate if he is present at the start of the game and is included in the score sheet.

Players and team officials who arrive after the game has started must obtain their entitlement to participate from the timekeeper/scorekeeper and must be entered into the score sheet.

A player who is entitled to participate may, in principle, enter the court through the team’s own substitution line at any time (see, however, 4:4 and 4:6).

The ‘responsible team official’ shall ensure that only players who are entitled to participate enter the court. A violation is to be penalised as unsportsmanlike conduct by the ‘responsible team official’ (13:1a-b, 16:1b. 16:3d, and 16:6c; see, however, Clarification No. 7).

Player Substitutions.

4:4 Substitutes may enter the court, at any time and repeatedly (see, however, Rule 2:5 and Rule 4:11), without notifying the timekeeper/scorekeeper, as long as the players they are replacing have already left the court (4:5).

The players involved in the substitution shall always leave and enter the court over their own team’s substitution line (4:5). These requirements also apply to the substitution of goalkeepers (see also 4:7 and 14:10).

The substitution rules also apply during a time-out (except during a team time-out)

4:5 A faulty substitution shall be penalised with a 2-minute suspension for the guilty player. If more than one player from the same team is guilty of faulty substitution in the same situation, only the first player committing an infraction is to be penalised.

The game is restarted with a free-throw for the opponents (13:1a-b; see, however, Clarification No. 7).

4:6 If an additional player enters the court without a substitution, or if a player illegally interferes with the game from the substitution area, there shall be a 2-minute suspension for the player. Thus, the team must be reduced by one player on the court for the next 2 minutes (apart from the fact that the entering additional player must leave the court).

If a player enters the court while serving a 2-minute suspension, he shall be given an additional 2-minute suspension. This suspension shall begin immediately, so the team must be further reduced on the court during the overlap between the first and the second suspension.

The game is in both cases restarted with a free throw for the opponents (13:1a-b; see, however, Clarification No. 7).

Equipment.

4:7 All the court players on a team must wear identical uniforms. The combinations of colours and design for the two teams must be clearly distinguishable from each other. All players used in the goalkeeper position on a team must wear the same colour, a colour that distinguishes them from the court players of both teams and the goalkeeper(s) of the opposing team (17:3).

4:8 The players must wear visible numbers that are at least 20 cm high in the back of the shirt and at least 10cm in the front. The numbers used shall be from 1 to 99. A player who is switching between the court player and goalkeeper positions must wear the same number in both positions.

The colour of the numbers must contrast clearly with the colours and design of the shirt.

4:9 The players must wear sports shoes.

It is not permitted to wear objects that could be dangerous to the players or give players improper advantages. This includes, for instance, head protection, face masks, gloves, bracelets, watches, rings, visible piercing, necklaces or chains, earrings, glasses without restraining bands or with solid frames, or any other objects which could be dangerous (17:3).

Players who do not meet this requirement will not be allowed to take part until they have corrected the problem.

Flat rings, small earrings and visible piercing may be allowed, as long as they are taped over in such a way that they are no longer deemed dangerous to players. Headbands, head scarves and captains' armlets are allowed, as long as they are made of soft, elastic material.

The responsible team official confirms by signing the match report / player registration before the game has been started that all players are correctly equipped. If the referees observe faulty equipment after the game has been started (according to Rule 4:9), the responsible team official is to be punished progressively and the player concerned has to leave the playing court until he has corrected the problem.

If the team has any doubt about the equipment, the responsible team official has to contact the referees or the delegate before the start of the game (see also "Guidelines and Interpretations", Appendix 2).

Player Injuries.

4:10 A player who is bleeding or has blood on the body or uniform must leave the court immediately and voluntarily (through a normal substitution), in order to have the bleeding stopped, the wound covered, and the body and uniform cleaned off. The player must not return to the court until this has been done.

A player who does not follow the instructions of the referees in connection with this provision is deemed guilty of unsportsmanlike conduct (8:7, 16:1b and 16:3d).

4:11 In the case of an injury, the referees may give permission (through hand signals no. 15 and 16) for two of the persons who are entitled to participate (see 4:3) to enter the court during a time-out, for the specific purpose of assisting an injured player from their team.

After receiving medical care on the playing court, the player has to leave the court immediately. He can only re-enter the court following the third attack of his team (procedure and exceptions see Clarification No. 8).

Regardless of the counted number of attacks, the player can re-enter the playing court when the game is continued after the end of a half-time. If the player enters the playing court too early, he shall be punished according to Rule 4:4-4:6.

Only national federations are entitled to suspend the regulations of Rule 4:11, 2nd paragraph, in youth categories.

If additional persons enter the court after two persons have already entered, including persons from the team not affected, it shall be punished as illegal entry, in the case of a player under Rule 4:6 and 16:3a, and in the case of a team official under Rules 4:2, 16:1b, 16:3d and 16:6c. A person who has been permitted to enter the court under Rule 4:11, 1st paragraph, but, instead of assisting the injured player, gives instructions to players, approaches opponents or referees etc., shall be considered guilty of unsportsmanlike conduct (16:1b, 16:3d and 16:6c).

RULE 5 - The Goalkeeper; The goalkeeper is allowed to:.

5:1 touch the ball with any part of his body while in the act of defence inside the goal area;

5:2 move with the ball inside the goal area, without being subject to the restrictions applying to court players (7:2-4, 7:7); the goalkeeper is not allowed, however, to delay the execution of the goalkeeper throw (6:4-5, 12:2 and 15:5b);

5:3 leave the goal area without the ball and participate in the game in the playing area; when doing so, the goalkeeper becomes subject to the rules applying to players in the playing area (except in the situation described in Rule 8:5 Comment, 2nd paragraph). The goalkeeper is considered to have left the goal area as soon as any part of the body touches the floor outside the goal-area line.

5:4 leave the goal area with the ball and play it again in the playing area if he has not managed to control it.

The goalkeeper is not allowed to:.

5:5 endanger the opponent while in the act of defence (8:3, 8:5, 8:5 Comment, 13:1b);

5:6 leave the goal area with the ball under control; this leads to a free throw (according to 6:1, 13:1a and 15:7, 3rd paragraph), if the referees had whistled for the execution of the goalkeeper throw; otherwise the goalkeeper throw is simply repeated (15:7, 2nd paragraph); see, however, the advantage interpretation in 15:7, if the goalkeeper were to lose the ball outside the goal area after having crossed the line with the ball in his hand.

5:7 touch the ball when it is stationary or rolling on the floor outside the goal area, while he is inside the goal area (6:1, 13:1a);

5:8 take the ball into the goal area when it is stationary or rolling on the floor outside the goal area (6:1, 13:1a);

5:9 re-enter the goal area from the playing area with the ball (6:1, 13:1a);

5:10 touch the ball with the foot or the leg below the knee, when it is moving out towards the playing area (13:1a);

5:11 cross the goalkeeper's restraining line (4-metre line) or its projection on either side, before the ball has left the hand of the opponent who is executing a 7-metre throw (14:9).

As long as the goalkeeper keeps one foot on the floor on or behind the restraining line (4- meter line), he is permitted to move the other foot or any other part of his body out over the line in the air.

RULE 6 - The Goal Area.

6:1 Only the goalkeeper is allowed to enter the goal area (see, however, 6:3). The goal area, which includes the goal-area line, is considered entered when a court player touches it with any part of the body.

6:2 When a court player enters the goal area, the decisions shall be as follows:

goalkeeper throw when a player of the team in possession enters the goal area in possession of the ball or enters without the ball but gains an advantage by doing so (12:1);

free throw when a court player of the defending team enters the goal area and gains an advantage, but without destroying a chance of scoring (13:1b; see also 8:7f);

7-metre throw when a court player of the defending team enters the goal area and because of this destroys a clear chance of scoring (14:1a). For purposes of this rule, the concept "entering the goal area" does not mean just touching the goal-area line, but clearly stepping into the goal area.

6:3 Entering the goal area is not penalised when:.

a player enters the goal area after playing the ball, as long as this does not create a disadvantage for the opponents;

a player from one of the teams enters the goal area without the ball and does not gain an advantage by doing so.

6:4 The ball is considered to be 'out of play' when the goalkeeper controls the ball in the goal area (12:1). The ball must be put back into play through a goalkeeper throw (12:2).

6:5 The ball remains in play, while it is rolling on the floor inside the goal area. It is in the possession of the goalkeeper's team and only the goalkeeper may touch it. The goalkeeper may pick it up, which brings it out of play, and then put it back into play, in accordance with Rules 6:4 and 12:1-2 (see, however, 6:7b). It leads to a free throw (13:1a) if the ball is touched by a teammate of the goalkeeper while it is rolling (see, however, 14:1a, in conjunction with Clarification 6c), and the game is continued with a goalkeeper throw (12:1 (III)) if it is touched by an opponent.

The ball is out of play, as soon as it is lying on the floor in goal area (12:1 (II)). It is in the possession of the goalkeeper's team and only the goalkeeper may touch it. The goalkeeper must put it back into play in accordance with 6:4 and 12:2 (see, however, 6:7b). It remains a goalkeeper throw if the ball is touched by any other player of either team (12:1 2nd paragraph, 13:3).

It is permitted to touch the ball when it is in the air over the goal area, as long as it is in conformity with Rules 7:1 and 7:8.

6:6 Play shall continue (through a goalkeeper throw according to 6:4-5) if a player of the defending team touches the ball when in the act of defence, and the ball is caught by the goalkeeper or comes to rest in the goal area.

6:7 If a player plays the ball into his own goal area, the decisions shall be as follows:

goal if the ball enters the goal;.

free throw if the ball comes to a rest in the goal area, or if the goalkeeper touches the ball and it does not enter the goal (13:1a-b);

throw-in if the ball goes out over the outer goal line (11:1);.

play continues if the ball passes through the goal area back into the playing area, without being touched by the goalkeeper.

6:8 A ball that returns from the goal area out into the playing area remains in play.

RULE 7 - Playing the Ball, Passive Play; Playing the Ball; It is permitted to:.

7:1 throw, catch, stop, push or hit the ball, by using hands (open or closed), arms, head, torso, thighs, and knees;

7:2 hold the ball for a maximum of 3 seconds, also when it is lying on the floor (13:1a);

7:3 take a maximum of 3 steps with the ball (13:1a); one step is considered taken when:

a player who is standing with both feet on the floor lifts one foot and puts it down again, or moves one foot from one place to another.

a player is touching the floor with one foot only, catches the ball and then touches the floor with the other foot.

a player after a jump touches the floor with one foot only, and then hops on the same foot or touches the floor with the other foot. d) a player after a jump touches the floor with both feet simultaneously, and then lifts one foot and puts it down again, or moves one foot from one place to another.

If one foot is moved from one place to another and the other foot is dragged behind, only one step is considered taken.

It is in conformance with the rules, if a player with the ball falls to the floor, slides and then stands up and plays the ball. This is also the case, if a player dives for the ball, controls it and stands up to play it.

7:4 while standing or running:; bounce the ball once and catch it again with one or both hands;.

bounce the ball repeatedly with one hand (dribble), and then catch it or pick it up again with one or both hands;

roll the ball on the floor repeatedly with one hand, and then catch it or pick it up again with one or both hands.

As soon as the ball thereafter is held in one or both hands, it must be played within 3 seconds or after no more than 3 steps (13:1a).

The bouncing or dribbling is considered to have started when the player touches the ball with any part of his body and directs it towards the floor.

After the ball has touched another player or the goal, the player is allowed to tap the ball or bounce it and catch it again (see, however, 14:6).

7:5 move the ball from one hand into the other one.

7:6 play the ball while kneeling, sitting or lying on the floor; this means that is it permitted to execute a throw (for instance a free throw), from such a position, if the requirements of Rule 15:1 are met, including the requirement of having a part of one foot in constant contact with the floor.

It is not permitted to:.

7:7 after the ball has been controlled, to touch it more than once, unless it has touched the floor, another player, or the goal in the meantime (13:1a); however, touching it more than once is not penalised, if the player is ‘fumbling’ the ball, i.e., failing to control it when trying to catch or stop it.

7:8 touch the ball with a foot or leg below the knee, except when the ball has been thrown at the player by an opponent (13:1a-b; see also 8:7e).

7:9 Play continues if the ball touches a referee on the court.

7:10 If a player with the ball moves outside the playing court with one or both feet (while the ball is still inside the court), for instance to get around a defending player, this shall lead to a free throw for the opponents (13:1a).

If a player from the team in possession takes up position outside the court without the ball, the referees shall indicate to the player that he must move into the court. If the player does not do so, or if the action is later repeated by the same team, there shall be a free throw awarded to the opponents (13:1a) without any further forewarning. Such actions shall not lead to personal punishment under Rules 8 and 16.

Passive Play.

7:11 It is not permitted to keep the ball in the team’s possession without making any recognisable attempt to attack or to shoot on goal. Similarly, it is not allowed to delay repeatedly the execution of a throw-off, free throw, throw-in, or goalkeeper throw for one’s own team (see Clarification No. 4). This is regarded as passive play, which is to be penalised with a free throw against the team in possession of the ball unless the passive tendency ceases (13:1a).

The free throw is taken from the spot where the ball was when play was interrupted.

7:12 When a tendency to passive play is recognised, the forewarning signal (hand signal no. 17) is shown. This gives the team in possession of the ball the opportunity to change its way of attacking in order to avoid losing possession. If the way of attacking does not change after the forewarning signal has been shown, the referees can whistle for passive play at any moment. If no shot on goal is taken by the attacking team after a maximum of 6 passes, then a free throw is called against this team (13:1a, procedure and exceptions see Clarification No. 4, section D).

The decision by the referees about the number of passes is a decision on the basis of their observation of facts under the principle of Rule 17:11.

In certain situations, the referees can call a free throw against the team in possession also without any prior forewarning signal, e.g. when a player intentionally refrains from trying to utilise a clear scoring chance.

RULE 8 - Fouls and Unsportsmanlike Conduct; Permitted actions; It is permitted:; 8:1.

to use an open hand to play the ball out of the hand of another player.

to use bent arms to make body contact with an opponent, and to monitor and follow him in this way.

to use one’s trunk to block the opponent, in a struggle for positions.

Blocking means preventing an opponent from moving into open space. Setting the block, maintaining the block and moving out of the block must, in principle, be done in a passive manner in relation to the opponent (see, however, 8:2b).

Fouls that normally do not lead to personal punishment (consider, however, the decision-making criteria in 8:3a-d)

It is not permitted:; 8:2.

to pull or hit the ball out of the hands of the opponent.

to block the opponent with arms, hand, legs, or to use any part of the body to displace him or push him away; this includes a dangerous use of the elbow, both as a starting position and in motion.

to hold an opponent (body or uniform), even if he remains free to continue the play.

run into or jump into an opponent.

Fouls that warrant a personal punishment under Rules 8:3-6.

8:3 Fouls, where the action is mainly or exclusively aimed at the body of the opponent, must lead to a personal punishment. This means that, in addition to a free throw or 7- meter throw, at least the foul is to be punished progressively, beginning with a warning (16:1), then with 2-minute suspensions (16:3b) and disqualification (16:6d).

For more severe fouls, there are 3 further levels of punishment on the basis of the following decision-making criteria:

Fouls that are to be punished with an immediate 2-minute suspension (8:4);

Fouls that are to be punished with a disqualification (8:5);.

Fouls that are to be punished with a disqualification and where a written report is required (8:6).

Fouls that warrant an immediate 2-minute suspension.

8:4 For certain fouls, the punishment is a direct 2-minute suspension, regardless of whether the player had received a warning earlier.

This applies especially for such fouls where the guilty player disregards the danger to the opponent (see also 8:5 and 8:6).

Taking into account the decision-making criteria under 8:3, such fouls could for instance be:

fouls that are committed with high intensity or against an opponent who is running fast;

holding on to the opponent for a long time, or pulling him down;; fouls against the head, throat or neck;; hard hitting against the torso or throwing arm;.

attempting to make the opponent lose body control (e.g., grabbing the leg/foot of an opponent who is jumping; see, however, 8:5a);

running or jumping with great speed into an opponent.

Fouls that warrant a disqualification.

8:5 A player who is attacking an opponent in a way that is dangerous to his health is to be disqualified (16:6a). The special danger to the opponent's health follows from the high intensity of the foul or from the fact that the opponent is completely unprepared for the foul and therefore cannot protect himself (see Rule 8:5 Comment).

In addition to the criteria of 8:3 and 8:4, the following decision-making criteria also apply:

the actual loss of body control while running or jumping, or during a throwing action;

a particularly aggressive action against a part of the body of the opponent, especially face, throat or neck; (the intensity of the body contact);

the reckless attitude demonstrated by the guilty player when committing the foul.

Also, a foul with a very small physical impact can be very dangerous and lead to a severe injury, if the foul is committed in a moment when the player is jumping in the air or running, and therefore is unable to protect himself. In this type of situation, it is the danger to the opponent and not the intensity of the body contact that is the basis for the judgment whether a disqualification is warranted.

This also applies in those situations where a goalkeeper leaves the goal area, for the purpose of catching a pass intended for an opponent. Here the goalkeeper has the responsibility for ensuring that a situation does not arise that is dangerous to the health of the opponent.

He is to be disqualified if he:.

gains possession of the ball, but in his movement causes a collision with the opponent;

cannot reach or control the ball, but causes a collision with the opponent.

If the referees are convinced in one of these situations, that, without the illegal action from the goalkeeper, the opponent would have been able to reach the ball, then a 7-metre throw is to be awarded.

Disqualification due to a particular reckless, particularly dangerous, premeditated or malicious action (also to be reported in writing)

8:6 If the referees find an action to be particularly reckless, particularly dangerous, premeditated or malicious, they must submit a written report after the game, so that the responsible authorities are in a position to take a decision about further measures.

Indications and characteristics that could serve as decision-making criteria in addition to those in Rule 8:5 are:

particularly reckless or particularly dangerous action;.

premeditated or malicious action, which is not in any way related to the game situation.

When a foul under Rule 8:5 or 8:6 is committed during the last 30 seconds of a game, with the purpose of preventing a goal, then the action is to be seen as ‘extremely unsportsmanlike conduct’ under Rule 8:10d and punished accordingly.

Unsportsmanlike conduct that warrants a personal punishment under Rules 8:7-10

As unsportsmanlike conduct is considered any verbal and non-verbal expressions that are not in conformity with the spirit of good sportsmanship. This applies to both players and team officials, on the court and outside the court. For the punishment of unsportsmanlike, seriously unsportsmanlike, and extremely unsportsmanlike conduct, a difference is made between 4 levels of actions:

Actions that are to be punished progressively (8:7);; - Actions that are to be punished with a direct 2-minute suspension (8:8);; - Actions that are to be punished with a disqualification (8:9);.

Actions that are to be punished with a disqualification and a written report (8:10a,b).

Unsportsmanlike conduct that warrants progressive punishment.

8:7 The actions listed below under a-f are examples of unsportsmanlike conduct that is to be punished progressively, beginning with a warning (16:1b).

protests against referee decisions, or verbal and non-verbal actions intended to cause a specific referee decision;

harassing an opponent or teammate through words or gestures, or shouting at an opponent in order to cause distraction;

delaying the execution of a formal throw for the opponents, by not respecting the 3- meter distance or in some other way;

through ‘theatre’, trying to mislead the referees regarding the actions of an opponent or exaggerating the impact of an action, in order to provoke a time-out or an undeserved punishment for an opponent;

actively blocking a shot or pass by using a foot or lower leg; pure reflex motions, e.g., moving the legs together, are not to be punished (see also Rule 7:8);

repeated entering of the goal area for tactical reasons.

Unsportsmanlike conduct warranting an immediate 2-minute suspension.

8:8 Certain unsportsmanlike actions are by their nature seen as more severe and warrant an immediate 2-minute suspension, regardless of whether the player or the officials had received a warning earlier. This

includes:

protests involving loudness with forceful gestures, or provocative behaviour;

when there is a decision against a team in possession, and the player with the ball does not immediately make it available to the opponents by dropping it or putting it down on the floor;

blocking the access to a ball that went into the substitution area.

Seriously unsportsmanlike conduct warranting a disqualification.

8:9 Certain forms of unsportsmanlike conduct are considered so serious that they warrant a disqualification.

The following are examples of such conduct:.

throwing or hitting the ball away in a demonstrative manner, after a decision by the referees;

if a goalkeeper demonstratively refrains from trying to stop a 7-metre throw;

deliberately throwing the ball at an opponent during a stoppage in the game; if it is done with a lot of force and from very short distance, it is more appropriately regarded as a ‘particularly reckless action’ under 8:6 above;

when a 7m shooter hits the goalkeeper’s head, if the goalkeeper is not moving his head in the direction of the ball;

when a free throw shooter hits a defender’s head, if the defender is not moving his head in the direction of the ball;

an act of revenge after having been fouled.

In the case of a 7-metre throw or a free throw, the shooter has the responsibility not to endanger the goalkeeper or the defender.

Disqualification due to extremely unsportsmanlike conduct also to be reported in writing

8:10 If the referees classify a conduct as extremely unsportsmanlike, a punishment is granted according to the following regulations.

In cases involving the following infractions (a, b), serving as examples, the referees have to submit a written report after the game has been ended to allow the competent bodies to decide what measures shall be taken:

insulting or threatening behaviour directed at another person, e.g., referee, timekeeper/scorekeeper, delegate, team official, player, spectator; the behaviour may be in verbal or non-verbal form (e.g., facial expression, gestures, body language or body contact);

(I) the interference by a team official in the game, on the playing court or from the substitution area, or (II) a player destroying a clear chance of scoring, either through an illegal entry on the court (Rule 4:6) or from the substitution area. In cases involving the following infractions (c, d), a 7m throw is awarded to the opponents.

if during the last 30 seconds of a game the ball is out of play, and a player or team official prevents or delays the execution of a throw for the opponents, in order to prevent them from being able to take a shot on goal or to obtain a clear scoring chance, the guilty player / official is to be disqualified and a 7m throw is to be granted to the opponents. It applies to any type of interference (e.g., with only limited physical action, interfering with the execution of a throw such as intercepting a pass, interference with the reception of the ball, not releasing the ball).

if during the last 30 seconds of a game the ball is in play, and the opponents

1) through an infringement by a player of the Rules 8:5 or 8:6 as well as 8:10a or 8:10b (II)

2) through an infringement by an official of the Rules 8:10a or 8:10b (I).

prevent the team in possession from being able to take a shot on goal or to obtain a clear scoring chance, the guilty player or official is disqualified according to the corresponding Rules and the team in possession is granted a 7m throw.

If the player who was fouled, or a teammate, scores a goal before the game is interrupted, the 7m throw shall not be granted.

RULE 9 - Scoring.

9:1 A goal is scored when the entire ball has completely crossed the goal line (see diagram 4), provided that no violation of the rules has been committed by the thrower, a teammate or a team official before or during the throw. The goal line referee confirms with two short whistle signals and hand signal no. 12 that a goal has been scored.

A goal shall be awarded if there is a violation of the rules by a defender but the ball still goes into the goal.

A goal cannot be awarded if a referee, timekeeper or delegate has interrupted the game before the ball has completely crossed the goal line.

A goal shall be awarded to the opponents if a player plays the ball into his own goal, except in the situation where a goalkeeper is executing a goalkeeper throw (12:2, 2nd paragraph).

A goal shall be awarded if the ball is prevented from going into the goal by someone or something not participating in the game (spectators, etc.), and the referees are convinced that the ball would otherwise have entered the goal.

9:2 A goal that has been awarded can no longer be disallowed, once the referee has blown the whistle for the subsequent throw-off to be taken. (See, however, Rule 2:9 Comment).

The referees must make clear (without a throw-off) that they have awarded a goal, if the signal for the end of a half sounds immediately after a goal is scored and before a throw-off can be taken.

A goal should be entered on the scoreboard as soon as it has been awarded by the referees.

9:3 The team that has scored more goals than the opponents are the winner. The game is tied if both teams have scored the same number of goals or no goals at all (see 2:2).

Diagram 4: Scoring; RULE 10 - The Throw-Off.

10:1 At the start of the game, the throw-off is taken by the team that wins the coin toss and elects to start with the ball in its possession. The opponents then have the right to choose ends. Alternatively, if the team that wins the coin toss prefers to choose ends, then the opponents take the throw-off.

The teams change ends for the second half of the game. The throw-off at the start of the second half is taken by the team that did not have the throw-off at the start of the game.

A new coin toss is undertaken prior to each overtime period, and all the above-stated regulations under Rule 10:1 also apply to overtime.

10:2 After a goal has been scored play is resumed with a throw-off taken by the team that conceded the goal (see, however, 9:2, 2nd paragraph).

10:3 The throw-off is taken in any direction from the center of the court (with a tolerance sideways of about 1.5 meters). It is preceded by a whistle signal, following which it must be taken within 3 seconds (13:1a, 15:7 3rd paragraph). The player taking the throw-off must take up a position with at least one foot on the center line, and the other foot on or behind the line (15:6), and remain in this position until the ball has left his hand (13:1a, 15:7 3rd paragraph) (see also Clarification No. 5).

The teammates of the thrower are not allowed to cross the center line prior to the whistle signal (15:6).

10:4 For the throw-off at the start of each half (incl. any period of overtime), all players must be in their own half of the court.

However, for the throw-off after a goal has been scored, the opponents of the thrower are allowed to be in both halves of the court.

In both cases, however, the opponents must be at least 3 meters away from the player taking the throw-off (15:4, 15:9, 8:7c).

RULE 11 - The Throw-In.

11:1 A throw-in is awarded when the ball has completely crossed the side line, or when a court player of the defending team was the last one to touch the ball before it crossed his team’s outer goal line.

It is also awarded when the ball has touched the ceiling or a fixture above the court.

11:2 The throw-in is taken without whistle signal from the referees (see, however, 15:5b) by the opponents of the team whose player last touched the ball before it crossed the line or touched the ceiling or fixture.

11:3 The throw-in is taken from the spot where the ball crossed the side line or, if it crossed the outer goal line, from the intersection of the side line and the outer goal line on that side.

For a throw-in after the ball touched the ceiling or a fixture above the court, the throw-in is taken at the nearest point on the nearest side line in relation to the spot where the ball touched the ceiling or fixture.

11:4 The thrower must stand with a foot on the side line and remain in a correct position until the ball has left his hand. There is no limitation for the placement of the second foot (13:1a, 15:6, 15:7 2nd and 3rd paragraph).

11:5 While the throw-in is being taken, the opponents may not be closer than 3 meters to the thrower (15:4, 15:9, 8:7c). This does not apply, however, if they stand immediately outside their own goal-area line.

RULE 12 - The Goalkeeper Throw.

12:1 A goalkeeper throw is awarded when: (I) a player of the opposing team has entered the goal area in violation of Rule 6:2a; (II) the goalkeeper has controlled the ball in the goal area or the ball is stationary on the floor in the goal area (6:4-5); (III) a player of the opposing team has touched the ball when it is rolling on the floor in the goal area (6:5, 1st paragraph) or (IV) when the ball has crossed the outer goal line, after having been touched last by the goalkeeper or a player of the opposing team.

This means that in all these situations the ball is considered out of play, and that the game is resumed with a goalkeeper throw (13:3) if there is a violation after a goalkeeper throw has been awarded and before it has been executed.

12:2 The goalkeeper throw is taken by the goalkeeper without whistle signal from the referee (see, however, 15:5b), from the goal area out over the goal area line.

If the team that has to execute the goalkeeper throw is playing without a goalkeeper, a goalkeeper must replace one of the court players (Rule 4:4). The referees decide if a time-out is necessary (Rule 2:8, 2nd paragraph, Clarification No. 2).

The goalkeeper throw is considered to have been taken, when the ball thrown by the goalkeeper has completely crossed the goal-area line.

The players of the other team are allowed to be immediately outside the goal-area line, but they are not allowed to touch the ball until it has completely crossed the line (15:4, 15:9, 8:7c).

RULE 13 - The Free Throw; Free-Throw Decision 1.

13:1 In principle, the referees interrupt the game and have it restarted with a free throw for the opponents when:

the team in possession of the ball commits a violation of rules that must lead to a loss of possession (see 4:2-3, 4:5-6, 5:6-10, 6:5 1st paragraph, 6:7b, 7:2-4, 7:7-8, 7:10, 7:11-12, 8:2-10, 10:3, 11:4, 13:7, 14:4-7, 15:7 3rd paragraph, and 15:8);

the opponents commit a violation of rules that causes the team in possession of the ball to lose it (see 4:2-3, 4:5-6, 5:5, 6:2b, 6:7b, 7:8, 8:2-10).

13:2 The referees should allow continuity in the game by refraining from interrupting the game prematurely with a free-throw decision.

This means that, under Rule 13:1a, the referees should not call a free throw if the defending team gains possession of the ball immediately after the violation committed by the attacking team.

Similarly, under Rule 13:1b, the referees should not intervene until and unless it is clear that the attacking team has lost possession of the ball or is unable to continue their attack, due to the violation committed by the defending team.

If a personal punishment is to be given because of rules violation, then the referees may decide to interrupt the game immediately, if this does not cause a disadvantage for the opponents of the team committing the violation. Otherwise the punishment should be delayed until the existing situation is over.

Rule 13:2 does not apply in the case of infringements against Rules 4:2-3 or 4:5-6, where the game shall be interrupted immediately, normally through the intervention of the timekeeper, the delegate or the referees.

13:3 If a violation that would normally lead to a free throw under Rule 13:1a-b takes place when the ball is out of play, then the game is restarted with the throw that corresponds to the reason for the existing interruption (please see also Rules 8:10c, special instructions during the last 30 seconds of the game).

13:4 In addition to the situations indicated in Rule 13:1a-b, a free throw is also used as the way of restarting the game in certain situations where the game is interrupted (i.e. when the ball is in play), even though no violation of rules has occurred:

if one team is in possession of the ball at the time of the interruption, this team shall retain possession;

if neither team is in possession of the ball, then the team that last had possession shall be given possession again.

13:5 If there is a free-throw decision against the team that is in possession of the ball when the referee whistles, then the player who has the ball at that moment must immediately drop it or put it down on the floor, so that it can be played (8:8b).

Free-Throw Execution.

13:6 The free throw is normally taken without any whistle signal from the referee (see, however, 15:5b) and, in principle, from the place where the infraction occurred. The following are exceptions to this principle:

In the situations described under 13:4a-b, the free throw is taken, after whistle signal, in principle from the place where the ball was at the time of the interruption.

If a referee or delegate (of the IHF or a continental confederation/national federation) interrupts the game because of an infringement on the part of a player or team official of the defending team, and this results in a verbal caution or a personal punishment, then the free-throw should be taken from the place where the ball was when the game was interrupted, if this is a more favourable location than the position where the infringement took place.

The same exception as in the previous paragraph applies if a timekeeper interrupts the game because of violations under Rules 4:2-3 or 4:5-6.

As indicated in Rule 7:11, free throws called because of passive play shall be taken from the place where the ball was when the game was interrupted.

Notwithstanding the basic principles and procedures stated in the preceding paragraphs, a free throw can never be taken inside the throwing team’s own goal area or inside the free throw line of the opponents. In any situation where the location indicated by the one of the preceding paragraphs involves either one of these areas, the location for the execution must be moved to the nearest spot immediately outside the restricted area.

If the correct position for the free throw is at the free throw line of the defending team, then the execution must take place essentially at the precise spot. However, the further away the location is from the defending team’s free throw line, the more of a margin there is for allowing the free throw to be taken a short distance away from the precise spot. This margin gradually increases up to 3 meters, which applies in the case of a

free throw taken from just outside the throwing team's own goal area.

The margin just explained does not apply following a violation of Rule 13:5, if this violation is being punished in accordance with Rule 8:8b. In such cases, the execution should always be from the precise spot where the violation has been committed.

13:7 Players of the throwing team must not touch or cross the free throw line of the opponents before the free throw has been taken. See also the special restriction under Rule 2:5.

The referees must correct the positions of players of the throwing team who are between the free throw line and the goal-area line prior to the execution of the free throw, if the incorrect positions have an influence on the game (15:3, 15:6). The free throw shall then be taken following a whistle signal (15:5b). The same procedure applies (Rule 15:7, 2nd paragraph) if players of the throwing team enter the restricted area during the execution of the free throw (before the ball has left the thrower's hand), if the execution of the throw was not preceded by a whistle signal.

In the case where the execution of a free throw has been authorised through a whistle signal, if players from the attacking team touch or cross the free throw line before the ball has left the hand of the thrower, there shall be a free throw awarded to the defending team (15:7, 3rd paragraph; 13:1a).

13:8 When a free throw is being taken, the opponents must remain at a distance of at least 3 meters from the thrower. They are, however, allowed to stand immediately outside their goal-area line if the free throw is being taken at their free throw line. Interference with the execution of the free throw is penalised in accordance with Rules 15:9 and 8:7c.

13:9 When making a free throw, opponents must be at least 3 meters away from the player which is making the throw. They are, however, allowed to stand in front of their own goal line if a free throw is made on their free throw line.

RULE 14 - The 7-Metre Throw; 7-Metre Decision; 14:1 A 7-metre throw is awarded when:.

a clear chance of scoring is illegally destroyed anywhere on the court by a player or a team official of the opposing team;

there is an unwarranted whistle signal at the time of a clear chance of scoring;

a clear chance of scoring is destroyed through the interference of someone not participating in the game, for instance a spectator entering the court or stopping the players through a whistle signal (except when 9:1 Comment applies).

there is an infraction according to Rules 8:10c or 8:10d (however, see 8:10 last paragraph).

By analogy, this rule also applies in the case of a 'force majeure', such as a sudden electrical failure, that stops the game precisely during a clear chance of scoring. See Clarification No. 6 for the definition of clear chance of scoring.

14:2 If an attacking player retains full control of ball and body despite a violation as in Rule 14:1a, there is no reason to give a 7-metre throw, even if thereafter the player fails to utilise the clear scoring chance.

Whenever there is a potential 7-metre decision, the referees should always hold off on intervening until they can clearly determine if a 7-metre decision is indeed justified and necessary. If the attacking player scores a

goal despite the illegal interference from the defenders, then there is obviously no reason to give a 7-metre throw. Conversely, if it becomes apparent that the player really has lost ball or body control because of the violation, so that a clear chance no longer exists, then a 7-metre throw is to be given.

Rule 14:2 is not applicable in cases involving infractions of the Rules 4:2-3 or 4:5-6, when the game has to be interrupted immediately by a signal from the timekeeper, the delegate or the referees.

14:3 When awarding a 7-metre throw the referees may give a time-out, but only if there is a substantial delay, for instance due to a substitution of the goalkeeper or the thrower, and a time-out decision would be in line with the principles and criteria stated in Clarification No. 2.

7-Metre Execution.

14:4 The 7-metre throw is to be taken as a shot on goal, within 3 seconds after a whistle signal from the referee (15:7, 3rd paragraph; 13:1a).

14:5 The player who is taking the 7-meter throw must take up a position behind the 7-meter line, not further away than 1 meter behind the line (15:1, 15:6). After the whistle signal from the referee, the thrower must not touch or cross the 7-metre line before the ball has left his hand (15:7, 3rd paragraph; 13:1a).

14:6 The ball must not be played again by the thrower or a teammate following the execution of a 7-metre throw, until it has touched an opponent or the goal (15:7, 3rd paragraph; 13:1a).

14:7 When a 7-metre throw is being executed, the teammates of the thrower must position themselves outside the free throw line, and remain there until the ball has left the thrower’s hand (15:3, 15:6). If they do not do so, a free throw will be called against the team taking the 7-metre throw (15:7, 3rd paragraph; 13:1a).

14:8 When a 7-metre throw is being executed, the players of the opposing team must remain outside the free throw line and at least 3 metres away from the 7-metre line, until the ball has left the thrower’s hand. If they do not do so, the 7-metre throw will be retaken if it does not result in a goal, but there is no personal punishment.

14:9 The 7-metre throw is to be retaken, unless a goal is scored, if the goalkeeper crosses his restraining line, i.e. the 4-metre line (1:7, 5:11), before the ball has left the thrower’s hand. However, it does not result in a personal punishment for the goalkeeper.

14:10 It is not permitted to change goalkeepers once the thrower is ready to take the 7-metre throw, standing in the correct position with the ball in hand. Any attempt to make a substitution in this situation is to be penalised as unsportsmanlike conduct (8:7c, 16:1b and 16:3d).

RULE 15 - General Instructions for the Execution of the Throws (Throw-Off, Throw-In, Goalkeeper Throw, Free throw and 7-Metre Throw)

The Thrower.

15:1 Prior to the execution, the thrower must be in the correct position prescribed for the throw. The ball must be in the hand of the thrower (15:6).

During the execution, except in the case of the goalkeeper throw, the thrower must have one part of a foot in constant contact with the floor until the ball is released. The other foot may be lifted and put down repeatedly (see also Rule 7:6).

The thrower must remain in the correct position until the throw has been executed (15:7, 2nd and 3rd paragraph).

15:2 A throw is considered taken when the ball has left the hand of the thrower (see, however, 12:2).

The thrower must not touch the ball again until it has touched another player or the goal. (15:7, 15:8). See also further restrictions for situations under 14:6.

A goal may be scored directly from any throw, except that a direct ‘own goal’ cannot be scored through a goalkeeper throw (i.e., by dropping the ball into one’s own goal).

The Teammates of the Thrower.

15:3 The teammates must take up the positions prescribed for the throw in question (15:6). The players must remain in correct positions until the ball has left the hand of the thrower, except as under 10:3, 2nd paragraph.

The ball must not be touched by, or handed over to, a teammate during the execution (15:7, 2nd and 3rd paragraph).

The Defending Players.

15:4 The defending players must take up the positions prescribed for the throw and remain in correct position until the ball has left the hand of the thrower (15:9).

Incorrect positions on the part of the defending players in connection with the execution of a throw-off, throw-in, or free throw must not be corrected by the referees if the attacking players are not at a disadvantage by taking the throw immediately. If there is a disadvantage, then the positions are to be corrected.

Whistle Signal for the Restart; 15:5 The referee must blow the whistle for the restart:; always in the case of a throw-off (10:3) or 7-metre throw (14:4);; in the case of a throw-in, goalkeeper throw or free throw:; - for a restart after a time-out;; - for a restart with a free throw under Rule 13:4;; - when there has been a delay in the execution;; - after a correction of the player positions;.

after a verbal caution or a warning.

The referee may judge it appropriate, for the sake of clarity, to blow the whistle for the restart on any other occasion.

In principle, the referee shall not give the whistle signal for the restart unless and until the requirements for player positions under 15:1, 15:3 and 15:4 are met (see, however, 13:7 2nd paragraph and 15:4 2nd paragraph). If the referee blows his whistle for a throw to be taken, despite incorrect positions on the part of players, then those players are fully entitled to intervene.

After the whistle signal the thrower must play the ball within 3 seconds.

Sanctions.

15:6 Violations by the thrower or his teammates prior to the execution of a throw, i.e., typically in the form of incorrect positions or the touching of the ball by a teammate, shall lead to a correction. (See, however, 13:7 2nd paragraph).

15:7 The consequences of violations by the thrower or his teammates (15:1-3) during the execution of a throw depend primarily on whether the execution was preceded by a whistle signal for the restart.

In principle, any violation during an execution that was not preceded by a restart signal is to be handled through a correction and a retaking of the throw after a whistle signal. However, an advantage concept, in analogy with Rule 13:2, applies here. If the thrower's team immediately loses possession after an incorrect execution, then the throw is simply considered to have been executed and play continues.

In principle, any violation during an execution after a restart signal is to be penalised. This applies, for instance, if the thrower jumps during the execution, holds on to the ball for more than 3 seconds, or moves out of the correct position before the ball has left his hand. It applies if the teammates move into illegal positions after the whistle signal but before the ball has left the thrower's hands (except 10:3, 2nd paragraph). In such cases, the initial throw is forfeited, and the opponents are awarded a free throw (13:1a) from the place of the infraction (see, however, Rule 2:6). The advantage provision under Rule 13:2 does apply, i.e., if the thrower's team loses possession of the ball before the referees have an opportunity to intervene, play continues.

15:8 In principle, any violation immediately following, but related to, the execution of a throw is to be penalised. This refers to a violation of 15:2, 2nd paragraph, i.e., the thrower touches the ball a second time before it has touched another player or the goal. It can take the form of a dribble, or grabbing the ball again after it is in the air or has been put down on the floor. This is sanctioned with a free throw (13:1a) for the opponents. As in the case of 15:7 3rd paragraph, the advantage provision applies.

15:9 Except as indicated in Rules 14:8, 14:9, 15:4 2nd paragraph and 15:5 3rd paragraph, defending players who interfere with the execution of a throw for the opponents, for instance by not taking up a correct position initially or by moving into an incorrect position subsequently, shall be penalised. This applies regardless of whether it happens prior to the execution or during the execution (before the ball has left the thrower's hand).

It also applies whether the throw was preceded by a whistle signal for the restart or not. Rule 8:7c applies, in conjunction with Rules 16:1b and 16:3d. A throw that was negatively affected by a defender's interference shall, in principle, be repeated.

RULE 16 - The Punishments; Warning; 16:1 A warning is the appropriate punishment for:.

fouls that are to be punished progressively (8:3; compare however 16:3b and 16:6d);

unsportsmanlike conduct that is to be punished progressively (8:7).

A player should not be given more than one warning, and the players of a team should not be given more than 3 warnings in total; thereafter, the punishment must be at least a 2-minute suspension.

A player who has already had a 2-minute suspension should not subsequently be given a warning. No more than one warning in total should be given to the officials of a team.

16:2 The referee shall indicate the warning to the guilty player or official and to the timekeeper/scorekeeper by holding up a yellow card (hand signal no. 13).

Suspension; 16:3 A suspension (2 minutes) is the appropriate punishment:.

for a faulty substitution, if an additional player enters the court, or if a player interferes in the game from the substitution area (4:5-6); note, however, Rule 8:10b (II);

for fouls such as those under 8:3, if the player and/or his team has already received the maximum number of warnings (see 16:1 Comment);

for fouls such as those under 8:4;.

for unsportsmanlike conduct by a player as under 8:7, if the player and/or his team has already received the maximum number of warnings;

for unsportsmanlike conduct by a team official as under 8:7, if one of the officials on the team has already received a warning;

for unsportsmanlike conduct by a player or team official as under 8:8 (see also 4:6);

as a consequence of a disqualification of a player or team official (16:8, 2nd paragraph; see, however, 16:11b);

for unsportsmanlike conduct by a player before the game has been restarted, after he has just been given a 2-minute suspension (16:9a).

It is not possible to give the officials of a team more than one 2-minute suspension in total. When a 2-minute suspension is called against a team official in accordance with 16:3e, the official is allowed to remain in the substitution area and carry out his functions. However, the team's strength on the court is reduced for 2 minutes.

16:4 After calling time-out the referee shall clearly indicate the suspension to the guilty player or team official, and to the timekeeper/scorekeeper, through the prescribed hand signal, i.e., one arm raised with two fingers extended (hand signal no. 14).

16:5 A suspension is always for a playing time of 2 minutes; the third suspension for the same player also always leads to a disqualification (16:6d).

The suspended player is not allowed to participate in the game during his suspension time, and the team is not allowed to replace him on the court.

The suspension period begins when the game is restarted with a whistle signal.

A 2-minute suspension carries over to the second half of the game if it has not been completed by the end of the first half. The same applies from the normal playing time to overtime and during overtime. An unexpired 2-minute suspension at the end of overtime means that the player is not entitled to participate in a subsequent tie-breaker through 7- meter throws in accordance with 2:2 Comment.

Disqualification; 16:6 A disqualification is the appropriate punishment:; for fouls under 8:5 and 8:6;.

for seriously unsportsmanlike conduct under 8:9 and extremely unsportsmanlike conduct under 8:10, by a player or team official, on or outside the court;

for unsportsmanlike conduct by any one of the officials of a team under 8:7, after they have collectively already received both a warning and a 2-minute suspension in accordance with 16:1b and 16:3e;

as a consequence of a third suspension to the same player (16:5);.

for significant or repeated unsportsmanlike conduct during a tie-breaker such as 7- meter throwing (2:2 Comment and 16:10).

16:7 After calling a time-out, the referees shall clearly indicate the disqualification to the guilty player or team official, and to the timekeeper/scorekeeper, by holding up a red card (hand signal no. 13, see also Rule 16:8).

16:8 A disqualification of a player or team official is always for the entire remainder of the playing time. The player or official must leave the court and the substitution area immediately. After leaving, the player or official is not allowed to have any form of contact with the team.

The disqualification of a player or a team official, on or off the court, during the playing time, always carries with it a 2-minute suspension for the team. This means that the team's strength on the court is reduced by one (16:3f). The reduction on the court will, however, last for 4 minutes if a player has been disqualified in the circumstances indicated in Rule 16:9b-d.

A disqualification reduces the number of players, or officials, which is available to the team (except as in 16:11b). The team is, however, allowed to increase the number of players on the court again following the expiration of the suspension.

As noted in Rules 8:6 and 8:10a-b, disqualifications in accordance with these rules are to be reported in writing to the responsible authorities for further action. In such cases, the 'responsible team officials', and the delegate (see Clarification No. 7), shall be informed immediately after the decision.

For this purpose, the referee also shows the blue card as information after holding up the red card.

More than one violation in the same situation.

16:9 If a player or team official is guilty of more than one violation simultaneously or in direct sequence before the game has been restarted and these violations warrant different punishments, then in principle, only the most severe one of these punishments shall be given.

There are however the following specific exceptions where in all cases the team must play at reduced strength on the court for 4 minutes:

if a player who has just been given a 2-minute suspension is guilty of unsportsmanlike conduct before the game restarted, then the player is given an additional 2-minute suspension (16:3g); if the additional suspension is the player's third one, then the player is to be disqualified;

if a player who has just been given a disqualification (directly or because of a third suspension) is guilty of unsportsmanlike conduct before the game is restarted, then the team is given a further punishment so that the reduction will be for 4 minutes (16:8, 2nd paragraph);

if a player who has just been given a 2-minute suspension is guilty of seriously or extremely unsportsmanlike conduct before the game is restarted, then the player is furthermore disqualified (16:6b); these punishments combined lead to a 4-minute reduction (16:8, 2nd paragraph);

if a player who has just been given a disqualification (directly or because of a third suspension) is guilty of seriously or extremely unsportsmanlike conduct before the game is restarted, then the team is given a

further punishment so that the reduction will be for 4 minutes (16:8, 2nd paragraph).

Infractions during the playing time.

16:10 The punishments for actions during the playing time are established in Rules 16:1, 16:3 and 16:6.

In the concept ‘playing time’ all intermissions, time-outs, team time-outs and overtime periods are included. In all other forms of tie-breakers (e.g., 7-metre throws), only Rule 16:6 applies.

In this way any form of significant or repeated unsportsmanlike conduct will prevent the further participation of the player concerned (see Rule 2:2 Comment).

Infractions outside the playing time.

16:11 Unsportsmanlike conduct, seriously unsportsmanlike conduct, extremely unsportsmanlike conduct, or any form of particularly reckless actions (see Rules 8:6-10) on the part of a player or team official, taking place on the premises where a game is played but outside the playing time, shall be punished as follows:

Before the game.

a warning shall be given in the case of unsportsmanlike conduct under Rules 8:7-8;

a disqualification of the guilty player or team official shall be given in the case of action deemed to fall under Rules 8:6 and 8:10a, but the team is allowed to start with 14 players and 4 officials; Rule 16:8, 2nd paragraph applies only for violations during the playing time; accordingly, the disqualification does not carry with it a 2-minute suspension.

Such punishments for violations prior to the game can be implemented at any time during the game, whenever the guilty person is discovered to be a participant in the game, as this fact may not be possible to establish yet at the time of the incident.

After the game.

c. a written report.

RULE 17 - The Referees.

17:1 Two referees with equal authority shall be in charge of each game. They are assisted by a timekeeper and a scorekeeper.

17:2 The referees monitor the conduct of the players and team officials from the moment they enter the premises until they leave.

17:3 The referees are responsible for inspecting the playing court, the goals, and the balls before the game starts; they decide which balls will be used (1 and 3:1).

The referees also establish the presence of both teams in proper uniforms. They check the score sheet and the equipment of the players. They ensure that the number of players and officials in the substitution area is within the limits, and they establish the presence and identity of the ‘responsible team official’, for each team. Any discrepancies must be corrected (4:1-2 and 4:7-9).

17:4 The coin toss is undertaken by one of the referees in the presence of the other referee and the ‘responsible team official’ for each team, or a team official or player (for instance, a team captain) on behalf

of the ‘responsible team official’.

17:5 In principle, the entire game shall be conducted by the same referees.

It is their responsibility to ensure that the game is played in accordance with the rules, and they must penalise any infractions (see, however, 13:2 and 14:2).

If one of the referees becomes unable to finish the game, the other referee will continue the game alone.

IHF, continental confederations and national federations have the right to apply deviating regulations in their areas of responsibility, regarding the application of paragraphs 1 and 3 in Rule 17:5.

17:6 If both referees whistle for an infraction and agree about which team should be penalised but have different opinions as to the severity of the punishment, then the most severe of the two punishments shall be given.

17:7 If both referees whistle for an infraction, or the ball has left the court, and the two referees show different opinions as to which team should have possession, then the joint decision that the referees reach after consulting with each other will apply. If they do not manage to reach a joint decision, then the opinion of the court referee will prevail.

A time-out is obligatory. Following the consultation between the referees, they give clear hand signals and the game is restarted after whistle signal (2:8d, 15:5).

17:8 Both referees are responsible for keeping the score. They also take notes about warnings, suspensions and disqualifications.

17:9 Both referees are responsible for controlling the playing time. If there is any doubt about the accuracy of the timekeeping, the referees reach a joint decision (see also 2:3). Note: IHF, continental confederations and national federations have the right to apply deviating regulations in their areas of responsibility, regarding the application of Rules 17:8 and 17:9.

17:10 The referees are responsible for ensuring after the game that the score sheet is completed correctly. Disqualifications of the type indicated in Rules 8:6 and 8:10 must be explained in the match report.

17:11 Decisions made by the referees or the delegates on the basis of their observations of facts or their judgments are final. Appeals can be lodged only against decisions that are not in compliance with the rules. During the game, only the respective ‘responsible team officials’ are entitled to address the referees.

17:12 The referees have the right to suspend a game temporarily or permanently. Every effort must be made to continue the game, before a decision is taken to suspend it permanently.

17:13 The black uniform is primarily intended for the referees.

17:14 The referees and the delegates may use electronic equipment for their internal communication. The rules for their utilisation are determined by the respective federation.

RULE 18 - The Timekeeper and the Scorekeeper.

18:1 In principle, the timekeeper has the main responsibility for the playing time, the timeouts, and the suspension time of suspended players.

The scorekeeper has the main responsibility for the team rosters, the score sheet, the entering of players who arrive after the game has started, and the entering of players who are not entitled to participate.

Other tasks, such as the control of the number of players and team officials in the substitution area, and the exit and entry of substituting players, as well as counting the number of attacks (this decision is regarded as based on their observation of facts) after treatment given to a player on the court, are regarded as joint responsibilities.

Generally, only the timekeeper (and, when applicable, a delegate from the responsible federation) should interrupt the game when this becomes necessary.

See also Clarification No. 7 regarding proper procedures for the interventions of the timekeeper/scorekeeper when fulfilling some of the responsibilities indicated above.

18:2 If there is no public scoreboard clock available, then the timekeeper must keep the ‘responsible team official’ for each team informed about how much time has been played or how much time is left, especially following time-outs.

If there is no scoreboard clock with automatic signal available, the timekeeper assumes the responsibility for giving the final signal at half-time and at the end of the game (see 2:3).

If the public scoreboard is not capable of displaying also the suspension time (at least three per team during IHF games), the timekeeper shall display a card on the timekeeper’s table, showing the expiration time of each suspension, together with the player’s number.

a. Match bets are accepted only on regular time, not including overtime, unless otherwise specified. The result of the overtime does not affect the result of the second half and is not taken into account when calculating the bets of the second half.

b. All results are calculated according to official statistics taken from the official websites of each league or tournament.

c. If the match was interrupted and not finished within 24 hours (pre-match) or 48 hours (live), all bets on this match, except for the rates for which the outcome was uniquely determined by the time the game was stopped, will be returned.

d. If a match is canceled or postponed for any reason for more than 24 hours (pre-match) or 48 hours (live), all bets will receive a winning odds of one.

e. The following positions are offered for handball betting:.

It is proposed to determine the outcome of the match. Bets are accepted only on regular time, not including overtime.

If, as a result of the match, the total number of goals scored is equal to the total of the bet, a return occurs. Likewise for the individual total of a team or player.

In the case of an equal score, taking into account the handicap, a refund occurs (regardless of the period of the match it is proposed to place a bet on).

4. Which team will score the first goal of the match?

5. Which team will score the next goal in the match?

If the next goal, on which bets were accepted, was not scored before the end of the match, all bets on this parameter are returned.

6. Which team will score the last goal of the match?

Bets are accepted only on regular time, not including overtime.

7. Who will be the first to score 5 (10/15/20) goals in the match.

It is necessary to determine which of the teams will score the specified number of goals in the match first. If the given number of goals has not been scored by the end of the game, all bets on this position are returned.

8. Who will be the first to score 5 (10/15/20) goals in the half.

It is necessary to determine which of the teams will score the specified number of goals in the given half first. If the given number of goals has not been scored by the end of the half, all bets on this position are returned.

9. Double outcome; The following outcomes are possible:.

1X - if the match ends in favor of the home team or in a draw, bets on this position win;

X2 - if the match ended in favor of the guests or in a draw, bets on this position win;

12 - if the match ends in favor of the guests or the home team, bets on this position win.

10. First half / match.

It is proposed to determine the result of the first half and the whole match. In the line, in the first place is the result of the first half, in the second - the result of the whole match.

11. In what half will more goals be scored?

12. Total odd / even. Team 1 (Team 2) Total Odd / Even.

If the result is 0: 0, bets are settled as even.

13. Advance to the next round.

The bet is calculated on the result determined immediately after the last match of this play-off series (or in accordance with the rules of one match, which determines the passage of the team) of the specified round, regardless of subsequent court / disciplinary decisions.

If any of the indicated teams for any reason (including disqualification, refusal to participate, etc.) could not take part in the specified round, the opponent of such a team will win the series and pass, all bets remain valid.

14. Tournament winner; 15. Group Stage Winner.

The bet is calculated only after the completion of all matches of the specified group within this round of the tournament.

Judicial and other decisions to cancel / change the results of a tournament made after the end of this round of competition are not taken into account.

If the team on which the bet was made was disqualified or refused to participate in the competition, all bets on this team are considered to be lost.

16. Other types of bets not listed above may be offered.

The origins of ice hockey date back to the 19th century in Canada where adaptations of the modern day hockey game were played in icy conditions. Since then the sport has gone on to become one of the largest in the world with the major participants originating from North America. The NHL (National Hockey League) is the largest league in the world and currently turns over millions of dollars each year.

Object of the Game.

The object of the game is to hit a small puck across the ice before then hitting it into a goal with a hockey stick. Every time the puck goes into the goal then one point is awarded for that team. The puck can be passed around the players on the ice and it's the job of the opposition to try and prevent the other team from scoring. The team with the most goals at the end of the game are declared the winners. Should the game end in a tie then the game will go into overtime where the first team to then score will be crowned winners.

Players & Equipment.

The game is played on an ice rink measuring roughly 61m in length by 30m in width. The rink is split into three main sections. The middle section is the neutral zone and includes a center circle where the games start. At either side of the neutral zone are attacking and defending zones of which are determined by whichever team has the puck at the time. In each attacking and defending zone are two end zone faceoff circles and spots. There is a goal crease which is a half-circle surrounding the goal. Behind the goal is the boards area.

Each player will have their own hockey stick along with ice skates and a series of padding which may include face mask, helmet, padded shorts, shoulder pads, arm guards and gloves. Each goal tender will have the same but on a much denser scale due to them being in the firing line of the puck much more often.

Each team can have a maximum of 20 players. Of these 20 players only six may be on the ice at any one time. The rest will be used as substitutes but can come and go from the game as often as required. The six starters include a goal tender and 5 outfield players. Whilst each player will be given a position, the players are free to move around the ice as they choose. This does exclude the goal tender of which must remain within their half and not pass the center red line.

The players hit what is called a 'puck'. The puck is heavy object made from dense rubber and weighs roughly 6 ounces. The puck is hit by either a player sticks or foot but at no point can the puck be handled by any player other than the goal tender.

Each game lasts for three 20-minute periods. For every stoppage in the game the game clock is stopped and as soon as the time is up in each period then the game will instantly cease.

To score a goal a player must hit the puck over the goal line. They can use any part of their body or their stick to do so but cannot use their hand. The whole of the puck needs to cross the line to be deemed a goal. In professional leagues like the NHL the goal line has a sensor running across it which indicates when the

puck has fully crossed the line. In amateur leagues the judgement of the umpires are taken into account.

To win a game one team must score more goals than their opponents. If the game is a tie then the game goes into overtime and an additional quarter is played out until one of the teams score. The first team to score will be the winners.

Closing hand on puck.

Any player, other than a goaltender, who catches a puck must immediately knock or place it back down to the ice. Any violation of this will result in a two-minute minor.

Faceoffs.

All players take up set positions around one of five face-off circles on the ice. Only two players are allowed inside the circle during the faceoff. The location of the faceoff is determined by the cause of the last stoppage in play.

Delay of Game.

The following actions will result in a two-minute minor penalty for delay of game:

Deliberately shooting or batting the puck outside the playing area; Deliberately displacing the goal from its normal position.

Failure to provide the proper number of players on the ice surface after a warning from an official or for making an illegal substitution

Playing the puck with a high-stick.

When an opponent bats a puck out of the air with a stick above shoulder height, play shall be stopped and a faceoff shall ensue. A goal scored by a puck that made contact with a stick that was above the height of the goal crossbar shall be disallowed.

Icing the puck.

Icing is when a player on his team’s side of the red center line shoots the puck all the way down the ice and it crosses the red goal line at any point (other than the goal). Icing is not permitted when teams are at equal strength or on the power play. When this occurs, play is stopped and the puck is returned to the other end of the ice for a face-off in the offending team’s zone. Icing the puck is not called:

If the goalie leaves the crease to play the puck, even if he does not touch the puck

If an official rule an opposing player could have played the puck before it crossed the red goal line

An official may waive off the icing call if he deems it was an attempted pass

Offsides.

A team is offside when any member of the attacking team precedes the puck over the defending team’s blueline. The position of the player’s skate — and not that of his stick — is the determining factor. If both skates are over the blueline before the puck, the player is offside. If he has only one skate over the blueline and one on it, he is onside.

Overtime.

Any regular-season game that ends regulation play with a tie score will go into a five-minute sudden-death overtime period. If at the end of that overtime period the game remains tied, the game will then go into a shootout. During the playoffs, there will not be a shootout and overtime periods will be 20 minutes in length.

Penalties.

Player actions that violate the rules of the game may be given penalties at the discretion of the officials. Penalties are classified into three categories: minor, major and misconduct. For a minor penalty, players are required to serve two minutes in the penalty box while their team plays short-handed. A minor penalty will expire if the opposing team scores while on the power play. Major penalties require a player to serve five minutes in the penalty box and only expire at the end of that time. Misconduct penalties vary in length.

Penalty Shots.

A penalty shot is awarded when a player is pulled down from behind on a breakaway scoring opportunity or when the net is deliberately dislodged by an opposing goaltender or defenseman.

Power plays.

When one team has more players on the ice than the other team, because one player is serving a penalty.

Shootouts.

Any regular-season game that ends overtime play with a tie score will go into a shootout. A shootout is a series of penalty shots in which each team is allowed three attempts to score in alternating fashion. If after three attempts the teams remain tied, the shootout will continue to alternate shots until one team fails to match the attempt of the other. The winner of the shootout will be awarded one goal.

a. Bets on championships of all countries and on all international ice hockey competitions are accepted for regular time, unless otherwise indicated.

b. If the match is postponed for more than 24 hours (pre-match) or 48 hours (live), all bets on this match are returned.

c. If the match was interrupted and not finished within 24 hours (pre-match) or 48 hours (live), all bets on this match, except for the bets for which the outcome was uniquely determined by the time the game was stopped, will be returned.

d. Winner bets that include only two possible outcomes (Match Winner: Team 1 / Match Winner: Team 2) are settled including overtime and shootouts.

e. When playing for the total number of goals scored in a round, only matches listed in the line for that day are taken into account, unless otherwise indicated. If at least one match is postponed or canceled, the bets will be returned.

f. For bets on the winner, handicap, total of a certain period, on removals, as well as on other indicators of the period, only goals, removals and other indicators related to the specified period are taken into account.

g. The following positions are offered for hockey betting:.

It is proposed to determine the outcome of the match.

If two outcomes are available in a position (match winner: team 1 / match winner: team 2), bets are accepted taking into account overtime and shootouts. If there are three outcomes available in the position (team 1 / draw / team 2), bets are accepted taking into account regular time, without taking into account the result of overtime and post-match shootouts

For American hockey leagues and for other leagues, bets are accepted based on regular time.

Over / under bets, which include three options (over / under / exactly ... goals), are offered for regular time for all hockey matches unless otherwise specified, regardless of the championship. If the game ends with a shootout, the winning team will get one more goal and, accordingly, a regular goal will be considered in the total. (Scored goals in shootouts count as one goal scored in the total number of goals)

3. Individual total for the specified team.

For American hockey leagues and for other leagues, bets are accepted on regular time unless otherwise indicated.

For bets "More / less goals for the specified team", only goals scored against the opposing team and officially counted by the referee during regular time of the match are taken into account, unless otherwise specified.

4. More / less goals for the specified player.

If the player did not take part in the match, bets on over / under goals of this player are returned.

Regardless of the country and the tournament, all bets on such a position will be settled on the results of regular time, excluding the result of overtime and shootout unless otherwise stated.

5. Handicap.

For American hockey leagues and for other leagues, bets are accepted based on regular time, unless otherwise indicated.

6. Winner of the first <specified number> minutes.

It is proposed to determine the outcome of the match by the specified moment of the playing time of the match.

If the match was interrupted and not finished within 24 hours (pre-match) or 48 hours (live), all bets on this position are returned.

When calculating bets for the outcome of the specified period of the match, the score at the moment of zero second of the minute specified as a parameter is used.

Example: Winner of the first five minutes of a match. The bet is calculated on the basis of the account fixed by 5 minutes. 00 sec. games.

7. Group (conference / division) winner.

If the season is shortened, the bet is calculated based on the official verdict of the governing federation of the given hockey league.

8. Tournament winner.

The bet is calculated only after the end of the final match of the tournament according to the actually fixed result at the time of the end of the tournament.

Judicial and other decisions to cancel / change the results of the tournament, made after the end of this round of competition, are not taken into account.

If the team on which the bet was made did not qualify for this tournament, was disqualified or refused to participate in the competition, all bets on it are considered to be lost.

9. Advance to the next round.

If any of the indicated teams for any reason (including disqualification, refusal to participate, etc.) could not take part in the specified round, the opponent of such a team will win the series and passing the next round, all bets remain valid ...

10. Winner of the play-off series (Best-of-3 / Best-of-5 / Best-of-7).

If the number of matches, which, according to the regulations, is necessary to win the series, has not been played, all bets on this position are returned.

11. Who will score the first goal in the match.

Bets on the player who scores the first valid goal of the match win.

If the first goal is scored by a player who was not presented among the options for this position, all bets on this position are considered to be lost.

If the first goal is an own goal (even if it is scored by the player on whom the bets were accepted), all bets on this position are considered to be lost.

If the selected player did not take part in this game, the bets placed on him are subject to return.

Regardless of the country and the tournament, all bets on such a position will be settled on the results of regular time, excluding the result of overtime and shootout.

12. Who will make the most shots on target.

It is necessary to determine which team will make the most shots on the opponent's goal.

The calculation is based on statistics published on the official websites of the federations of the respective championships. All other sources are irrelevant when calculating rates for this position.

13. Over/ Under shots on target.

The calculation is based on statistics published on the official websites of the federations of the respective championships. When calculating bets for this position, all other sources are irrelevant.

If, as a result of the match, the total number of scored throws is equal to the total of the bet, a return occurs.

14. Handicap on shots on target.

In the event of an equal score on shots on target, taking into account the handicap, a return occurs.

15. Double outcome (of a match / of a period).

1X - the bet is won if team 1 won or a draw was fixed as a result of the match / period;

X2 - the bet is winning if team 2 won or a draw was fixed as a result of the match / period;

12 - the bet is won if team 1 or team 2 wins as a result of the match / period.

Bets on this position are calculated based on the result of regular time of the match, excluding overtime and shootouts.

16. Double chance of the first <specified number> minutes.

It is proposed to determine a double chance (see paragraph 15) of the match by the specified moment of playing time.

Example: Winner of the first five minutes of a match. The rate is calculated on the basis of the account fixed by 5 minutes. 00 sec. games.

17. Will both teams score.

All goals scored by teams against their own goal are counted as goals scored by the opposing team.

18.What will be the winning margin of the match?

Regardless of the country and the tournament, all bets on such a position will be settled on the results of regular time, unless otherwise indicated.

19. When will the first goal be scored?

It is necessary to determine in what time interval the first goal will be scored or no goal will be scored.

20. Correct score of the match.

Bets are accepted on regular time only, unless otherwise specified. If the final result does not correspond to those proposed in the forecasts, then the bets placed on the position "Any other account" will win.

21. Match Total Odd / Even; 22. Total odd / even for the specified team; 23. Which team will score the first goal of the match.

If the first goal in the match is an own goal, the victory in the bet is awarded to the team in favor of which the goal was scored (that is, to the opponent of the team that scored the own goal).

24. Which team will score the next goal in the match.

If the next goal scored in the match is an own goal, the victory in the bet is awarded to the team in favor of which the goal was scored (that is, to the opponent of the team that scored the own goal).

25. Which team will score the last goal of the match.

If the last goal in the match is an own goal, the victory in the bet is awarded to the team in favor of which the goal was scored (that is, to the opponent of the team that scored the own goal).

26. Team to score the first goal wins the match; “Yes” - the team that scores the first goal of the match wins the game;.

“No” - the team that scores the first goal of the match will not win the match.

Bets are accepted only on regular time, excluding overtime and shootout. If the match ends with the score 0: 0 and the bet was on the first goal of one of the teams, then the bet will be considered lost.

27. Will there be overtime in the match.

If overtime has been assigned, but for technical reasons it has not been played, all bets on this position are settled with the winning option "Yes" (there will be overtime).

28. The period in which the most goals will be scored.

Bets are accepted only on regular time, excluding overtime and shootout.

If two or more periods have ended with the same scoring, then the bet on the most scoring period loses.

29. Advance to the next round.

The bet is calculated only after the completion of all matches of the indicated teams within the framework of this round of the tournament.

30. Over/ Under goals in the matches of the game day.

Only matches listed in the line for that day are taken into account. If one or several matches of the round are postponed or canceled, bets will be returned to this position in accordance with the rules for hockey (points c and d).

31. Types of bets not listed above may also be offered.

22; Japan, J.League 2; FC Imabari; Hokkaido Consadole Sapporo; 0; :; 2nd half; 74'; Japan, J-League 3; FC Ryukyu; Gifu; 1st half; 22'; China, Chinese Football League, Women.

Hebei W.

Qingdao West Coast W.

26'; Shanghai Shenhua.

Wuhan SU W.

25'.

Fujian Quanzhou Nan An W.

Shanghai Shengli B W.

Yongchuan Chashan W.

Henan W.

India, Bangalore Super Division; Asc And Center Fc; Roots FC; 89'; EAdriatic League, International; Sweden (Leonardo); Norway (Flash); 5'; Portugal (Cezar); Denmark (Gabriel); EAdriatic League,

Champions League; Manchester City FC (Beckham); Real Madrid (Alexander); 9'; Bayern Munich (Spartan); Paris Saint Germain (Nathan); FIFA, FIFA - Battle - 8 Mins play; FC Salzburg (Jekunam); Fenerbahce (Edwardson); STARTED; FC Porto (Flewless_phoenix); Roma (Revange); 5; Spain (Upcake22); Argentina (d1pseN); England (KraftVK); Brazil (Bomb1to); FIFA, ESoccer GT Leagues -12 Mins Play; Man City (Thug); Man Utd (Scorpion); Arsenal (Walnut); Aston Villa (Voodoo); FIFA, H2H GG - 8 Mins play; Tottenham (COSMOS); Newcastle (ARCTIC); Man City (DEMOLISHOR); PSG (GUARDIAN); Cyberfootball, FC 24. 5x5 Volta High Cup (2x3 min); Vladimirov (Netherlands); Larichev (France); 6; 3'; Iskhakov (England); Not started; 0'; Cyberfootball, FC. Ultimate Penalty League; Aston Villa (Zaruba); Atletico Madrid (Vese1ls); Penalty; Philippines, NCAA, Seniors; SSC-R Golden Stags; AU Chiefs; 17; 1st Quarter; China, CDBL (4x12 min); Ningbo Waves; Shenyang Seagulls; 80; 77; 4th Quarter; 1'; Ukraine, Bskt Cup; Union Kremin; Vela Basket; 56; 76; 3rd Quarter; Russia, Pro Division; Barnaul Altayskiy Kray; Sochi; 59; 73; Russia, Pro Division - Women.

Kursk W.

Orenburg W.

27; 25; 2nd Quarter; 10'; 38; WTA; Yastremska, Dayana; Sonmez, Zeynep; 2 Set; Gibson, Talia; Oliynykova, Oleksandra; 1 Set; Ninomiya M / Zhang Y (1998); Hozumi E / Klepac A; Teichmann, Jil; Garland, Joanna; Challenger; Imamura, Masamichi; Leong, Mitsuki Wei Kang; ITF Men; Jin, Y; Hong, S; Sarksian, Daniil; Tang, Sheng; Beknazarov, Makhmudbek; Arcon, Adrian; Abdullaev, Akmal; Savelov, Pavel; Suresh, Darrshan; Groysman, M; Serazhetdinov, Ruslan; Asylkozhaev, Amir; ITF Women; 16; Lopez, Chrystal; Piskun, Liliya; Shan, Y; Janssen, C; Yoshida, Sara; Luo, Xi; 3 Set; Geng, Xinle; Qu, Y; Chen, Yiru/Tang, Xiao; Hu, Feier/Jeng, Ju-Yun; Huang, Y; Hanatani, Nagi; Koike, Ena; You, Xiaodi; Yao, Xinxin; Chang, Hanna; Back, Dayeon/Ren, Yufei; Morisaki, Kanako/Sato, Naho; Kosaka, Rira/Uchijima, Maiko; Ito, Koharu/Sakaguchi, Kokono; Miyazato, Ruka/Suzuki, Kano; Arakawa, Haruna/Suzuki, Minami; Stabauer, Theresa; Capuzu, Karina Maria; Gabriel, Anais; Toregen, Satima; Turkmen, Doga; Marinescu, Alessia; Aksu, Semra; Glushkova, Andreya; Kartseva, Anna; Vaja, Klara; UTR Men; Fujiwara, Tomoki; Suzuki, Eita; Tashiro, Yuga; Ogura, Ewan; Simulated Reality; Medvedev, Daniil (SRL); Hurkacz, Hubert (SRL); Sim-Play Tennis; 8; Nadel; Bertich; Federer; Thimm; Andorsen; Tsogna; Zverev; Queray; AGASSI, ANDRE (90-98); COURIER, JIM (90-98); RODDICK, ANDY (99-07); NADAL, RAFAEL (99-07); NADAL, RAFAEL (2017); DJOKOVIC, NOVAK (2017); DJOKOVIC, NOVAK (08-16); NADAL, RAFAEL (08-16); Cyberhockey, NHL. High Cup (3x4 min); Gainullin (GRE); Kartashov (RED); II Period; 31'; Mustaev (YEL); Litvak (BLU); Philippines, PVL, Women, Open Conference; Galeries Tower Highrisers; Akari Chargers; IV Set; International, TT Cup; Pawlik, Dominik; Veliev, Anton; Item 3 Set; International, TT Elite Series; Baron, Mariusz; Gajda, Rafal; Item 2 Set; Belarus Masters, Minsk. League B. Hall 3 (7-set match); Tristen, Andrey; Migun Daniil; Item 4 Set; Belarus Masters, Minsk. League C. Hall 4 (7-set match); Kiselev Dmitry; Leshkevich Dmitry; Item 5 Set; Belarus Masters, Minsk. League D. Hall 1 (7-set match); Naidenko, Sergey; Stasevich, Alexander; Belarus Masters, Minsk. League D. Hall 2 (7-set match); Shkurin Igor; Radionov Alexey; Tournaments, IEM Beijing; MOUZ; BB team; FaZe Clan; Falcons Esports; Sim-Play Baseball; Sim-Play Baseball, Sim-Play Baseball; Texas Rangers; Boston Red Sox; 9th inning top; Sim-Play Cricket; Sim-Play Cricket, Sim-Play Cricket; Punjab; Chennai; 53; First innings, away team; Sim-Play Cricket, World T20; Papua New Guinea; Namibia; 34; First innings, home team; Prematch; Overview; Event View; Multi View; Schedule; Japan; J.League 2; TIME; TEAMS; FT; 1ST; 2ND; (0); (2); 7; 15; 30; 45; HT; 60; 75; 90; Bet Builder; Results; Total; Handicap; 1st team; 2nd team; Correct score; Both teams to score; Yes; 2.54; No; 1.45; Over (4.5); 1.75; Under (4.5); 2.00; Over (5.5); 4.40; Under (5.5); 1.18; Handicap (1X2); 1 (3:0);

16.50; X (3:0); 4.09; 2 (3:0); 1.30; 1 (5:0); 1.20; X (5:0); 4.80; 2 (5:0); 24; 1 (+3.5); 3.30; 2 (-3.5); 1 (+4.5); 2 (-4.5); 4.00; Odd/Even goals; Odd; 2.25; Even; 1.55; Next goal 5th; 3.05; No goal; 3.65; Rest of the match 0:4; 3.45; X; Exact goals; 1.95; 5+; 1.70; Awayteam clean sheet; Hometeam total; Over (0.5); Under (0.5); Awayteam total; 2.95; 1.35; Hometeam exact goals; 1.42; 13.50; 3+; Double chance & total; 1X / Over (4.5); 100; 12 / Over (4.5); 1.60; X2 / Over (4.5); 12 / Under (4.5); 1.85; X2 / Under (4.5); Match result & both teams to score; Home / Yes; 50; Draw / Yes; Away / Yes; 2.40; Away / No; 1.40; Double chance & both teams to score; 1X / Yes; 12 / Yes; 2.29; X2 / Yes; 12 / No; 1.37; X2 / No; 0:4; 1:4; 4.30; 2:4; 19.50; 3:4; 35; 4:4; Any other score; 2.90; Correct score rest of the match 0:4; 0:0; 1:0; 3.35; 2:0; 14; 3:0; 4:0; 5:0; 6:0; 0:1; 1:1; 8.75; 2:1; 3:1; 4:1; 5:1; 0:2; 21; 1:2; 2:2; 3:2; 4:2; 0:3; 1:3; 2:3; 3:3; 0:5; 1:5; 0:6; Match Animation; Live Stream; Betslip; No odds selected; x; min; IMA; HCS; +3; Ball Safe; Attacking; Dangerous Attack; Possession; Imabari; Sapporo; 2nd; 74:13; reCAPTCHA spam protection.

Virtual Events; Football League; Football Bundesliga; English Football League; Football Turkish League; World Match Football; Fast Football; Football Euro Cup; Football World Cup; Football Champions Cup; Football Asian Cup; Football Nations Cup; Virtual NBA; Dog Racing; Virtual In-Play; Season:; 47003,; Tour:; Games; Tour; Season; Over; Under; 11:31; VL London; VL Ankara; 5.25; 6.50; 1.65; 2.5; 2.15; 2.20; 1.5; +39; VL Moscow; VL Bern; 5.00; 8.00; 1.80; 1.90; 2.10; +38; VL Madrid; VL Athens; 7.00; +37; VL Rome; VL Zagreb; VL Vienna; VL Copenhagen; 2.85; 2.75; 2.70; 0.5; 2.50; VL Kiev; VL Prague; 4.20; 3.60; 2.04; VL Berlin; VL Lisbon; 3.55; 3.80; VL Paris; VL Amsterdam; 3.40; □; Season 47003; Match Day 23.

Pos	Team	Played	W	D	L	Goals	Diff	Pts	Form

35:25; +10; 46; WWLWW; 40:18; +22; LWDDW; 39:27; +12; WDWWL; 39:19; +20; 44; DWLWD; 36:22; +14; 43; WWWDW; 36:25; +11; 37; DDWDL; 33:28; +5; 36; DWDWD; 40:32; +8; DLWDL; 37:32; 33; WWWDL; 35:32; WLLDL; 29:28; +1; LDDWD; 23:34; -11; DLLLD; 22:34; -12; LDLDD; 13:40; -27; DLDLL; 14:35; -21; LLLDL; 14:54; -40; DLWLL; 1:2 1:1.

Full Time		2
Half Time		X
First Goal		1

2.45.

Total Goals - Over/Under	1.5	O
2.5	O	

2.05.

3.5	U

1.22.

Handicap	0:1	2

1.25.

0:2	2

1.05.

1:0	X

3.25.

2:0	1	
Asian Handicap	-0.25	2
-0.5	2	
0.75	-	
Correct Score		1:2

4.75.

Half Time / Full Time		X2
Double Chance		X2
Both Teams to Score		Yes
Total Goals - Home	0.5	O
1.5	U	
Total Goals - Away	1.5	O
Odd/Even		Odd
Draw No Bet		2
Team to Score		Both

45'; Match Day 24; 01:08; PLACE YOUR BETS.

Mixed Martial Arts (MMA).

MMA (mixed martial arts) is one of the world's fastest growing sports and is one of the most dynamic and exciting full contact combat sports on the planet. Mixed martial arts is essentially a sport in which fighters of any martial discipline, such as boxing, karate, Jiu jitsu, wrestling and judo compete under rules that allow kicking, punching and grappling techniques, both stand-up and on the ground.

It is usually fought in a cage which is a fighting area enclosed by metal fencing, a traditional boxing ring or in amateur competitions, sometimes a simple matted area is used.

Such fighting has gone on for many years and can be traced as far back as ancient Greece where a sport known as Pankration was popular which was a combat sport that featured range of grappling and striking

techniques. Similar styles of combat have existed throughout the ages but none have ever attracted worldwide attention until the advent of the Ultimate Fighting Championship in the USA in 1993.

Pitting fighters of different martial arts styles against each other, it was a TV hit and began to popularize the sport of MMA across the world. Today the UFC is MMA's largest promotion, has fight nights across the globe and is worth several billion dollars.

There is no one governing body for MMA and there is no uniform set of rules that are used the world over, and many of the hundreds of different federations, promotions and associations across the globe may all have slightly differing takes on MMA rules.

However, several state commissions across the United States of America came together to create the Unified Rules of Mixed Martial Arts and this set of rules has been adopted by fighting promotions all across the globe, including the Ultimate Fighting Championship. By far the most widely used MMA rulebooks, even those promotions that don't subscribe to them will almost certainly use a close variation of them.

MMA objective.

The object of the sport is to defeat your opponent utilizing striking, throwing and grappling techniques. Although in the early years of MMA and particularly the UFC fighters tended to concentrate on one martial art and tended to be solely strikers and grapplers, nowadays most fighters recognize the need to cross-train to be successful in MMA.

That means fighters will often have a base style such as Brazilian Jiu Jitsu but will also incorporate wrestling, Thai boxing and western boxing training to give them an all round fight game. Such a mix of styles in which you take the strengths of each is essential to being successful in modern MMA and consistently winning matches.

Fighters and Equipment.

MMA is contested by two people in a cage or a ring. It is generally thought of as an adult only sport but there are more and more juniors training in MMA and they compete in competitions. However, because MMA can be a dangerous sport, matches are generally not full contact, strikes to the face are not allowed and nor are any forms of joint locks that could be dangerous to growing bones. In adult competition, the following weight classes apply:

Super Heavyweight over 265 pounds; Heavyweight over 205 to 265 pounds; Light Heavyweight over 185 to 205 pounds; Middleweight over 170 to 185 pounds; Welterweight over 155 to 170 pounds; Lightweight over 145 to 155 pounds; Featherweight over 135 to 145 pounds; Women's Bantamweight over 125 to 135 pounds; Bantamweight over 125 to 135 pounds; Flyweight over 115 pounds to 125; Strawweight up to 115 pounds.

The ring/cage used in MMA must be between 20 square feet and 32 square feet.

Because mixed martial arts is the ultimate one-on-one combat sport, no other equipment is used apart from MMA gloves, lightweight padded gloves that allow movement of the fingers whilst also protecting the hands when punching.

In mixed martial arts matches, scoring is done in the same way as many other combat sports such as boxing. Three judges sit around the ring and score each round, giving the winner of the round in their

judgement 10 points and the loser 9 points. In rounds where there is a clear winner, the loser may only receive 8 points.

If the match lasts the whole duration then the judges' scorecards are added up and the winner announced. If the judges' scorecards indicate that both scores are equal, then the match is declared a draw.

Winning the Match; MMA matches can be won in one of a number of ways:.

Knockout - When one fighter causes their opponent to lose consciousness due to striking

Decision - If the fight lasts all of its rounds, then the outcome of the match is decided by judges, the winner being the fighter with the most points.

Submission - This is when one fighter places their opponent into a hold and then the opponent 'taps out' or, if they refuse to and the hold continues, they may lose consciousness and the referee ends the fight immediately.

Technical knockout (TKO) - This is when a fight is ended by the referrer, the fighter's corner or a doctor. Reasons can include a fighter unable to defend themselves or if continuing the fight could put the fighter's health at risk.

Forfeit - A fighter can forfeit the match before the fight if they are injured and unable to fight.

No contest - If both fighters continually break the rules of if one fighter is injured unintentionally by an illegal action, a no contest can be called

Rules of MMA (Mixed Martial Arts).

Matches shall consist of three/five rounds, each of which should last no more than five minutes.

Fights shall take place in a ring or cage that measures between 20 square feet and 32 square feet.

To ensure a fair fight, competitors may only fight those fighters that are in the same weight category.

When the contest begins, fighters should use legal strikes grappling and throwing techniques in an attempt to defeat their opponent.

Attacks that are not allowed in MMA include:; Strikes to the groin; Eye gouging; Biting; Grabbing or striking the throat; Manipulating the fingers; Hair pulling; Head butts; Striking the back of the head; Intentionally throwing your opponent out of the cage; Attacking orifices.

Fighters must listen to the referee at all times and comply immediately with his instructions.

Fights can be won in a number of ways:; Knockout; Submission; Decision; TKO; Forfeit; No contest.

If the contest goes the distance, the three judges shall combine the points they have awarded competitors for each round to determine the winner. If the scores are tied, then the match shall be declared a draw.

1. In the event that a decision on the outcome of the bout cannot be made, or the bout is terminated for any reason without a decision on the outcome of the match, all bets will be void, unless otherwise specified, or the market outcome has already been determined.

2. Betting on rounds. If the athlete cannot continue the fight after being invited to the start of the next round, the fight will be considered completed in the previous round.

3. If the fight is canceled or postponed for any reason for more than 24 hours, all bets on this event will receive a winning odd equal to "1".

4. If the fight is interrupted or suspended for more than 24 hours, all bets on this match will be settled with odds "1", unless the results of the bets have already been determined at the time the match was interrupted. Those outcomes that are uniquely determined by the time it stops (for example, the outcome of the first round) are accepted for betting settlements.

In case of bets on total amount of rounds: (Over 1.5 Rounds = Round 2 (2min 30sec and after), Under 1.5 Rounds = Round 2 (2min 29sec and before)) The precision of seconds is necessary.

Marathon swimming.

Marathon swimming is an open water swimming competition defined by long distances (at least 10 kilometers) and traditional rules based in English Channel swimming. Marathon swims vary in distance. One commonly used minimum definition is 10 kilometers (6.21 miles), the distance of the marathon swimming event at the Olympic Games.

As in all open water swimming, tides, surface currents and wind-chop are major determinants of finish-times. For a given course, these factors can vary dramatically from day to day, making any attempt to draw conclusions about athletic ability by comparing finish times from performances undertaken on different days meaningless.

The Triple Crown of Open Water Swimming includes three of the most well-known marathon swims: 21 mi (34 kl) across the English Channel, 20.1 mi (32.3 kl) between Catalina Island and the mainland in Southern California, USA, and 28.5 mi (45.9 kl) around Manhattan Island in New York City, USA.

Swimming time.

A 10 kilometers race will take between 1 hour 50 minutes and 2 hours. A 25 kilometers race can take between 5 and 7 hours. Swimmers take a wide variety of liquids and gel packs during races above 5 kilometers. Liquids include Gatorade, flavored water or water.

Most college level swimmers would swim 1000 meters in around 15 - 20 minutes (or faster) in a training environment.

Marathon Swim.

A nonstop open-water swim, undertaken according to standardized rules, and requiring at least several hours of sustained effort to complete. Ten kilometers without significant assistance from currents is the minimum distance considered to be a marathon swim.

Bowls Rules.

Bowls, also know as lawn bowls, is a game involving bowls – almost-spherical ball-like objects with flattened sides and a weight bias – and jacks (a smaller ball, this time spherical in shape), in which the former are rolled (bowled) towards the latter on the bowling green. It can be played indoors or outside on grass or artificial surfaces and on flat (flat-green bowls) or convex (crown-green bowls) pitches (greens). It has a

long history that stretches back to at least the 13th century and possibly earlier, with the world's oldest surviving bowling green – the Southampton Old Bowling Green – dating way back to 1299.

It has had something of a coloured history too as it was seen by British monarchs such as Edward III, Richard II and Henry VIII banned the early versions of the game for fear that it would interfere with the archery practice of their troops.

The first set of rules, the "Manual of Bowls Playing", was published in 1864 by a Glasgow cotton merchant named William Wallace Mitchell and formed the basis of the rules of the game as we know it today. Perhaps as a result of Mitchell's rules, the home of the modern game is still in Scotland with the World Bowls Centre located in its capital Edinburgh.

The object of the game is simple: to roll your bowls to as close a proximity to the jack as possible, and to ensure that one or more of your bowls are closer to the jack than any of those of your opponent.

The equipment required to get started with bowls is relatively simple too, starting with the level (or convex for crown-green) playing surface, foot mats and the jack. Players would also generally require shoes with flat soles and a set of bowls.

The bowls themselves come in a variety of sizes but are generally around 1.5kg in weight and possess a bias in weight so they roll in a curved path, the precise judgement of which is where much of the challenge of the game lies.

The bowling green is usually split into individual "rinks" in which games are played as singles (one player against one other), pairs (two against two), triples or fours. The rinks are 4.3 to 5.8 metres wide and 31 to 40 metres long. There is a ditch at either end of the green which must be wide enough for bowls to be able to fall into it if they reach it.

A point is awarded to the player or team whose bowl is closest to the jack at the end of a round (or "end"). If a player or team has more than one bowl closer to the jack than their opponents, they will score the corresponding number of points.

The number of points required to win a game varies from competition to competition, but commonly the first player or team to reach 21 points or to have accumulated the greater number of points after 18 or 21 ends is declared the winner.

Alternatively players could play "sets" whereby the first to score – for instance – seven points wins a set and the overall winner is the first to five sets (or an agreed number).

Rules of Bowls.

Which player or team to bowl first is decided by the toss of a coin, after which the first bowler (the lead) places his/her mat and rolls the jack down the green.

The jack must travel at least 23 metres to be "in play" and is moved to the centre of the rink once it comes to rest.

The players then take turns to bowl, with points being scored by each bowl that is closer to the jack than the opponent's closest bowl.

Upon completion of an end play recommences in the opposite direction (i.e. from the end at which the jack previously rested).

Bowls that fall into the ditch are disregarded, however close the jack may be to the ditch, unless they happen to touch the jack before going into the ditch. In that case they are still classified as in play.

If the jack is knocked into the ditch though within the side boundaries of the rink it is still “alive” and in play. If it passes over the side boundary of the rink (whether in the ditch or not) a “ dead end” is declared and the end is replayed with no scores being counted.

It is permissible – and often quite amusing! – to strike other players’ bowls with your own with the aim of gaining a strategic advantage.

There are three types of delivery:.

Draw shot. With this delivery, players concentrate on aiming the bowl to land in a specific location on the rink, without coming into contact with the other bowls already played. Right-handed bowlers aim the bowl to the right side of the jack so it curves towards the left – this is known as a forehand draw. A backhand draw can also be delivered, which happens when a bowler aims the bowl to the left of the jack so it curves towards the right

The drive. Players use considerable force to deliver the bowl in order to move the jack or the bowl closest to the jack out of play

Upshot or yard on. Similar to the drive, this method aims to move the jack or other bowls without bringing the game to an end

How can anyone play tactically?

The further into an end you get; the more likely it is you will need to employ some tactics in order to become the winning team. For example, if you have already bowled very close to the jack, the other players on your team may try to deliver blocking shots to prevent the opposing team from knocking your bowl out of the way.

Another tactic is to aim your bowls so they will become close to the jack if the opposing team’s bowl knocks it away from its starting position.

Are there any other tips to help play better?

If you’re playing short - you can lengthen your delivery by increasing the speed you bowl. Try swinging your arm back a bit further to put more weight behind the bowl

If you’re playing too heavy - you can reduce the length of your delivery by moving more slowly. This will ensure there is less weight behind the bowl so it won’t travel as far

If you’re playing too wide - try keeping the shoulder of the bowl straight (the bias) and don’t step out to the side as far – that way the bowl will naturally curve around to where you want it to end

If you’re playing too narrow - again, keep an eye on the shoulder of the bowl and the amount you turn your body. Try to turn your entire body for a more accurate delivery

Competitions.

There are various bowls competitions held around the world: World Outdoor Bowls Championships, Commonwealth Games, World Indoor Bowls Championships, Asia Pacific Championships, World Champion of Champions Singles, World Cup Singles, National Championships and other leading events.

Bowls is one of the "core sports" that must be included at each edition of the Commonwealth Games. With the exception of the 1966 Games, the sport has been included in all Games since their inception in 1930.

Umpiring - Measuring Equipment; International events.

World Bowls' policy for its official events, and any other international events involving players from its Member National Authorities, is that you can only use the following equipment:

a box string measure; callipers; feeler gauges; a string measure; a 30-metre tape; a boundary string.

a boundary scope and a square.

This equipment should also be the equipment of first choice at domestic events.

Domestic events.

You should only use the following alternative equipment at domestic events if the National Authority or Umpiring Body in that particular country permits their use:

telescopic measure; bullet string measure; long tape; laser measure; liner siter and mirror.

1. In case of a retirement and walk over of any player all undecided bets are considered void.

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

3. If a match is postponed, the bet will be preserved for 48 hours (live bet) and 24 hours (prematch bet). Otherwise all bets are considered void.

4. If markets remain open with an incorrect score which has a significant impact on the prices, company reserves the right to void betting.

5. If the players/teams are displayed incorrectly, company reserves the right to void betting.

6. If a player retires all undecided markets are considered void.

7. Match Betting In the event of a match starting but not being completed, the player progressing to the next round will not be deemed as the winner. The market will be voided.

8. In the event of a walkover (e.g. one of the players withdraws before a match), all bets on that match will be void.

Swimming is an individual or team racing sport that requires the use of athlete's entire body to move through water. The sport is conducted in pools or open water in a sea or lake). Competitive swimming is one of the most popular Olympic sports, with varied distance events in butterfly, backstroke, breaststroke, freestyle, and individual medley. In addition to these individual events, four swimmers can take part in either a freestyle or medley relay. A medley relay consists of four swimmers who will each swim a different stroke, ordered as backstroke, breaststroke, butterfly and freestyle.

Competitive swimming became popular in the nineteenth century. The main objective of high level competitive swimming is to break personal or world records while beating competitors in any given event. Swimming in competition should create the least resistance in order to obtain maximum speed.

Open water.

In open water swimming, where the events are swum in a body of open water (lake or sea), there are also 5 km, 10 km and 25 km events for men and women. However, only the 10 km event is included in the Olympic schedule, again for both men and women. Open-water competitions are typically separate to other swimming competitions with the exception of the World Championships and the Olympics.

Swim styles.

In competitive swimming, four major styles have been established. These have been relatively stable over the last 30–40 years with minor improvements. They are:

Butterfly - The butterfly (colloquially shortened to fly) is a swimming stroke swum on the chest, with both arms moving symmetrically, accompanied by the butterfly kick (also known as the "dolphin kick"). While other styles like the breaststroke, front crawl, or backstroke can be swum adequately by beginners, the butterfly is a more difficult stroke that requires good technique as well as strong muscles. It is the newest swimming style swum in competition, first swum in 1933 and originating out of the breaststroke.

Backstroke - Backstroke or back crawl is one of the four swimming styles used in competitive events regulated by FINA, and the only one of these styles swum on the back. This swimming style has the advantage of easy breathing, but the disadvantage of swimmers not being able to see where they are going. It also has a different start from the other three competition swimming styles. The swimming style is similar to an upside down front crawl or freestyle. Both backstroke and front crawl are long-axis strokes. In individual medley backstroke is the second style swum; in the medley relay it is the first style swum.

Breaststroke - Breaststroke is a swimming style in which the swimmer is on their chest and the torso does not rotate. It is the most popular recreational style due to the swimmer's head being out of the water a large portion of the time, and that it can be swum comfortably at slow speeds. In most swimming classes, beginners learn either the breaststroke or the freestyle (front crawl) first. However, at the competitive level, swimming breaststroke at speed requires endurance and strength comparable to other strokes. Some people refer to breaststroke as the "frog" stroke, as the arms and legs move somewhat like a frog swimming in the water. The stroke itself is the slowest of any competitive strokes and is thought to be the oldest of all swimming strokes.

Freestyle - Freestyle is a category of swimming competition, defined by the rules of the International Swimming Federation (FINA), in which competitors are subject to few limited restrictions on their swimming stroke. Freestyle races are the most common of all swimming competitions, with distances beginning with 50 meters (50 yards) and reaching 1500 meters (1650 yards), also known as the mile. The term 'freestyle stroke' is sometimes used as a synonym for 'front crawl', as front crawl is the fastest swimming stroke. It is now the most common stroke used in freestyle competitions.

In competition, only one of these styles may be used except in the case of the individual medley, or IM, which consists of all four. In this latter event, swimmers swim equal distances of butterfly, then backstroke, breaststroke, and finally, freestyle. In Olympic competition, this event is swum in two distances – 200 and

400 meters. Some short course competitions also include the 100-yard or 100-meter IM – particularly, for younger or newer swimmers (typically under 14 years) involved in club swimming, or masters swimming (over 18).

Officials.

There are several types of officials, which manage the competitions.

Referee: The referee has full control and authority over all officials. Referee makes the final decision.

Starter: The starter has full control of the swimmers from the time the referee turns the swimmers over to him/her until the race starts.

Clerk of course: The clerk of course (also called the "bullpen") assembles swimmers prior to each event, and is responsible for organizing ("seeding") swimmers into heats based on their times.

Timekeepers: Each timekeeper takes the time of the swimmers in the lane assigned to him/her.

Inspectors of turns: One inspector of turns is assigned to one or more lanes at each end of the pool.

Judges of Stroke: Judges of stroke are located on each side of the pool. They follow the swimmers during their swim back and forth across the pool and ensure that the rules related to the style of swimming designated for the event are being observed, and observe the turns and the finishes to assist the inspectors of turns.

Finish judges: Finish judges determine the order of finish and make sure the swimmers finish in accordance with the rules (two hands simultaneously for breaststroke and butterfly, on the back for backstroke, etc.)

Swimwear.

There is few equipment used in different competitive swimming styles, which include: Swimsuit, Swim cap, Goggles, Swim Fins, Drag suit, Hand paddles, Kickboard, Pull buoy, Ankle bands, Snorkel.

Tennis is a sport that originated in England around the 19th century and is now played in a host of countries around the world. There are four major tournaments known as the ‘majors’ that include Wimbledon, US Open, French Open and Australian tournament.

The game of tennis played on a rectangular court with a net running across the center. The aim is to hit the ball over the net landing the ball within the margins of the court and in a way that results in your opponent being unable to return the ball. You win a point every time your opponent is unable to return the ball within the court.

A tennis match can be played by either one player on each side – a singles match – or two players on each side – a doubles match. The rectangular shaped court has a base line (at the back), service areas (two spaces just over the net in which a successful serve must land in) and two tram lines down either side. A singles match will mean you use the inner side tram line and a doubles match will mean you use the outer tram line.

A court can be played on four main surfaces including grass, clay, hard surface and carpet. Each tournament will choose one surface type and stick without throughout. All that is required in terms of equipment is a stringed racket each and a tennis ball.

You need to score four points to win a game of tennis. The points are known as 15 (1 point), 30 (two points), 40 (three points) and the fourth would result in the winning point and the end of that game. If the scores went to 40-40 this would be known as deuce. When a game reaches deuce the player must then win by two clear points.

To win the game you must win a certain amount of sets (best of three for women's matches and best of 5 sets for men's matches). Winning a set is simply the first player to reach 6 games but have to be clear by at least 2 games. If your opponent wins 5 games you must win the set 7-5. If the set goes to 6-6 then a tie break is played and it's simply the first player to 7 points.

Rules of Tennis.

The game starts with a coin toss to determine which player must serve first and which side they want to serve from.

The server must then serve each point from alternative sides on the base line. At no point must the server's feet move in front of the baseline on the court prior to hitting their serve.

If the server fails to get their first serve in, they may take advantage of a second serve. If they again fail to get their second serve in then a double fault will be called and the point lost.

If the server clips the net but the ball goes in the service area still then let is called and they get to take that serve again without penalty. If the ball hits the net and fails to go in the service area then out is called and they lose that serve.

The receiver may stand where they wish upon receipt of the serve. If the ball is struck without the serve bouncing then the server will receive the point.

Once a serve has been made the amount of shots between the players can be unlimited. The point is won by hitting the ball so the opponent fails to return it in the scoring areas.

Points are awarded in scores of 15, 30 and 40. 15 represent 1 point, 30 = 2 and 40 = 3.

You need 4 points to win a game. If a game lands on 40-40 it's known as deuce. From deuce a player needs to win 2 consecutive points to win the game. After winning one point from deuce they player is on advantage. If the player wins the next point, they win the game, if they lose it goes back to deuce.

To win the set a player must win 6 games by 2 or more. The opening sets will go to a tie break if it ends up 6-6 where players play first to 7 points. The final set will not have a tie break and requires players to win by two games with no limits.

If a player touches the net, distracts his opponent or impedes in anyway then they automatically lose the point.

The ball can hit any part of the line for the point to be called in, outside the line and the ball is out.

The balls in a tennis match are changed for new balls every 6 games.

A player loses a point if they fail to return the ball in either the correct areas on the court, hits the net and doesn't go into opponent's area or fails to return the ball before it bounces twice in their half.

In most professional play and some amateur competition, there is an officiating head judge or chair umpire (usually referred to simply as the umpire), who sits in a raised chair to one side of the court. The umpire has absolute authority to make factual determinations. The umpire may be assisted by line judges, who determine whether the ball has landed within the required part of the court and who also call foot faults. There also may be a net judge who determines whether the ball has touched the net during service. The umpire has the right to overrule a line judge or a net judge if the umpire is sure that a clear mistake has been made.

In past tournaments, line judges tasked with calling the serve were sometimes assisted by electronic sensors that beeped to indicate an out-of-bounds serve; one such system was called "Cyclops". Cyclops has since largely been replaced by the Hawk-Eye system. In professional tournaments using this system, players are allowed three unsuccessful appeals per set, plus one additional appeal in the tie-break to challenge close line calls by means of an electronic review. The US Open, Miami Masters, US Open Series, and World Team Tennis started using this challenge system in 2006 and the Australian Open and Wimbledon introduced the system in 2007. In clay-court matches, such as at the French Open, a call may be questioned by reference to the mark left by the ball's impact on the court surface.

The referee, who is usually located off the court, is the final authority about tennis rules. When called to the court by a player or team captain, the referee may overrule the umpire's decision if the tennis rules were violated (question of law) but may not change the umpire's decision on a question of fact. If, however, the referee is on the court during play, the referee may overrule the umpire's decision. (This would only happen in Davis Cup or Fed Cup matches, not at the World Group level, when a chair umpire from a non-neutral country is in the chair).

Ball boys and girls may be employed to retrieve balls, pass them to the players, and hand players their towels. They have no adjudicative role. In rare events (e.g., if they are hurt or if they have caused a hindrance), the umpire may ask them for a statement of what actually happened. The umpire may consider their statements when making a decision. In some leagues, especially junior leagues, players make their own calls, trusting each other to be honest. This is the case for many school and university level matches. The referee or referee's assistant, however, can be called on court at a player's request, and the referee or assistant may change a player's call.

On-court coaching.

A recent rule change is to allow coaching on court on a limited basis during a match. This has been introduced in women's tennis for WTA Tour events in 2009 and allows the player to request her coach once per set.

The 4 Tennis Grand Slams.

The 4 tennis grand slams that must be known are Wimbledon, the U.S. Open, the French Open and last but not least the Australian Open. These 4 major tennis tournaments are seen as the most significant tennis events of each and every year; their significance is determined by factors like awarded prize money, the tradition attached to each event, the world tour ranking points, the public attention and the size as well as the strength of the tennis player field.

Wimbledon.

This grass court tennis grand slam is the oldest of all four of these tennis events. The oldest, still-active tennis tournament in the entire world, it is looked at by many in the tennis world as the most prestigious, and it is usually held from late June to early July. Since its year of inception, which was 1877, Wimbledon has been held at the All England Club located in Wimbledon, London.

U.S. Open.

This tennis grand slam was established all the way back in 1881, making it the second-oldest right after Wimbledon. Chronologically, the U.S. Open is the fourth as well as the final tennis grand slam each and every year. Traditionally, it takes place in the months of August and September for a two-week period, which stretches from the weeks right prior to and then after the Labor Day weekend. The U.S. Open's main tennis tournament involves singles for men and women, doubles for men and women, mixed doubles, junior tourneys, senior tourneys and wheelchair tourneys.

French Open.

The French Open is held in Paris, France, every year from late May to early June for a period of slightly more than two weeks at the Stade Roland Garros. This tournament is interesting because the players are playing on clay courts so you will see them sliding and gliding on the court. One of the more prestigious of all events in the sport of tennis, the French Open is renowned for possessing the highest worldwide broadcast viewership of all the usual events in tennis.

Australian Open.

This is the first major slam of each year since it occurs in January of each year at Melbourne Park in Melbourne, Australia. It was originally played the first time in 1905 at the Warehouseman's Cricket Ground in Melbourne. What sets apart this tennis grand slam from all of the other ones is its routinely high attendance.

Handicap and total for tennis matches are indicated in games.

Bet "Score by Sets" is offered. In the line, the corresponding columns are titled 2:0, 2:1, and so on.

In the event of a change in the game format (that is, the number of sets), the odds of winning for all outcomes of this event are assumed to be equal to one.

Tennis court coverage data are for informational purposes only. In the event of a change in coverage, all bets remain valid.

A. If before the start of the match one of the declared participants is replaced, then bets on this event are subject to return (except for team competitions). In team competitions, if one or more competitors are replaced for any reason, all bets will remain. In doubles matches, if the composition of the pairs is mentioned, in case of replacement of one of the participants, the winnings are calculated with a coefficient equal to one, but if the composition is not mentioned, the bets remain valid.

B. If the reason is the disqualification (for any reason) or the player's refusal to play, then the already played and completed bets will remain in force. All other bets are refundable, despite the obvious outcome.

Outcomes of the match, sets and games; Handicaps of a match, sets and games; Totals of the match, sets and games; Specific match scores, sets and games; Other events; C. Bets will stand in the following cases:;

changing the court coverage;; change of venue;.

replacement of an indoor court with an open one.

D. If a tennis match is interrupted, not completed on the same day and postponed, then bets on it remain in force until the end of the tournament in which the match was played, until the match is completed or one of the players refuses.

E. Tennis matches in case of a decisive set (super tie-break) - a super tie-break is equal to one game.

F. In those events in which 2 variants of the outcome are offered, but another variant of the outcome is also allowed, then all bets on this event are subject to return (the winnings are calculated with a coefficient equal to one). For example, bets on the event “The player will be the first to use the computer replay”, it is proposed to name the tennis player who is the first to use the right to the computer replay. If both tennis players did not use computer replay, then the odds of winning on bets are assumed to be '1'.

Badminton Rules.

Badminton is a sport that has been around since the 16th century. The sport is played indoors and the pinnacle comes from its Olympic events. The sport is very popular in Asian countries such as China and India with these countries leading the way by producing some of the world’s best players.

The object of badminton is to hit the shuttlecock over the net and have it land in the designated court areas. If your opponent manages to return the shuttlecock then a rally occurs. If you win this rally i.e. force your opponent to hit the shuttlecock out or into the net then you win a point. You are required to win 21 points to win a set with most matches being best of 3 sets. Points can be won on either serve.

There are two forms of badminton, singles and doubles (it’s also possible to play mixed doubles). Each player is allowed to use a stringed racket (similar to a tennis racket but with the head being smaller) and a shuttlecock. The shuttlecock is made up of half round ball at the bottom and a feather like material surrounding the top. You can only really hit the bottom of the shuttlecock and as gravity comes into play will always revert the ball side facing down. You may only hit the shuttlecock once before it either hits the ground or goes over the net.

The court measures 6.1m wide and 13.4m long. Across the middle of the rectangular court is a net which runs at 1.55m. Running along each side of the court are two tram lines. The inside lines are used as the parameter for singles match whilst the outside line is used for a doubles match.

A point is scored when you successfully hit the shuttlecock over the net and land it in your opponent’s court before they hit it. A point can also be gained when your opponent hits the shuttlecock into either the net or outside the parameters.

To win a game you must reach 21 points before your opponent. If you do so then you will have won that set. If the scores are tied at 20-20 then it comes down to whichever player manages to get two clear points ahead. If the points are still tied at 29-29 then the next point will decide the winner of the set. Winning the overall game will require you to win 2 out of the 3 sets played.

Rules of Badminton.

A game can take place with either two (singles) or four (doubles) players.

An official match has to be played indoors on the proper court dimensions. The dimensions are 6.1m by 13.4m, the net is situated through the middle of the court and is set at 1.55m.

To score a point the shuttlecock must hit within the parameters of the opponent's court.

If the shuttlecock hits the net or lands out then a point is awarded to your opponent.

Players must serve diagonally across the net to their opponent. As points are won then serving stations move from one side to the other. There are no second serves so if your first serve goes out then your opponent wins the point.

A serve must be hit underarm and below the server's waist. No overarm serves are allowed.

Each game will start with a toss to determine which player will serve first and which side of the court the opponent would like to start from.

Once the shuttlecock is 'live' then a player may move around the court as they wish. They are permitted to hit the shuttlecock from out of the playing area.

If a player touches the net with any part of their body or racket then it is deemed a fault and their opponent receives the point.

A fault is also called if a player deliberately distracts their opponent, the shuttlecock is caught in the racket then flung, the shuttlecock is hit twice or if the player continues to infract with the laws of badminton.

Each game is umpired by a referee on a high chair who overlooks the game. There are also line judges who monitor if the shuttlecock lands in or not. The referee has overriding calls on infringements and faults.

Let may be called by the referee if an unforeseen or accidental circumstance arose. These may include the shuttlecock getting stuck in the bet, server serving out of turn, one player was not ready or a decision which is too close to call.

The game has only two rest periods coming the form of a 90 second rest after the first game and a 5-minute rest period after the second game.

If the laws are continuously broken by a player then the referee holds the power to dock that player of points with persisting fouls receiving a forfeit of the set or even the match.

If the started match is not completed (for example, one of the participants refuses to continue the game, is disqualified), then those outcomes that are unambiguously determined (for example, the outcome of the first game, the total of the first game, etc.) are accepted for bet calculations. All other bets are paid out with a winning odds equal to "1" (Return).

If one of the declared participants is replaced by another before the start of the match, all bets are subject to return.

Handicap and total for these sports are indicated in points, unless otherwise indicated.

If the match is interrupted and not resumed within 24 hours (pre-match) or 48 hours (live), then those outcomes that are uniquely determined are accepted for bet settlement. (for example, the outcome of the first game, the total of the first game, etc.) For all other bets there will be (Return).

The "Winner" bet. The athlete (team) who takes the first place in the tournament is considered the winner. If the athlete refuses to participate in the tournament before its start, the odds of winning on bets on him are assumed to be "1" (Return).

PREFACE.

The Laws of Chess cannot cover all possible situations that may arise during a game, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Laws, it should be possible to reach a correct decision by studying analogous situations which are discussed in the Laws. The Laws assume that arbiters have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the arbiter of his freedom of judgement and thus prevent him from finding the solution to a problem dictated by fairness, logic and special factors.

FIDE appeals to all chess players and federations to accept this view. A member federation is free to introduce more detailed rules provided they:

a. do not conflict in any way with the official FIDE Laws of Chess, and; b. are limited to the territory of the federation concerned, and.

c. are not valid for any FIDE match, championship or qualifying event, or for a FIDE title or rating tournament.

BASIC RULES OF PLAY; Article 1: The nature and objectives of the game of chess.

1.1 The game of chess is played between two opponents who move their pieces alternately on a square board called a ‘chessboard’. The player with the white pieces commences the game. A player is said to ‘have the move’, when his opponent’s move has been ‘made’. (See Article 6.7)

1.2 The objective of each player is to place the opponent’s king ‘under attack’ in such a way that the opponent has no legal move. The player who achieves this goal is said to have ‘checkmated’ the opponent’s king and to have won the game. Leaving one’s own king under attack, exposing one’s own king to attack and also ’capturing’ the opponent’s king are not allowed. The opponent whose king has been checkmated has lost the game.

1.3 If the position is such that neither player can possibly checkmate, the game is drawn.

Article 2: The initial position of the pieces on the chessboard.

2.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the ‘white’ squares) and dark (the ‘black’ squares). The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.

2.2 At the beginning of the game one player has 16 light-coloured pieces (the ‘white’ pieces); the other has 16 dark-coloured pieces (the ‘black’ pieces).

These pieces are as follows:; A white king; A black king; A white queen; A black queen; Two white rooks; Two black rooks; Two white bishops; Two black bishops; Two white knights; Two black knights; Eight white pawns; Eight black pawns; 2.3 The initial position of the pieces on the chessboard is as follows:.

2.4 The eight vertical columns of squares are called ‘files’.

The eight horizontal rows of squares are called ‘ranks’. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a ‘diagonal’.

Article 3: The moves of the pieces.

3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent’s piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent’s piece if the piece could make a capture on that square according to the Articles 3.2 to 3.8. A piece is considered to attack a square, even if such a piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.

3.2 The bishop may move to any square along a diagonal on which it stands.

3.3 The rook may move to any square along the file or the rank on which it stands.

3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.

3.5 When making these moves the bishop, rook or queen may not move over any intervening pieces.

3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.

3.7.

a. The pawn may move forward to the unoccupied square immediately in front of it on the same file, or

b. on its first move the pawn may move as in 3.7.a or alternatively it may advance two squares along the same file provided both squares are unoccupied, or

c. the pawn may move to a square occupied by an opponent’s piece, which is diagonally in front of it on an adjacent file, capturing that piece.

d. A pawn attacking a square crossed by an opponent’s pawn which has advanced two squares in one move from its original square may capture this opponent’s pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an ‘en passant’ capture.

e. When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move on the same square for a new queen, rook, bishop or knight of the same colour. The player’s choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called ‘promotion’ and the effect of the new piece is immediate.

3.8 a. There are two different ways of moving the king:.

i. by moving to any adjoining square not attacked by one or more of the opponent’s pieces or by ‘castling’.

This is a move of the king and either rook of the same colour along the player’s first rank, counting as a single move of the king and executed as follows:

ii. the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred to the square the king has just crossed.

Before white kingside castling.

Before black queenside castling.	After white kingside castling.

After black queenside castling.

Before white queenside castling.

Before black kingside castling.	After white queenside castling.

b. (1) The right to castle has been lost:; [a] if the king has already moved, or.

[b] with a rook that has already moved.

(2) Castling is prevented temporarily:.

[a] if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces, or

[b] if there is any piece between the king and the rook with which castling is to be effected.

3.9 The king is said to be 'in check' if it is attacked by one or more of the opponent's pieces, even if such pieces are constrained from moving to that square because they would then leave or place their own king in check. No piece can be moved that will either expose the king of the same colour to check or leave that king in check.

Article 4: The act of moving the pieces.

4.1 Each move must be made with one hand only.

4.2 Provided that he first expresses his intention (for example by saying „j'adoube“ or “I adjust”), the player having the move may adjust one or more pieces on their squares.

4.3 Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard:

a. one or more of his own pieces, he must move the first piece touched which can be moved

b. one or more of his opponent’s pieces, he must capture the first piece touched which can be captured

c. one piece of each colour, he must capture the opponent’s piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player’s own piece or his opponent’s was touched first, the player’s own piece shall be considered to have been touched before his opponent’s.

4.4 If a player having the move:.

a. deliberately touches his king and rook he must castle on that side if it is legal to do so

b. deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.a

c. intending to castle, touches the king or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king (which may include castling on the other side). If the

king has no legal move, the player is free to make any legal move

d. promotes a pawn, the choice of the piece is finalised, when the piece has touched the square of promotion.

4.5 If none of the pieces touched can be moved or captured, the player may make any legal move.

4.6 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is then considered to have been made:

a. in the case of a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand

b. in the case of castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal

c. in the case of the promotion of a pawn, when the pawn has been removed from the chessboard and the player's hand has released the new piece after placing it on the promotion square. If the player has released from his hand the pawn that has reached the promotion square, the move is not yet made, but the player no longer has the right to play the pawn to another square.

The move is called legal when all the relevant requirements of Article 3 have been fulfilled. If the move is not legal, another move shall be made instead as per Article 4.5.

4.7 A player forfeits his right to a claim against his opponent’s violation of Article 4 once he deliberately touches a piece.

Article 5: The completion of the game; 5.1.

a. The game is won by the player who has checkmated his opponent’s king. This immediately ends the game, provided that the move producing the checkmate position was a legal move.

b. The game is won by the player whose opponent declares he resigns. This immediately ends the game.

5.2.

a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in ‘stalemate’. This immediately ends the game, provided that the move producing the stalemate position was legal.

b. The game is drawn when a position has arisen in which neither player can checkmate the opponent’s king with any series of legal moves. The game is said to end in a ‘dead position’. This immediately ends the game, provided that the move producing the position was legal. (See Article 9.6)

c. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1)

d. The game may be drawn if any identical position is about to appear or has appeared on the chessboard at least three times. (See Article 9.2)

e. The game may be drawn if each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture. (See Article 9.3) 9

COMPETITION RULES; Article 6: The chess clock.

6.1 ‘Chess clock’ means a clock with two time displays, connected to each other in such a way that only one of them can run at one time. ‘Clock’ in the Laws of Chess, means one of the two time displays. Each time display has a ‘flag’. ‘Flag fall’ means the expiration of the allotted time for a player.

6.2.

a. When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.

b. The time saved by a player during one period is added to his time available for the next period, except in the ‘time delay’ mode. In the time delay mode both players receive an allotted ‘main thinking time’. Each player also receives a ‘fixed extra time’ with every move. The countdown of the main time only commences after the fixed time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.

6.3 Immediately after a flag falls, the requirements of article 6.2 a. must be checked.

6.4 Before the start of the game the arbiter decides where the chess clock is placed.

6.5 At the time determined for the start of the game the clock of the player who has the white pieces is started.

6.6.

a. Any player who arrives at the chessboard after the start of the session shall lose the game. Thus the default time is 0 minutes. The rules of a competition may specify otherwise.

b. If the rules of a competition specify a different default time, the following shall apply. If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.

6.7.

a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent’s clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See the Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c and 9.6) The time between making the move on the chessboard and stopping his own clock and starting his opponent‘s clock is regarded as part of the time allotted to the player.

b. A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to ‘hover’ over it.

c. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.

d. If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way.

6.8 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.

6.9 Except where one of the Articles: 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

6.10.

a. Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall replace the clock and use his best judgment when determining the times to be shown on the replacement chess clocks.

b. If during a game it is found that the setting of either or both clocks was incorrect, either player or the arbiter shall stop the clocks immediately. The arbiter shall install the correct setting and adjust the times and move counter. He shall use his best judgement when determining the correct settings.

6.11 If both flags have fallen and it is impossible to establish which flag fell first then:

a. the game shall continue if it happens in any period of the game except the last period

b. the game is drawn if it happens in the period of a game, in which all remaining moves must be completed.

6.12.

a. If the game needs to be interrupted, the arbiter shall stop the clocks.

b. A player may stop the clocks only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.

c. The arbiter shall decide when the game is to be restarted in either case.

d. If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player had no valid reason for stopping the clocks, the player shall be penalised according to Article 13.4.

6.13 If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock's move counter.

6.14 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim relying solely on information shown in this manner.

Article 7: Irregularities.

7.1 a. If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game played. b. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.

7.2 If a game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise.

7.3 If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary, either the player or his opponent shall stop the clocks and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.

7.4.

a. If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13. The Articles 4.3 and 4.6 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

b. After the action taken under Article 7.4.a, for the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third illegal move by the same player, the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

7.5 If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13. The game shall then continue from this re-instated position.

Article 8: The recording of the moves.

8.1 In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (See Appendix C), on the scoresheet prescribed for the competition.

It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to the Guidelines of Adjourned Games point 1.a.

A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another.

Both players must record the offer of a draw on the scoresheet. (See Appendix C.13) If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way.

8.2 The scoresheet shall be visible to the arbiter throughout the game.

8.3 The scoresheets are the property of the organisers of the event.

8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely before moving a piece on the chessboard.

8.5.

a. If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

b. If only one player is not required to keep score under Article 8.4, he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is the player's move, he may use his opponent's scoresheet, but must return it before making a move.

c. If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times and the number of moves made, if this information is available, before reconstruction takes place. 8.6 If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made.

8.7 At the conclusion of the game both players shall sign both scoresheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

Article 9: The drawn game; 9.1.

a. The rules of a competition may specify that players cannot agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.

b. If the rules of a competition allow a draw agreement the following apply:

(1) A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid but Article 12.6 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way. 13

(2) The offer of a draw shall be noted by each player on his scoresheet with a symbol. (See Appendix C.13)

(3) A claim of a draw under Article 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.

9.2 The game is drawn upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by a repetition of moves):

a. is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move, or

b. has just appeared, and the player claiming the draw has the move.

Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of both players are the same. Positions are not the same if a pawn that could have been captured en passant can no longer be captured in this manner. When a king or a rook is forced to move, it will lose its castling rights, if any, only after it is moved.

9.3 The game is drawn, upon a correct claim by the player having the move, if:

a. he writes his move on his scoresheet and declares to the arbiter his intention to make this move, which shall result in the last 50 moves having been made by each player without the movement of any pawn and without any capture, or

b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without any capture.

9.4 If the player touches a piece as in Article 4.3 without having claimed the draw he loses the right to claim, as in Article 9.2 or 9.3, on that move.

9.5 If a player claims a draw as in Article 9.2 or 9.3 he may stop both clocks. (See Article 6.12.b) He is not allowed to withdraw his claim.

a. If the claim is found to be correct, the game is immediately drawn.

b. If the claim is found to be incorrect, the arbiter shall add three minutes to the opponent's remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made as according to Article 4.

9.6 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was legal.

Article 10: Quickplay Finish.

10.1 A 'quickplay finish' is the phase of a game when all the (remaining) moves must be made in a limited time. 1

10.2 If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the clocks. (See Article 6.12.b)

a. If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.

b. If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after a flag has fallen. He shall declare the game drawn if he agrees that the final position cannot be won by normal means, or that the opponent was not making sufficient attempts to win by normal means.

c. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes time.

d. The decision of the arbiter shall be final relating to (a), (b) and (c).

Article 11: Points.

11.1 Unless announced otherwise in advance, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits scores no points (0) and a player who draws his game scores a half point (½).

Article 12: The conduct of the players.

12.1 The players shall take no action that will bring the game of chess into disrepute.

12.2 Players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter. The player having the move is not allowed to leave the playing area without permission of the arbiter.

12.3.

a. During play the players are forbidden to make use of any notes, sources of information or advice, or analyse on another chessboard.

b. Without the permission of the arbiter a player is forbidden to have a mobile phone or other electronic means of communication in the playing venue, unless they are completely switched off. If any such device produces a sound, the player shall lose the game. The opponent shall win. However, if the opponent cannot win the game by any series of legal moves, his score shall be a draw.

c. Smoking is permitted only in the section of the venue designated by the arbiter.

12.4 The scoresheet shall be used only for recording the moves, the times of the clocks, the offers of a draw, and matters relating to a claim and other relevant data.

12.5 Players who have finished their games shall be considered to be spectators.

12.6 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area.

12.7 Infraction of any part of Articles 12.1 to 12.6 shall lead to penalties in accordance with Article 13.4.

12.8 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.

12.9 If both players are found guilty according to Article 12.8, the game shall be declared lost by both players.

12.10 In the case of Article 10.2.d or Appendix D a player may not appeal against the decision of the arbiter.

Otherwise a player may appeal against any decision of the arbiter, unless the rules of the competition specify otherwise.

Article 13: The role of the Arbiter (See Preface).

13.1 The arbiter shall see that the Laws of Chess are strictly observed.

13.2 The arbiter shall act in the best interest of the competition. He should ensure that a good playing environment is maintained and that the players are not disturbed. He shall supervise the progress of the competition.

13.3 The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made and impose penalties on players where appropriate.

13.4 The arbiter can apply one or more of the following penalties:; a. warning; b. increasing the remaining time of the opponent; c. reducing the remaining time of the offending player; d. declaring the game to be lost; e. reducing the points scored in the game by the offending party.

f. increasing the points scored in the game by the opponent to the maximum available for that game

g. expulsion from the event.

13.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.

13.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves made, except in applying Article 8.5, when at least one flag has fallen. The arbiter shall refrain from informing a player that his opponent has completed a move or that the player has not pressed his clock.

13.7.

a. Spectators and players in other games are not to speak about or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the playing venue. If someone observes an irregularity, he may inform only the arbiter.

b. Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue and any contiguous area designated by the arbiter.

Article 14: FIDE.

14.1 Member federations may ask FIDE to give an official decision about problems relating to the Laws of Chess.

a. If a match is canceled or postponed for any reason for more than 24 hours (pre-match) or 48 hours (live), all bets on that event will receive a winning odds of “1”.

b. If a match is interrupted or suspended for more than 24 hours (pre-match) or 48 hours (live), all bets on that match will be settled at odds of "1".

The following positions are offered for betting on chess:.

1. The outcome of the match.

2. Double outcome; The following outcomes are possible.

1X - the bet is won if team 1 won or a draw was fixed as a result of the match;

X2 - the bet is winning if team 2 won as a result of the match or a draw was fixed;

12 - the bet is winning if team 1 or team 2 wins as a result of the match.

If the handicap has only two options (only handicap 1 or handicap 2, without the "Draw" option), in case of an equal score taking into account the handicap, a return occurs (regardless of the period of the match it is offered to place a bet).

4. Tournament winner.

The bet is calculated only after the end of the tournament according to the actually fixed result at the time of the end of the tournament. Judicial and other decisions to cancel / change the results of the tournament, made after its end, are not taken into account.

5. Other types of bets may be offered, not listed above.

Top Events; Live; Spark Sport; Draft; Time Filters; 6H; 12H; 24H; 48H; Top Leagues; 254; UEFA Champions League; 31; UEFA Europa League; UEFA Europa Conference League; Premier League; La Liga; Bundesliga; Serie A; Ligue 1; Primera LPF, Clausura.

UEFA Nations League. League A.

UEFA Nations League. League B.

UEFA Nations League. League C.

NBA; Euroleague; My Favourites; 1424; 247; 555; 302; 64; 51; 315; 42; Lacrosse; 104; 97; 39; Field Hockey; 32; Alpine Skiing; Cross Country; Mobile Legends; UEFA Champions League,; League Stage; 1X; X2; Shakhtar Donetsk; Sporting Lisbon; 3.62; 3.67; 1.96; 1.86; 1.26; 1.31; +510; Galatasaray; Stuttgart; 2.09; 4.03; 3.00; 1.41; 1.23; 1.76; 1.81; 3.5; 2.02; +458; 4 November; Atletico Madrid; Bayern Munich; 2.67; 3.83; 2.36; 1.61; 1.49; 1.74; +502; Barcelona; Aston Villa; 1.29; 6.57; 7.67; 1.10; 1.11; 3.68; +468; Manchester United; Roma; 2.18; 3.84; 2.93; Bodo/Glimt; Lille; 4.05; 4.22; 1.24; 2.11; 1.93; 1.88; +462; Feyenoord; Inter Milan; 3.95; 1.89; +485; Villarreal; PSG; 4.25; 4.34; 1.68; 1.21; 3.75; 1.79; +492; LASK; Slovan Bratislava; 5.49; 7.35; 1.13; +487; Fenerbahce; Liverpool; 5.36; 4.68; 1.54; 1.19; 1.17; 2.08; +367; AEK Athen; Real Madrid; 9.61; 6.70; 4.01; 1.07; +366; 5 November; Borussia Dortmund; Betis; 4.11; 1.82; +368; RB Leipzig; Manchester City; 4.76; 1.56; Slavia Prague; Arsenal; 10.55; 6.41; 1.06; +364; PSV; Club Brugge; 4.16; 3.03; 1.39; +369; Viking; Sabah Masazir; 5.20; 6.47; 1.12; 1.15; Porto; Napoli; 1.97; 3.71; 1.27; 1.84; UEFA Europa League,; Rennes; Olympiacos Piraeus; 3.07; +305; Brazil,; 02:30; Chapecoense SC; Mirassol SP; 3.39; 1.71; +316; 04:30; Internacional; Coritiba PR; 1.59; 5.14; +315.

Rugby is one of the most physical of sports. Internationally the pinnacle of the sport lies in the Rugby World Cup. Other tournaments such as the Tri Nations (including South Africa, New Zealand and Australia), Six Nations (including England, Ireland, Scotland, Wales, Italy and France) and the Heineken Cup are other tournaments which are held in high esteem throughout.

The object of the game is score more points than your opponents in the 80 minute time frame allotted for each rugby match. The team with the greater number of points at full time is announced as the winner. Games may end as a draw.

The team with the ball must move the ball up the field in ‘phases of play’. The ball can never be passed forwards but players can run forwards with the ball or kick the ball forward to chase it down. The opposing team needs to stop the attacking team by tackling and trying to retain the ball.

Each rugby team will consist of 15 players. The team is split into two groups known as forwards and backs. There are 8 forwards (positions include Hooker, Prop, Second Row, Flanker and Number Eight) and 7 backs (positions include Scrum Half, Fly Half, Inside Centre, Outside Centre, Wingers and a Full Back).

The pitch is split up into three sections; one main playing area which must not exceed 100 metres and two dead goal areas which can range from 10 to 20 m. The pitch must then be equal to 70 metres wide. The goal posts are in an ‘H’ shape and are roughly 5 to 6 meters apart with no restrictions on height.

Studded boots can be worn along with gum shields, head guards, shoulder pads and shin pads. Each team must wear the same coloured jerseys with matching shorts and socks.

Points can be scored by one of four ways:.

A try is awarded when a player places the ball down in their opponent’s dead ball area behind the goal. 5 points are awarded.

A conversion is a free kick that the team is awarded after a try to earn 2 bonus points. A successful kick needs to pass between the upper posts and top bar on the goal.

A penalty kick will gain a team 3 points and is awarded to a team when the opposing team causes an infringement.

A drop goal can be kicked out of the hand as long as the ball bounces first and can earn a team 3 points.

To win the game you must score more points than your opponent within 80 minutes. Points can be scored via any of the methods mentioned above.

Rules of Rugby.

The game is broken down into two 40 minute halves with a 10 minute rest period in between. The game carries no stoppage time and will end exactly on 80 minutes.

Each team can start with 15 players and up to 7 substitutes. Players that have left the field are only allowed to return if they have been treated for an injury.

The field must be roughly 100 metres long and 70 metres wide with a minimum of a 10 metre dead ball area. The H shaped goal needs to be 6 metres wide with no restrictions on height.

The field consist of the following markings; half way line, 5 metre line, 22 metre line, 10 metre line and dead ball line. Also included is a centre spot for restarting the game after a try, penalty or drop goal has been scored.

The game must have one referee and two touch judges. It’s the referee’s job to time keep, make decisions throughout the game and keep order on the field. The two touch judges can assist the referee with decisions and also notify the referee when players are in touch (out of playing boundaries).

The game will stop if a player is fouled, the ball goes out of play or a try or drop goal is scored.

The defending team must tackle a player by grabbing a hold and pulling them to the floor. A tackle cannot be made above shoulder height and doing so will cause the referee to award a foul.

Once the ball goes into touch a line out is called. Up to 7 players can enter a line out and any of these players can be lifted in order to catch the ball being thrown in. Both teams can compete to win the ball.

A successful conversion, penalty or kick at goal only occurs when the player manages to kick the ball through the top section of the goal. If a player is unsuccessful the ball is still in play until it crosses one of the playing fields boundaries.

Attacking players must remain behind the ball whilst active or run the risk of being called offside. Players not interfering with play can be in front of ball but must get back behind the ball before then again interfering with play.

Officials and offences.

There are three match officials: a referee, and two assistant referees. The referees are commonly addressed as "Sir". The latter, formerly known as touch judges, had the primary function of indicating when the ball had gone into "touch"; their role has been expanded and they are now expected to assist the referee in a number of areas, such as watching for foul play and checking offside lines. In addition, for matches in high level competitions, there is often a television match official (TMO; popularly called the "video referee"), to assist with certain decisions, linked up to the referee by radio. The referees have a system of hand signals to indicate their decisions

Common offences include tackling above the shoulders, collapsing a scrum, ruck or maul, not releasing the ball when on the ground, or being offside. The non-offending team has a number of options when awarded a penalty: a "tap" kick, when the ball is kicked a very short distance from hand, allowing the kicker to regather the ball and run with it; a punt, when the ball is kicked a long distance from hand, for field position; a place-kick, when the kicker will attempt to score a goal; or a scrum. Players may be sent off (signalled by a red card) or temporarily suspended ("sin-binned") for ten minutes (yellow card) for foul play or repeated infringements, and may not be replaced.

Occasionally, infringements are not caught by the referee during the match and these may be "cited" by the citing commissioner after the match and have punishments (usually suspension for a number of weeks) imposed on the infringing player.

The international governing body of rugby union (and associated games such as sevens) is World Rugby (WR). The WR headquarters are in Dublin, Ireland. WR, founded in 1886, governs the sport worldwide and publishes the game's laws and rankings. As of February 2014, WR (then known as the IRB, for International Rugby Board) recorded 119 unions in its membership, 101 full members and 18 associate member countries. According to WR, rugby union is played by men and women in over 100 countries. WR controls the Rugby World Cup, the Women's Rugby World Cup, Rugby World Cup Sevens, HSBC Sevens Series, HSBC Women's Sevens Series, World Under 20 Championship, World Under 20 Trophy, Nations Cup and the Pacific Nations Cup. WR holds votes to decide where each of these events are to be held, except in the case of the Sevens World Series for men and women, for which WR contracts with several national unions to hold individual events.

Six regional associations, which are members of WR, form the next level of administration; these are:

Rugby Africa, formerly Confederation of African Rugby (CAR); Asia Rugby, formerly Asian Rugby Football Union (ARFU).

Rugby Americas North, formerly North America Caribbean Rugby Association (NACRA)

Rugby Europe, previously Fédération Internationale de Rugby Amateur – Association Européenne de Rugby (FIRA-AER)

Oceania Rugby, formerly Federation of Oceania Rugby Unions (FORU).

Sudamérica Rugby, formerly Confederación Sudamericana de Rugby (South American Rugby Confederation, or CONSUR)

There are two other versions of Rugby: Rugby sevens and Rugby league.

Rugby Sevens.

Rugby sevens (commonly known as simply sevens), and originally known as seven-a-side rugby, is a variant of rugby union in which teams are made up of seven players playing seven minute halves, instead of the usual 15 players playing 40 minute halves. Rugby sevens is administered by World Rugby, the body responsible for rugby union worldwide. The game is popular at all levels, with amateur and club tournaments generally held in the summer months. Sevens is one of the most well distributed forms of rugby, and is popular in parts of Africa, Asia, Europe, and the Americas, and especially in the South Pacific.

Rugby sevens is sanctioned by World Rugby, and is played under similar laws (with exceptions noted below) and on a field of the same dimensions as the 15 player game. While a regular rugby union match lasts at least 80 minutes, a normal sevens match consists of two halves of seven minutes with a two-minute half-time break.

Sevens is played on a standard rugby union playing field. The field measures up to 100 metres (330 ft) long and 70 metres (230 ft) wide. On each goal line are H-shaped goal posts. The goal posts are on the goal line. This is unlike American football in which the posts are behind the back of the goal line.

Variations to the laws of the game.

There are several variations in laws which apply to rugby sevens, primarily to speed up the game and to account for the reduced number of players. The main changes can be summarised as follows:

7 players per team on field (instead of 15).

Five substitutes, with five interchanges (instead of 8 and 8).

Seven minute halves (instead of 40-minute halves, in fifteen-a-side).

Maximum of two minutes half-time (instead of ten minutes).

Matches drawn after regulation are continued into golden pointextra time, in multiple 5-minute periods.

All conversion attempts must be drop-kicked (instead of having the option to place-kick).

Conversions must be taken within 30 seconds of scoring a try (instead of 90 seconds). Prior to 2016, the limit had been 40 seconds.

Three player scrums (instead of eight players).

Kick-offs: in sevens, the team which has just scored kicks off, rather than the conceding team, as in fifteen-a-side.

Yellow cards net a 2-minute suspension (instead of 10 minutes) to the offender.

Referees decide on advantage quickly (where one play usually ends advantage, unlike in fifteens).

In major competitions, there are additional officials present (in-goal touch judges) to judge success of kicks at goals, which means the game is not delayed waiting for touch judges to move into position to judge conversion attempts.

Rugby league.

Rugby league, often called simply as league is a full-contact sport played by two teams of thirteen players on a rectangular field measuring 68 m wide and 112–122 m long. One of the two codes of rugby football, it originated in Northern England in 1895 as a split from the Rugby Football Union over the issue of payments to the players. Its rules progressively changed with the aim of producing a faster, more entertaining game for spectators.

In rugby league, points are scored by carrying the ball and touching it to the ground beyond the opposing team's goal line; this is called a try, and is the primary method of scoring. The opposing team attempts to stop the attacking side scoring points by tackling the player carrying the ball. In addition to tries, points can be scored by kicking goals. Field goals can be attempted at any time, and following a successful try, the scoring team gains a free kick to try at goal with a conversion for further points. Kicks at goal may also be awarded for penalties.

Comparison with rugby union.

Rugby league and rugby union are distinct sports with many similarities and a shared origin. Both have the same fundamental rules, are played for 80 minutes and feature an oval-shaped ball and H-shaped goalposts. Both have rules that the ball cannot be passed forward, and dropping it forwards leads to a scrum. Both use tries as the central scoring method and conversion kicks, penalty goals and drop goals as additional scoring methods. However, there are differences in how many points each method is worth.

One of the main differences is the rules of possession, When the ball goes into touch, possession in rugby union is contested through a line-out, while in rugby league a scrum restarts play. The lesser focus on contesting possession means that play stops less frequently in rugby league, with the ball typically in play for 50 out of the 80 minutes compared to around 35 minutes for professional rugby union. Other differences include that there are fewer players in rugby league (13 compared to 15) and different rules for tackling. Rugby union has more detailed rules than rugby league and has changed less since the 1895 schism.

Rugby league historian Tony Collins has written that since rugby union turned professional in the mid-1990s, it has increasingly borrowed techniques and tactics from rugby league. The inherent similarities between rugby league and rugby union have at times led to experimental hybrid games being played that use a mix of the two sports' rules.

Rugby League, Rugby Union.

a. Bets are accepted excluding overtime, unless otherwise specified, for regular time (80 minutes plus injury time).

b. If the match was interrupted for more than 24 hours (pre-match) or 48 hours (live), all bets are subject to return, except for bets which outcomes were clearly determined at the time the match was interrupted.

c. If the start time of the match is postponed by more than 24 hours (pre-match) or 48 hours (live), all bets are returned. Exception: if, when the match was postponed, a new date and time of the match was immediately appointed, according to which the match will be played during the same game week as previously planned (from Monday to Sunday, GMT time), all bets on this match remain in strength.

d. The following positions are offered for rugby betting:.

It is proposed to determine the outcome of the match. Bets are accepted on regular time.

If, as a result of the match, the total number of goals scored is equal to the total of the bet, a return occurs. Likewise, for the individual total of a team or player.

4. Double outcome.

1X - the bet is winning if as a result of the match Team 1 won or a draw was fixed;

X2 - the bet is winning if as a result of the match Team 2 won or a draw was fixed;

It is proposed to determine whether the number of goals scored by this team will be more or less than the specified parameter.

If, as a result of the match, the total number of goals scored is equal to the total of the bet, a return occurs.

Only points scored against the opposing team and officially scored by the referee count.

All points scored by teams against their own goal are counted as points scored by the opposing team.

6. Tournament Winner.

If the team on which the bet was made did not qualify for this tournament, was disqualified or refused to participate in the competition, all bets on this team are considered to be lost.

7. Total odd / even.

If the result of the match is 0:0, bets will be settled as even.

8. First half / match.

It is proposed to determine the result of the first half and the whole match.

In the line, in the first place is the result of the first half, in the second - the whole match.

9. Who will take the first point.

Bets on the player who score the first valid goal of the match win.

If during the match the player did not enter the field, all bets on him for this position are returned.

10. To qualify.

The bet is calculated only after the end of the last match in the series of this round of the tournament with the participation of the indicated teams.

The bet is won only if the specified team reaches the next round of the competition, regardless of the result with which any intermediate match / time period of this round of competition ended.

Rugby sevens.

a. Bets are accepted without taking into account overtime, unless otherwise specified, on regular time (Match duration - 2 halves of 7 minutes each with a 1-minute break between them (in the final - 2 halves of 10 minutes with a break between halves of 2 minutes) If necessary, additional time is assigned - 5 minutes If one of the teams succeeds in this, the game is stopped.

b. If the match was interrupted for more than 24 hours (pre-match) or 48 hours (live), all bets are subject to refund, except for bets whose outcome was clearly determined at the time the match was interrupted.

c. If the start time of the match is postponed by more than 24 hours (pre-match) or 48 hours (live), bets are returned. Exception: if, when the match was postponed, a new date and time of the match was immediately appointed, according to which the match will be played during the same game week as previously planned (from Monday to Sunday, GMT time), all bets on this match remain in strength.

If, as a result of the match, the total number of goals scored is equal to the total of the bet, a refund occurs. Likewise, for the individual total of a team or player.

If the handicap has only two options (only handicap 1 or handicap 2, without the "Draw" option), in case of an equal score taking into account the handicap, a refund occurs (regardless of the period of the match it is offered to place a bet).

4. Other types of bets not listed above may be offered.

Volleyball Rules.

Variations of the game volleyball have been in circulation since around 1895. The game has evolved since then and it was in 1964 where the sport entered its first Olympic games. The sport now has a global following with nations from around the world professionally competing. The pinnacle of the sport comes in the Olympic Games were the best players are often on show.

Game objective.

The object of volleyball is to hit the volleyball over the net (by only using your hands) running through the centre of the court whilst trying to get it to bounce in your opponents half. The opposing team have to try and prevent the ball from bouncing before returning the ball. Games are played out in best of 3 or 5 sets and the team with most sets at the end of the game wins.

Each team has 6 players on a court at any one time. Substitutes can be used throughout the game. There are no professional mixed sex teams. Each player takes up a position in either the attacking zone (next to the net) or the defensive zone (at the back of the court). Three players are in each zone and rotate in a clockwise position after every point.

The court is of a rectangular shape and measures 18m x 9m. Running across the court is a 2.43m high net with the ball measuring 8 inches in diameter and weighing between 9 and 10 ounces. Around the outlines of

the court is an out of bounds area and if the ball were to bounce in these sections then a point would be awarded to the opposing team.

Each team gets up to two timeouts per set of 30 seconds each. After each set the amount of timeouts resets back to two regardless of how many have been used previously.

To score a point the ball must hit the ground within the outlined section in your opponents half. You can also score a point by your opponent failing to hit the outlined section within your half or your opponent hitting the ball into the net. A point can be scored off either teams serve.

A player serving must do so from behind the base line and can use either an over or underarm action and hit with only the hand. Once the serve has been made the server can join their team in-play and battle out the point.

Each team is allowed to hit the ball three times before the ball must be returned. A player is not allowed to hit the ball twice in succession. If the ball hits the boundary line then the ball is deemed to be in-play. The defensive team can jump and try to block the ball returning to their side of the court. If a block attempt is made and the ball bounces in their opponents half then a point is awarded. If after the block the ball bounces out then a point is awarded to the opposing team.

Each game is played to 25 points and must be two points clear. If the scores reach 24-24 then the game is played until one team leads by two.

All matches in all categories consist of 5 sets; if the score is tied 2:2, teams play fifth (reduced) set. fifth set can be played also after one team won both sets (2:0), but that does not affect the final result. The fifth set is played till 15 points.

To win the game you must score more points than your opponents. The best of 3 or 5 sets are generally played and the winners will be the first team to reach the required number of sets.

Rules of Volleyball.

Each team consists of 6 players and 6 substitutes. Players can be substituted at any time but if they are to return can only be swapped for the player that replaced them.

Each team can hit the ball up to three times before the ball must be returned. The defensive team can then try and block or return the ball again hitting it a maximum of three times.

Games are played up to 25 points and must be won by 2 clear points.

Violations will be called for the following:.

Stepping over the base line when serving the ball.

Ball hits the net and fails to get over the net (If the ball hits the net and still goes over the net then this is perfectly legal).

Players are not allowed to carry, palm or run with the ball.

Players must not touch the net with any part of the body. If the net is said to have hit them rather than vice-versa, then this is ok.

The ball cannot travel under the net.

Players cannot reach over the net and hit the ball.

Libero.

The libero is a player specialized in defensive skills: the libero must wear a contrasting jersey color from their teammates and cannot block or attack the ball when it is entirely above net height. When the ball is not in play, the libero can replace any back-row player, without prior notice to the officials.

The modern-day libero often takes on the role of a second setter. When the setter digs the ball, the libero is typically responsible for the second ball and sets to the front row attacker. The libero may function as a setter only under certain restrictions. To make an overhand set, the libero must be standing behind (and not stepping on) the 3-meter line; otherwise, the ball cannot be attacked above the net in front of the 3-meter line. An underhand pass is allowed from any part of the court.

The libero is, generally, the most skilled defensive player on the team. There is also a libero tracking sheet, where the referees or officiating team must keep track of whom the libero subs in and out for. Under FIVB rules, two liberos are designated at the beginning of the play, only one of whom can be on the court at any time.

The ball.

FIVB regulations state that the ball must be spherical, made of leather or synthetic leather, have a circumference of 65–67 cm, a weight of 260–280 g and an inside pressure of 0.30–0.325 kg/cm2. Other governing bodies have similar regulations.

A standard volleyball ball is used during all matches (Mikasa MVA 200).

Volleyball officials that make up the officiating crew are first referee, second referee, scorekeeper, assistant scorer, and line judges. The first referee is in charge from the beginning of the match until the end. The first referee has authority over all other members of the officiating crew.

1. If the match started, but did not end for any reason, then for the calculation you need to wait 24 hours (pre-match) or 48 hours (live), after which all bets on this match, except for those bets that have already taken place, are subject to return (Calculated with a factor of 1).

2. If the start date of a match is postponed for a period of time less than 24 hours, all bets on that match will remain. Otherwise, the bets on this match are returned.

Handicap and total for a volleyball match are indicated in points, unless otherwise indicated in the market.

In a volleyball match 1-4 sets are played up to 25 points, unless otherwise stated. The decisive (5th) set is played up to 15 points.

There are three set match formats. The first 1-2 sets are played up to 25 points, unless otherwise stated. The decisive (3rd) set is played up to 15 points.

Bet "score". In the line, the corresponding columns are titled: 3:0; 3:1, etc.

If the rules of the match are changed (1-4 sets were played up to 21 points or vice versa), then bets on:

the victory of the team in the match;; the victory of the team in the set;; the exact score of the match;.

are calculated according to the accepted odds, and all other bets are returned.

If, by the decision of the judges, one of the teams has a point deduction, the bets will be calculated according to this decision of the judges.

Total sets in the match. It is necessary to determine whether the teams will play more or less than the specified number of sets in the match. If the match was interrupted and not resumed after 24 hours (pre-match) or 48 hours (live), then the bets on this position are returned.

Group stage winner. The bet is calculated only after the completion of all matches of the specified group within this round of the tournament. Judicial and other decisions to cancel / change the results of the tournament, made after the end of this round of competition, are not taken into account. If the team on which the bet was made was disqualified or refused to participate in the competition, all bets on this team are considered to be lost.

253; 1403; 225; 556; 275; 113; Gt Sports League,; Gt Premier League; 11:30; Arsenal FC (Walnut); Manchester United FC (Scorpion); 1.36; 2.16; 1.52; Manchester City FC (Thug); AFC Bournemouth (Kenzo); 6.40; 1.63; 1.38; 1.99; 7.5; 1.62; Gt Champions League 4; Villarreal CF (Carlos); PSV Eindhoven (Jose); 1.48; 1.43; 4.5; Aston Villa (Fred); Sporting Cp (Vendetta); 2.35; EAdriatic League,; Champions League; 4.95; 1.87; 6.5; FC Barcelona (Pascal); 5.40; 1.72; International; Belgium (Oliver); 5.50; 1.64; 5.5; International Clubs,; AFC Champions League Elite, East Region; 11:45; Newcastle Jets; Shanghai Sipg; 3.52; 1.83; 1.94; 1.77; +214; 1.53; 2.14; VfB Stuttgart (Habibi); 4.45; 4.90; 1.57; 2.80; 6.25; 11:50; China,; U20 China League; 12:00; Henan U20; Wuhan Three Towns U20; 3.46; 1.47; Myanmar,; U20 League; 13:00; Shan United FC U20; Yangon City FC U20; 5.09; 2.65; 14:00; Vissel Kobe; Ratchaburi; 6.28; 11.27; 1.04; 1.08; 4.38; +149; Jeonbuk Motors; Johor Darul Ta'zim FC; 2.83; 2.27; 2.06; +147; International Youth,; UEFA Youth League; Bodo/Glimt U19; Lille U19; 19.55; 8.60; 4.12; 1.03; 1.01; +129.

30'.

Our company makes bets on the following motorsports: Formula 1, Rally, Bikes, Nascar, Speedway, DTM, Rallycross, Indycar, Red Bull Air Race, Supercars, Formula 2, Formula E.

Formula One is a class of single-seat and open-wheel Grand Prix closed course racing, governed by the Fédération Internationale de l'Automobile (FIA), and currently organized by the privately-owned company Formula One Group. The formula regulations contain a very strict set of rules which govern vehicle power, weight, size, and design. The rules do allow for some variation, however.

Rally is a form of motorsport that takes place on public or private roads with modified production or specially built road-legal cars. It is distinguished by not running on a circuit, but instead in a point-to-point format in which participants and their co-drivers drive between set control points (special stages), leaving at regular intervals from one or more start points. Rallies may be won by pure speed within the stages or alternatively by driving to a predetermined ideal journey time within the stages.

Bikes.

Motorcycle racing (also called moto racing and motorbike racing) is the motorcycle sport of racing motorcycles. Major varieties include motorcycle road racing and off-road racing, both either on circuits or

open courses, and track racing. Other categories include hill climbs, drag racing and land speed record trials.

Nascar.

The National Association for Stock Car Auto Racing (NASCAR) is an American auto racing sanctioning and operating company that is best known for stock car racing. The privately-owned company was founded by Bill France Sr. in 1948, and his son, Jim France, has been the CEO since August 6, 2018. The company is headquartered in Daytona Beach, Florida. Each year, NASCAR sanctions over 1,500 races at over 100 tracks in 48 US states as well as in Canada, Mexico, and Europe.

Motorcycle speedway, usually referred to as speedway, is a motorcycle sport involving four and sometimes up to six riders competing over four anti-clockwise laps of an oval circuit. The motorcycles are specialist machines which use only one gear and have no brakes; racing takes place on a flat oval track usually consisting of dirt, loosely packed shale, or crushed rock (mostly used in Australia and New Zealand). Competitors use this surface to slide their machines sideways, powersliding or broadsiding into the bends. On the straight sections of the track the motorcycles reach speeds of up to 70 miles per hour (110 km/h).

DTM.

The Deutsche Tourenwagen Masters (DTM, German Touring Car Masters}) is a touring car series sanctioned by ITR e.V. who have been affiliated to the DMSB-FIA since 1984. The series is based in Germany, with rounds elsewhere in Europe, racing a silhouette racing car based on a mass-produced road car.

From 2000 onwards, the new DTM continues the former Deutsche Tourenwagen Meisterschaft (German Touring Car Championship) and ITC (International Touring Car Championship) which had been discontinued after 1996 due to high costs.

Rallycross.

Rallycross is a form of sprint style automobile racing, held on a closed mixed-surface racing circuit, with modified production or specially built road cars, similar to the World Rally Cars. It is mainly popular in the Nordic countries, the Netherlands, Belgium, France and Great Britain. An inexpensive, entry level type of rallycross is the Swedish folkrace or its Norwegian counterpart, the so-called bilcross. The folkrace is most popular in Finland where it was founded back in late 60's. In Europe, rallycross can also refer to racing 1:8 scale off-road radio-controlled buggies.

IndyCar Series.

A series originated on June 12, 1909 in Portland, Oregon at its first race. Shortly after, Indianapolis Motor Speedway opened in 1909 and held races that ranged from 50 to 200 miles. Its premier race is the Indianapolis 500 which began on May 11, 1911 and a tradition was born. Today, Indycar operates a full schedule with over 20 teams and 40 different drivers. The current schedule includes 15 tracks over the course of 17 races per season. Josef Newgarden was crowned current champion of the Indycar Series in September 2019.

Red Bull Air Race.

The Red Bull Air Race, established in 2003 and created by Red Bull GmbH, was an international series of air races in which competitors have to navigate a challenging obstacle course in the fastest time. Pilots fly individually against the clock and have to complete tight turns through a slalom course consisting of pylons, known as "Air Gates".

The races are held mainly over water near cities, but are also held at airfields or natural wonders. They are accompanied by a supporting program of show flights. Races are usually flown on weekends with the first day for qualification then knockout finals the day after. The events attract large crowds and are broadcast, both live and taped, in many nations.

Supercars.

The Supercars Championship is a touring car racing category in Australia and run as an International Series under Fédération Internationale de l'Automobile (FIA) regulations.

Formula 2.

Formula Two, abbreviated to F2, also called Formula 2, is a type of open wheel formula racing first codified in 1948. It was replaced in 1985 by Formula 3000, but revived by the FIA from 2009–2012 in the form of the FIA Formula Two Championship. The name returned in 2017 when the former GP2 Series became known as the FIA Formula 2 Championship.

Formula E is a class of open-wheel auto racing that uses only electric-powered cars. The series was conceived in 2012, and the inaugural championship started in Beijing on 13 September 2014. The series is also sanctioned by the FIA and races a spec chassis/battery combination with manufacturers allowed to develop their own electric power-trains. The series has gained significant traction in recent years.

General rules:; 1. Vehicles:.

All drivers must part take in the race with the same series of racing machine with identical physics. e. FVR V8SC 2019

All vehicles should have the same driver aids enabled / disabled. i.e. Damage enabled, No-Traction Control, No-Anti-locking breaks etc.

Vehicle tires may be restricted to one option or multiple tyres may be allowed. Consult a Racecentre employee for a list of allowed tyres for your racing league / series

Vehicle setups may be dictated by Racecentre staff – i.e. Staff may allow you to modify your setups or it may be a fixed setup based on your series.

2. Qualifying Etiquette & Rules.

Qualifying sessions will be Private. Meaning you will not see any other car in the session.

A driver is to drive only within the confines of the track. Any driver found cutting corners / chicanes may result in a penalty.

A driver may have no more than two wheels off the racing circuit for the lap to count towards their qualifying time. Penalties will be handed out post-race after replay analysis if this is breached.

Should a driver cut a corner / chicane they are advised to abandon the lap to prevent the risk of a post-race penalty.

3. Racing Etiquette & Rules:.

a. Once a driver is on the grid they are to hold the brake pedal until the start lights turn on (usually a red light will shine, which indicates the race start is emanate).

Any ‘creeping’ on the race grid may result in a penalty.

Drivers are not to ram or force opponents off the track, should a driver breach this article then they may be disqualified or penalised post-race.

Drivers are not to cut corners / chicanes. Post-race penalties will apply for this breach.

Should the first lap of the race see multiple drivers eliminated / in the gravel, the race may be red flagged and restarted by a Racecentre employee.

Under race conditions, any car that reportedly hits another will be given a penalty based on the severity of the accident / dangerous driving.

If there are any discrepancies in the racing Etiquette we will refer to the Supercars, FIA or Blancpain Rules Handbook for further clarification.

4. RFactor Rules:.

A driver is under no circumstances to change the driver aids or settings. A Racecentre employee will do this if the league series permits modifications.

Modifying the car setup and tyres may only be allowed if the league series enables it. Racecentre staff will set what the rules are for each league / series.

5. League Points System:.

Points will be consistently rewarded in accordance with the league series rules.

6. Flag Rules:.

Drivers are to obey the flag rules of their racing series. Penalties apply for those who do not.

Black flags may be in effect, should a driver views a black flag on their screen, they are to immediately stop their vehicle to prevent disqualification.

Blue flags may be in effect, should a driver views a blue flag, they are to allow the following vehicle(s) to pass as they have been lapped.

If the blue flag remains, it means a driver must let all cars behind them past. Holding up cars on a lap further in the race than yours may be met with penalties for impeding that driver.

7. Pit Lane Rules & Etiquette:.

a. Drivers are to file in and out of the pit lane. Forcing other driver(s) into obstacles may be met with a penalty post-race.

Drivers are to enable the pit lane limiter while in the pit lane. Failure to do so may be met with an in-game penalties.

At pit-exit there is a light tree with green, red and blue lights. The blue lights, when flashing, indicate that there is a car coming up the start/ finish straight at full speed. A driver in the pit lane is to wait until the blue lights stop flashing before exiting the pit lane. Any incident involved with entering or exiting the pit lane may be met with heavy penalties.

8. General Driving Etiquette and Rules:.

Slipstreaming is not advised with sim racing, due to possible lag issues. Driver errors make approaching another car very closely a risky venture. Therefore, any driver who makes contact while following another car will be held responsible. Penalties may apply unless there is clear evidence that the car in front was driving erratically or slowed suddenly.

If you are shown the blue flag, move off the racing line as soon as possible within reason and make no erratic moves. Pay attention to your mirrors to determine which side the car will pass you. Once the following car is close, slow your speed enough to allow them a safe pass around your car. Do not accelerate until you are sure the following car has past and is clear.

When overtaking a backmarker, the safest method is to hold position behind and to one side of the slower car so they can see you fully in their mirrors. Do not commit to a pass until you have given them ample time to move out of your way before committing to the pass. Please do be courteous and thank the driver by calling out or after the session. Mutual respect makes for better drivers.

Drivers must make sure the track is clear before re-entering the track or resuming the racing line or after recovering from a spin. This includes running on the grass, half spins, full spins, temporarily losing control or completely losing control. Not re-joining the circuit safely may be met with penalties.

It will be each driver’s own responsibility to drive cleanly whatever the situation. If you cannot stay on track (whether through car damage, controller problems etc) you should park your car and alert a Racecentre staff member to help you with your situation.

Drivers who shunt an opponent will stand a much better chance of avoiding a penalty if they wait for the other car to retake their position. If an opponent needs to pit for repairs then you too should follow them into the pit lane and enable your limiter all the way down the lane before re-joining the race. Your sporting gesture may be taken into consideration and a penalty may not need apply. Doing the opposite will be met with a certain post-race penalty.

Participation in Racecentre league competition implies a sound knowledge and understanding of all the rules listed here (1A – 8G). Dangerous driving, persistent unrealistic driving (driver aids) or flagrant abuse of the rules can result in time penalties, disqualification, race bans and exclusion from the competition. Generally we prefer to warn drivers before taking serious action, however we do enforce them.

9. Incident Reporting:.

Racecentre Staff are there to facilitate the hosting of a League Night. This involves:

Making sure the equipment is suitable; Ensuring mods have been uploaded and tested.

Any drop outs or mechanical issues during the night are attended to.

The staff are not there to deal with driving incidents during any race events.

NB: ANY rule violations, crashes or issues during any race are to be reported after the race and a committee will decide the outcomes of any complaints the next day (prior to posting results).

c. Complainants need to provide the following in writing on the night:; Event name and date; Race number; Lap number; Persons involved.

Details of incident.

10. Hot Lapping/Dash for Cash Rules:.

All driver aids with the exception of Auto Clutch shall be disabled. A driver is under no circumstances to change the driver aids.

Damage shall be set at a minimum of 50%.

A driver may tune the car.

Fuel usage is turned off.

Tyre wear is normal.

The driver needs to let Racecentre staff know they are attempting a lap or number of laps.

A Racecentre employee can at any time check to see if the aids have been adjusted and instant disqualification from the event and any future events will occur if changes have been made.

The driver must notify staff if they have posted a time to record.

Replay footage will be checked for cutting of corners / chicanes. The lap will be disqualified if more than two wheels are off the racing circuit.

An attempt for the Dash For Cash cannot be made in conjunction with any other League unless the participant has withdrawn early from the event due to DNF or DQ.

a. These rules apply to Formula 1, Rally, Bikes, Nascar, Speedway, DTM, Rallycross, Indycar, Red Bull Air Race, Supercars, Formula 2, Formula E, etc.

b. The places of the riders, as well as the distribution of the points of the teams, are determined according to the official final protocol published immediately after the end of the race. The disqualifications of riders and changes in the protocol that followed after the race by the bookmaker company are not taken into account.

c. The winner for all qualifying bets will be determined by the official qualifying time announced by the respective governing federation for that tournament.

d. Drivers who enter the warm-up lap are automatically classified as having started the race.

e. The following types of bets on motorsport are accepted:; 1. Winner of the race.

The winner is the driver who takes first place in the final protocol of the race. If the specified rider did not take part in the race, a return is made on the rates placed on him for this position.

2. Top-3.

It is necessary to determine which of the riders will enter the top 3 at the end of the race. If the specified rider did not take part in the race, a return is made on the rates placed on him for this position.

3. Championship Winner.

If the specified driver did not take part in any race of this championship, a return is made on the rates made on him for this position.

4. Top-3 in championship.

It is necessary to determine which of the riders will enter the top 3 at the end of this championship. If the specified driver did not take part in any race of this championship, a return is made on the rates made on him for this position.

5. Winner of the Constructors' Cup.

It is necessary to determine which team will win the Constructors' Cup in the specified season. If any of the indicated teams is disqualified or stopped participating in the championship for any reason, all bets on this team remain in force, however, if the refusal / disqualification occurred before the start of the season, for all bets on this team for this position there is a return.

6. Head2head (Racer).

In the proposed pairs, it is necessary to name the rider who will perform better. In this case, the best is the rider who took a higher place in the final protocol. If both riders retire, then the best is the one who has driven the most laps. If both riders get off on the same lap, bets will be returned. If one of the riders leaves the race, the rider who finishes the race is considered the best. If a rider has completed more laps, but was disqualified during the race, then any other athlete who was not disqualified is considered the best (even if he completed less than one lap in the race). If both riders are disqualified during the race, the bet will be returned.

7. Head2head teams.

It is necessary to determine which team will score the most points. If both teams did not score a single point, then the best is the team whose total number of places occupied by the drivers is less than the other. If at least one of the riders of this team took part in the race, all bets on this position remain valid. Otherwise, the rates on this position are returned.

8. Full distance, not full distance.

It is proposed to indicate whether a particular rider will or will not leave the race. At the same time, a rider who left the distance several laps before the finish, but classified according to the results of the race with a lag of a certain number of laps from the leader according to the official protocol, is considered to have completely finished the race.

If the specified rider did not take part in the race, a return is made on the bets placed on him for this position.

The riders' places are determined according to the official final protocol published immediately after the end of the race. Disqualifications of riders and changes in the protocol following the race are not taken into account by the bookmaker company.

9. Fastest lap in a race.

10. Which driver will score more points in the remaining races of the season?

If at least one of the riders did not participate in any of the remaining races in the season, the betsfor this position are returned.

11. Other types of bets not listed above may be offered.

Championship.

The ABB FIA Formula E World Championship consists of two separate titles - one dedicated to the drivers and another - to the teams. The drivers' championship is awarded to whichever driver has accumulated the most points over the seven-month campaign. Whereas the teams' championship is decided by calculating both driver's scores during the whole season.

Formula E follows a standard points system, used in other FIA-sanctioned series - awarding points to the top-10 finishers.

1st - 25pts; 2nd - 18pts; 3rd - 15pts; 4th - 12pts; 5th - 10pts; 6th - 8pts; 7th - 6pts; 8th - 4pts; 9th - 2pts; 10th - 1pt.

Additional points are also awarded for securing Julius Baer Pole Position and clinching the Fastest Lap in Qualifying and the race.

New for the 2019/20 season, the fastest driver in group qualifying will be awarded one bonus point.

The driver starting at the front (Julius Baer Pole Position) picks-up an extra three points, while the driver who sets the fastest lap during Qualifying gets an additional point.

During the race, the driver who completes the Fastest Lap also receives one additional point. However, the driver must finish in the top-10 places to gain the Fastest Lap extra point. If not, then the driver in the top-10 with the next fastest lap takes the honour.

Julius Baer pole position - 3 points; Fastest driver in Qualifying - 1 point; Fastest Lap in race - 1 point (if in a top-10 finishing position); Race Day Format.

Shakedown - at most E-Prix, a shakedown session is held on Friday - the day before the main event - but this is dependent on the track (in our case, city streets) being available. Drivers use this session to check the electronic systems and the reliability of the car, but not overall performance as the cars run at a reduced speed.

At this time, the track layout, kerbs and features can be checked by the FIA, taking into account feedback from the competitors provided in the driver briefing.

POWER - THE POWER IS LIMITED TO 110KW.

Practice.

Each event has two practice sessions - an opening 45-minute session followed by a further 30-minute session. This is reduced to only one 45-minute session on the second day of a double-header. This is the first time the teams and drivers will take to the track under timed conditions as they get a feel for the track and adapt to the car set-up. Although the timer is on, it doesn't count towards the final result. After all, it's just a practice session.

POWER - 250KW IS AVAILABLE THROUGHOUT.

Qualifying and Super Pole shoot-out - Qualifying determines the order the drivers will start the race, with the fastest driver lining-up in first place and slowest at the back. The session lasts one hour and sees drivers divided into four groups of up to six cars, defined by their position in the championship. For the first race of the season, however, the order is decided by where they finished overall in the previous season.

Once out, each driver has six minutes to set their best time, with the top-six drivers proceeding to the Super Pole shoot-out in a bid to secure Julius Baer Pole Position and an additional three points. During the Super Pole shoot-out, the drivers go out one-by-one, with the sixth fastest driver from the group stages going out first. When they cross the line to start their flying lap, the pitlane light turns green and the fifth fastest driver heads out. This is repeated until all six drivers have completed a lap.

Tyres and Allocation.

The bespoke 18-inch treaded all-weather tyres used by all teams and drivers are supplied by Michelin - official tyre supplier of the FIA Formula E World Championship. Each driver can't use more than four new rear and four new front tyres for each event. That means they need to make a total of two sets of tyres last from Shakedown all the way to the end of the race.

Charging Times.

Charging the car is forbidden during both qualifying and the race, as well as throughout parc ferme and scrutineering. Teams can charge the cars in-between sessions and during practice.

e-Licence.

Just like a driving licence for the road - Formula E drivers must qualify to participate. In order to enter the FIA Formula E Championship, drivers must comply with the following:

Drivers must conduct a specific FIA training session focussing on electrical safety, specific features of the fully-electric Formula E car, as well as reviewing both technical and sporting aspects of the series.

Drivers must have accumulated at least 20 points in the past three years, in conjunction with the FIA points system - used to qualify for a Super Licence. Or, to have previously been holding a Super Licence, or to have participated in at least three events of the previous FIA Formula E Championship.

The champion from the previous season automatically qualifies for a Super Licence the following year.

If these points aren’t met - a driver judged by the FIA to have consistently demonstrated outstanding ability in single-seater categories, but with little or no opportunity to qualify, can still participate.

The race must be held within one week of the scheduled time to be valid, otherwise all bets will be considered void. All Bets will be paid as to the official results stated on the official site, no matter if the race is stopped prematurely for any reason.

The criteria for resulting is using results from official page and also podium presentation, if a change is made later due to disqualification, results can be changed. It should be around 90% of the laps raced by driver to be considered classified in the race.

The following markets are available:; Drivers' Championship.

Player have to predict which driver will be the winner of the Drivers' Championship. Points are calculated from individual races to decide the Drivers' Championship. All bets will be settled according to the ranking provided by its official website.

Race Winner.

Player have to predict who wins the Race of that particular Grand Prix. Changes after that the final result is published will be ignored. Any driver who does not qualify for the race will be considered void. Dead heat rule applies.

Qualifying Winner.

Player have to predict who wins the 'Super Pole of that particular Grand Prix. Changes after that the final result is published will be ignored. Dead heat rule applies.

H2H.

Two drivers are combined in a "head to head" as to who will place higher position, provided that both start the race. If one of the two drivers quit, the driver who left after the most laps will be considered the winner. If both drivers retire in the same lap, the bet will be voided. Any further information that might alter the results will not be considered.

Types of markets not listed above may also be offered.

Formula One - A Racing Sport; 1. Winner of the race (final classification).

The winner is the driver who took the first place in the final protocol of the race (final classification).

2. The winner for all qualifying bets is determined by the official qualifying times announced by the FIA.

The winner for all Free Practice Bets (1,2,3) is determined by the Official Free Practice Time announced by the FIA.

3. Top 3 (6.10).

It is necessary to determine which of the riders will enter the top 3 (6, 10) according to the final protocol of the race. If the specified rider did not take part in this race, a return is made on the bets placed on him for this position.

4. Fastest lap.

It is necessary to determine which of the riders will complete one lap the fastest. If the specified rider did not take part in the race, a return is made on the bets placed on him for this position.

5. If the cars in the race start after the "safety car", and not as usual at the start signals (for example, because of bad weather), when calculating the bets, this will not be considered going to the "safety car" track. The same rule applies to situations where the race resumes after the exit of the "safety car" immediately after the appearance of the red flag.

6. Head2head (pilots).

In the proposed pairs, it is necessary to name the rider who will perform better. In this case, the best is the rider who took a higher place in the final protocol. If both riders quit the race, then the best is the one who has driven the most laps. If both riders get off on the same lap, bets will be returned. If one of the riders leaves the race, the rider who finishes the race is considered the best. If a rider has completed more laps, but was disqualified during the race, then any other athlete who was not disqualified is considered the best (even if he completed less than one lap in the race). If both riders are disqualified during the race, Best will be settled based on the team with the best

classified car in the official FIA classification at the time of.

the podium presentation.

7. Head2head (teams).

Bets are accepted on the team whose rider will take the best place in the race according to the official protocol of the International Automobile Federation (FIA). If no rider from both teams is included in the official final protocol, the winner is the team whose rider completed the most laps. If no rider from both teams is included in the official final protocol and the best riders from both teams complete the same number of laps, Best will be settled based on the team with the best

8. How many cars will fail to complete the first lap?

Only those riders who started directly in the race (even from the pit lane) are taken into account in this rate. Riders who do not start in the race are classified as “DNS” (Did Not Start) in the official race results. If there is a bet on a pilot with a DNS status, then there will be a return.

9.Which rider will be the first to leave the race.

When calculating this bet, only those riders who started directly in the race (even from the pit lane) are taken into account. If a driver does not start in the race, all bets on him become void. Riders who do not start in the race are classified as “DNS” in the official race results. If there is a collision of cars and at least 2 drivers cannot continue the race, then all bets on them are calculated with odds of 1.

10. Which constructor will be the first to leave the race?

At least one driver from the team must start in the race, otherwise all bets on this team will be void. Riders who do not start in the race are classified as “DNS” in the official race results.

11. Will both Team X riders score points in the race?

For this bet to be settled, both riders must start the race. Riders who do not start in the race are classified as “DNS” in the official race results.

12. Winner excluding 'Mercedes'.

The winner, excluding Mercedes, is the driver who took first place in the final protocol of the race, excluding the Mercedes team.

13. Pole position.

The winner will be the rider declared the winner based on the results of the qualifying race; further changes made to the calculation will not be taken into account.

14. Markets for overtakings.

An overtaking needs to be maintained until the end of the lap in order to be considered for settlement purposes.

Overtakings during the first lap are not considered for settlement purposes.

Overtakings of a specific driver in the same lap when he enters or exits the pit are not considered for settlement purposes.

Overtakings of a car in the lap of its retirement are not considered for settlement purposes.

Lapping and unlapping is not considered as overtaking.

All events are settled based on the award ceremony or the competition’s official scoresheet,

without taking into consideration the results of any subsequent investigations or disqualifications.

The company provides odds on the following winter sport: Alpine Skiing, Biathlon, Bobsleigh, Cross Country, Figure Skating, Freestyle Skiing, Luge, Nordic Combined, Speed Skating, Short Track, Skeleton, Ski Jumping, Snowboard.

Alpine skiing; ALPINE SKI RACING; 1. Slalom (SL).

Slalom is a timed event requiring the execution of many short, quick turns through two different courses. The slalom features the shortest course and quickest turns. As in the giant slalom, each skier makes two runs down two different courses on the same slope. The competitors are required to pass between all the gates, alternate red/blue pairs of poles. Both runs take place on the same day. The times are added together, and the fastest total time determines the winner.

2. Giant Slalom (GS).

Giant slalom is characterized as the discipline that requires the most technical skill: skiers race down the mountain through a faster and more open course than in Slalom. Giant slalom is similar to the slalom, with fewer, but wider and smoother turns. Each skier makes two runs down two different courses on the same slope. Both runs take place on the same day, usually with the first run held in the morning and the second run in the afternoon. The times are added together, and the fastest total time determines the winner.

3. Super-G (SG).

Super G (super giant slalom) is the newest of the Alpine disciplines, combining the elements of speed from the downhill, while integrating high speed technical turns from the giant slalom. The course is shorter than downhill but longer than a giant slalom course. Each skier makes one run down a single course and the fastest time determines the winner. This race discipline is rarely held in Pennsylvania.

4. Downhill (DH).

The downhill event features the longest course and the highest speeds in alpine skiing. Racers attempt to record the fastest time during a single run with a minimum number of control gates. This race discipline is never held in Pennsylvania.

5. Derbies (U12, U14 and U16).

Each age group also has a Derby (Championship Race). Racers who score high during the season may qualify to go to a Derby at the end of February. Racers should check their Derby standings on the PARA web site. Participation in the Derbies is by invitation only based on points scored during the season. The formula can be found on the PARA web site at www.paracing.org under the FAQ section “What are quotas and how are they calculated.”

AGE CLASSES / LIMITS FOR ALPINE RACE TEAM.

The competition year is July 1 - June 30 of the following year. A competitor’s class is determined by their age on December 31 of the competition year.

SR Ages 21 and older; U21 Ages 18-20; U18 Ages 16 and 17; U16 Ages 14 and 15; U14 Ages 12 and 13; U12 Ages 10 and 11; U10 Ages 8 and 9; U8 Ages 7 and younger.

NOTE: Racers should check with their local program, or with their local office regarding details or exceptions that may apply. Some regions, divisions or states may recognize other age categories below the U8 class for awards.

CALCULATING RACE POINTS.

The below information is a small synopsis of the overall rules for scoring and should not be used as the final official rules. This is intended only as a “high level” review of the scoring process in order for new skiers and parents to gain a better understanding of the process.

A. Race Points scoring (U16, U14, U12, U10).

The U10 thru U16 races are scored using the World Cup Points scale (below). PARA uses a race quota formula to determine which racers are invited to participate in one of the end of year race derbies. The formula can be found on the PARA web site at www.paracing.org under the FAQ section. “What are quotas and how are they calculated.”

At this level you do not earn points when you compete outside of your division.

USSA Points Scoring (U21, U18, U16).

The official rules can be found in the USSA Alpine Competition Guide or at WWW.USSA.org web site. Some general guidelines:

Scored race disciplines are Slalom, Giant Slalom, Super G, and Downhill.

All new skiers start with the seeded points of 990 points.

The lower your points the higher your standing in the overall discipline rating.

Lower seeded points allow an earlier start in your next race of that discipline.

The winner of a race is given “0” race points.

All racers are also given a penalty that is added to the race points for that event.

Points can be earned at any USSA sanctioned race; Points Lists.

The Points List or “Seed List” are created by taking the average of the best two race results in the current season in each race discipline. So, a skier must compete and post scores in two races of the same discipline before his score will change from the 990-initial posting. To further clarify, a racer must finish both runs of a race in two different races of the same discipline in order to have a change in the Points List standings.

The purposes of the Points List are:.

To measure the relative performance of all competitors in the classification system.

To serve as a tool to “seed” (organize) the start order of a race.

To provide a method of team selection.

How Points Are Scored.

While the winner of any seeded race is given “0” race points, a penalty is also calculated and added to each racer’s points to produce the racer’s final race score for that event.

The magnitude of the penalty depends upon.

The seed points of the best five (5) racers who start the race.

The seed points of the best five (5) racers who finish the race.

Whether the times of those top five racers (who finish) are clustered near the winner or widely dispersed

This procedure allows the scoring of different races on different slopes and different days, each with different levels of competition, to be based on a common scale. In theory, this allows all racers to compare themselves against the world’s leading racers.

The average of a racer’s two best race results for a given scored discipline becomes the basis for that racer’s ranking among other racers. In order to gain better start positions by lower seeding points, competitors also must improve their skills, strength and tactics and then prove this on the race hill.

Race Points + Penalty = Final Race points score for that race; Calculation of “Race Points”.

The International Ski Federation (FIS) point scoring system for ski races was developed in order to recognize the better performance of finishing fourth in one race with a one second behind the winner, as opposed to finishing second in another race with a time two seconds behind the winner.

Race points are determined by comparing the winner’s time and the individual racer’s time. The formula for points makes the comparison and produces points in each discipline according to the ratio of the racer’s time to the winner’s time.

Formula for calculating race points; $P=((Tr / Tw) – 1) \times F$; P = awarded race points; Tr = the racer’s time, in seconds; Tw = the winner’s time, in seconds.

F = a constant, for each race discipline. F=60 / (CM-1).

F Values Determined by FIS; Slalom 610; Giant Slalom 880; Super G 1030; Downhill 1350; F. Calculation of “Penalty Points”.

In calculating penalty points for a race, the results (times) are listed in ascending order for everyone of the same sex who competed on the same race course. Even if competitors of different ability or age classes participated, ranking of the race results must always be used to calculate USSA race points and penalty points.

Penalty points are calculated by.

Using the most recent USSA “seed list,” determine which five racers who started the race have the best seed points in the race discipline.

Add the seed points of the five racers. (B).

Again, using the most recent USSA “seed list” determine which five of the top ten placing racers have the best points in the discipline. (A)

Add together the race points of these five racers then subtract the best points (earned from a previous race, as listed in seed list) of these five racers. (C)

Placing Racer = a racer who finished both runs of a race successfully.

Add the total of (A) and (B), then subtract (C), divide the result by 10, rounding to 100th of a point, equals the penalty.

Penalty = (A + B – C) / 10.

Biathlon is a very popular winter sport that combines cross-country skiing and rifle shooting. It has its origins in an exercise for Norwegian soldiers. The first known competition took place in 1767 when border patrol companies competed against each other. Gradually the sport became more common throughout the Nordic countries as an alternative training for the military service men/women.

Called military patrol, the combination of skiing and shooting was competed at the Olympic Winter Games in 1924, and then demonstrated in 1928, 1936 and 1948, but did not regain Olympic recognition then, as the small number of competing countries disagreed on the rules During the mid-1950s, however, biathlon was introduced into the Russian and Swedish winter sport circuits and was widely enjoyed by the society.

The first World Championship in biathlon was held in 1958 in Austria, and in 1960 the sport finally became part of the Olympic Games. The first women Biathlon Olympic championship was held in 1992 at Albertville.

The major international biathlon events are Olympic games, world championships and world cup.

Formats of main competition:; Individual.

The 20 km Individual race for men and 15 km for women is the oldest biathlon event. The biathlete shoots four times at any shooting lane, in the order of prone, standing, prone, standing in total for 20 targets. For each missed target the sportsmen are usually penalized for fixed one minute. It is added to the skiing time of the biathlete. Competitors' starts are staggered, normally by thirty seconds.

Sprint.

The sprint is 10 km for men (7.5 km for women). The biathlete shoots twice at any shooting lane, once prone and once standing, for a total of 10 shots. For each missed shot, a penalty loop of 150 m must be skied before the race is allowed to continue. As in the Individual competition, the biathletes start in intervals.

Pursuit.

In a Pursuit, biathletes' starts are separated by their time differences from a previous race, most commonly a Sprint. The competitor crossing the finish line first is the winner. The distance is 12.5 km for men and 10 km for women, there are four shooting bouts (two prone, two standing, in that order), and each miss means a penalty loop of 150 m. To prevent awkward and/or dangerous crowding of the skiing loops, and overcapacity at the shooting range, World Cup Pursuits are held with only the 60 top ranking biathletes after the preceding race. The biathletes shoot at the lane corresponding to the position they arrived (competitor which arrived on the fifth place, must use the fifth lane) for all shooting bouts.

Mass start.

In the Mass start, all biathletes start at the same time and the first across the finish line wins. In this 15 km and 12.5 km for women competition, there are four bouts of shooting (two prone, two standing, in that order) with the first shooting bout being at the lane corresponding to your bib (Bib #10 shoots at lane #10 regardless of position in race.) with rest of the shooting bouts being at the lane in the position they arrived (Arrive at the lane in 5th place, you shoot at lane five.). As in Sprint races, competitors must ski one 150 m penalty loop for each miss. Here again, to avoid unwanted congestion, World Cup Mass starts are held with only the 30 top ranking athletes on the start line (half that of the Pursuit since here all contestants start simultaneously).

Relay.

The Relay teams consist of four biathletes, who each ski 7.5 km (men) or 6 km (women), with two shooting rounds; one prone, one standing. For every round of five targets there are eight bullets available, though the last three can only be single-loaded manually one at a time from spare round holders or bullets deposited by the competitor into trays or onto the mat at the firing line. If after eight bullets there are still misses, one 150 m penalty loop must be taken for each missed target remaining. The first-leg participants start all at the same time, and as in cross-country skiing relays, every athlete of a team must touch the team's next-leg participant to perform a valid changeover. On the first shooting stage of the first leg, the participant must shoot in the lane corresponding to their bib number (Bib #10 shoots at lane #10 regardless of position in race.), then for the remainder of the relay, the relay team shoots at the lane in the position they arrived (Arrive at the range in 5th place, you shoot at lane five.).

Equipment & Training.

Biathletes have to possess two different skill sets — accuracy and endurance. It is no easy task to ski at breakneck speed only to stop and accurately shoot a target. Controlled breathing, stamina, and focus are just a few techniques which must be mastered for the Biathlon.

Of course, this event also requires a few more piece of equipment than other winter sports. Biathletes must expertly use:

Skis – The biathlete's skis are shorter and straighter than typical cross-country skis.

Lycra suits -The tight suits reduce resistance while skiing and allow free movement. Additional layers can provide warmth.

Goggles – Biathletes must be sure to select goggles which can easily be moved about when it comes time to shoot.

Ski poles.

Rifles – In 1978, the 22 caliber rifle became the international standard. Today's Biathlon rifle uses non-optic sights and straight-pull-bolt action (no full or semi-automatics). The rifles have a specially made lightweight stock, though by international rule they must weigh a minimum of 7.7 pounds.

Rifle harness – Used to carry the rifle on the back while skiing. There is a protective portion to prevent snow from entering the rifle's barrel.

Ammunition – Standard 22 caliber ammunition is used for the Biathlon. It is loaded into magazines which hold five rounds. For the relay race, biathletes may carry an additional three rounds, but those must be placed into the rifle individually as they are needed. The rifle is loaded only at the range.

Arm sling – For stability biathletes connect a sling to a firing cuff on their arm.

Training for a Biathlon is multi-faceted. First things first —Sportsmen obtain any required licenses for using a firearm

Main rules.

The competitors in a race start after a corresponding signal. Depending on discipline, the start can be either common for all or split (the athletes start over stipulated intervals). A certain distance being overcome, the biathletes should deal with target shooting. Every shot missed will be penalized either in the necessity to pass a penalty lap or a fixed penalty time being added. The winner is an athlete who manages to show the best (fastest) result for the given distance.

Biathletes are forbidden in a race:; Shortcut the laps;; Ignore penalty laps;.

Exercise intentional physical effect on other athletes.

General race stage overview.

A skiing stage is clear enough; it is not very different from a standard ski race. The biathletes use a freestyle on ski. With this, it is necessary to consider a target shooting stage in more details. Depending on discipline, the biathletes can choose shooting lanes either in a random order (sprint or Pursuit) or in the right order (Mass Start events) starting from the first free lane. When it comes to the first shooting stage at Mass start events, a competitor should take a shooting lane, the number of which is that same as the start number of the biathletes' team. The same rule applies on the shooting order in Relays.

In Relays, the biathletes may use three additional bullets (eight attempts in total) at each shooting stage. In all the other biathlon disciplines, the athletes have strictly 5 attempts for the stage.

Bobsleigh.

Bobsledding, also called bobsleighing, the sport of fast sliding down an ice-covered natural or artificial incline on a four-runner sled, called a bobsled, bobsleigh, or bob, that carries either two or four persons.

It will come as no surprise to learn that the origins of bobsleigh can be traced back to Switzerland. Winter sports are Switzlerland's speciality and citizens of the snowy alpine lands helped to popularise bobsleighing as long ago as the 1860s. Starting off as a recreational activity, this now-famous winter sport morphed into a competitive game over the subsequent decades, appearing at the debut Olympic games in 1924.

Its foundation began when hotelier Caspar Badrutt (1848–1904) convinced some wealthy English regulars to remain through the entire winter at his hotel in the mineral spa town of St. Moritz, Switzerland. He had been frustrated that his hotel was only busy during the summer months. By keeping his guests entertained with food, alcohol, and activities, he quickly established the concept of "winter resorting". Within a few years, wintering at Badrutt's St Moritz hotel became very fashionable in Victorian Britain. However, with increased numbers this led some guests to search for new diversions. In the early 1870s some adventurous Englishmen began adapting boys' delivery sleds for recreational purposes

When bobsleighing began, participators used wooden sleds to slide their way down the tracks, although these were eventually replaced by steel-based vehicles as the sport accrued wider attention and recognition. There are now both two-man and four-man tournaments held in bobsleigh at the Olympics, with events available for both men and women.

Expectedly, Switzerland are one of the most successful nations in Olympic bobsledding, with Germany and USA also picking up a wide variety of medals in the sport.

Bobsleighing is a racing sport – and the first team to reach the finish line at the end of the race is crowned the victor. Bobsleigh vehicles will have two or four athletes inside depending on the type of event, and the teams’ crews push the vehicles off from a standing start to begin their movement down the track.

Bobsleigh is a team event with two or four participants representing a side. The bobsleigh vehicle itself is the main piece of equipment, although there are other factors to consider.

Bobsleigh Vehicles: The vehicles in bobsleigh are far more advanced today than they once were. Considerable effort has gone into designing sleds that are aerodynamic, with various forms of light metal and steel used as materials.

Crews: Because bobsleighing is a sport dictated by gravity, every team needs to be pushed into action by crew members – who literally get behind the bobsleigh vehicle and force the vehicle onto the track to begin the momentum. Every person in a bobsleigh team has a specific role to play, be it a pilot, a brakeman or a pusher.

Steering Equipment: Every bobsleigh car is fitted with two metal rings on either side that that helps the pilot to direct the vehicle. If they wish to shift the momentum of the vehicle towards the left, the pilot pulls down on the left ring and vice versa.

Bobsleigh teams attempt to reach the finish line on their track in the fastest possible time. They do this by:

Steering: This is an action performed by the pilot, and needs to be implemented carefully and subtly in order to keep the bobsleigh vehicle on track at high speeds.

Braking: This is an action performed by the brakeman, who needs to press down on a set of pads at the appropriate points on the track in order for the vehicle to take corners at optimum speed, safely.

Winning.

The winner of a Bobsleigh race is the team that reaches the finish line first. At the Olympics, races are calculated over an aggregate of four separate runs known as “heats”. Race times are clocked in hundredths of seconds. The timing starts when the front of the bobsled goes past the electric eye. If teams are tied after all of their runs then they receive the same place. At the end of the competition, times for the runs are added and the team with the lowest time to complete the race wins the competition. Timing is completed with computers.

If the sleigh is turned upside down but reaches the finishing point and the team members are still inside the sleigh, then the race qualifies. In case of any of these team members get thrown away from the sleigh, the whole crew gets disqualified for the game.

Teams that appears first always gain advantage as later on more scratches appear on the track that increase the friction between the sleigh and the ice later on. For Olympics and World Championships, every team makes four runs whereas in case of World Cup, two runs are made by each team.

Rules of Bobsledding; Vehicle Weight:.

Every bobsleigh vehicle has limitations on weight (including crew members) for an Olympic games race. The regulations are as follows:

Four-Man Race: 630kg; Two-Man Race: 390 kg; Two-Woman Race: 340kg.

When a race reaches its conclusion, a series of tests are conducted to ensure that athletes and vehicles have met the required regulations. If weight has been exceeded, an inquiry is launched, and the team risks being disqualified from the race (and tournament) entirely.

Rules regarding Runners.

The runner that slides on the ice during the race has specific sets of rules regarding its shape, structure, and temperature. The blades are made of homogeneous steel. Based on the governing rules, the shape of these runners has to be rounded instead of being sharp in order to avoid unnecessary accidents.

Mostly these accidents are caused by overturning the front runners by the driver. For safety measures, the construction of runners has to follow standard rules about length and widths set for it. They can be polished in order to avoid friction but cannot be narrow as they support the whole sleigh.

Coating the runners in order to increase the speed of the sleigh during the race is allowed. However, the temperature of these runners has to be between some degrees. Prior to the competition, the temperatures of these runners are measured and if the temperature differs than the standard temperature by more than 4 degrees, the particular crew will be disqualified for the game.

Track Rules.

Strict guidelines have been made for the race track to prevent accidents and risks as much as possible. The length of the tracks remains between 1200 to 1300 metres and it has to be designed in such a way that the speed of 80m/hr to 100 m/hr can be reached in the first 250 metres. The race course elevation drops from

110 to 125 metres over the distance.

The track design have to be in such a way that it must slope downhill. The overall race course must contain one straightaway and one labyrinth which includes three quick turns in succession. The bobsleighs have to be designed in such a way that it must be able to withstand strong impacts on walls and curbs. They are mostly made of steel frames and fibre glass with collapsible bars for the crew.

Weight Rules.

At the end of each race, the sleigh runners go for weight as well as other specification tests by the sports officials in order to ensure they are abiding by all rules. At the end of the race, if any player is found to be illegally more warmed or coated with silicone for better glide, he/she may be disqualified from the game.

The crew have to follow the weight guidelines that is 630kg for four -man, 390kg for two man and 340kg for two-woman, neglecting which will result in disqualification from the game. The players have to use strong uniform and protective gear guidelines in order to stay safe.

Safety Rules.

The players need to wear high tech plastic made helmets in order to prevent head injuries as well as goggles for eyes. Racers wear tight uniforms to increase aero-dynamicity and spiked shoes to gain traction on the ice. The brakeman wears a Kevlar vest in order to avoid third degree burning during the sleigh's friction with ice.

Athlete Safety.

Every bobsleigh athlete is required to wear a set of protective clothing. This includes:

Helmets; Eye Goggles; Uniforms; Spike Shoes; Kevlar Vests (for brakemen in order to prevent friction burns); Substitutes.

Pilots are not permitted to be changed. However, push athletes can be substituted if they are injured or ill.

Bobsleigh Track.

There are strict racetrack design regulations enforced by governing bodies in bobsleigh in order minimise the risk of injuries.

Tracks must be between 1200 – 1300 metres in length.

Tracks must accommodate vehicles so that speeds of 80-100 miles per hour can be attained in the first 250 metres.

Tracks must be designed at an elevated level that slopes downhill, dropping from 110 metres to 125 metres.

Cross country Skiing; 1. GOVERNING RULES.

The Official Special Olympics Sports Rules for Cross-Country Skiing shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon Federation Internationale de Ski (FIS) rules for cross-country skiing found at FIS or National Governing Body (NGB) rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Cross-Country Skiing or Article I. In such cases, the Official Special Olympics Sports Rules

for Cross-Country Skiing shall apply.

2. OFFICIAL EVENTS.

The range of events is intended to offer competition opportunities for athletes of all abilities. Programs may determine the events offered and, if required, guidelines for the management of those events. Coaches are responsible for providing training and event selection appropriate to each athlete's skill and interest.

The following is a list of official events available in Special Olympics.

10 Meter Ski Race - Classical Technique; 25 Meter Ski Race – Classical Technique; 50 Meter Cross-Country Skiing Race - Classical Technique; 100 Meter Cross-Country Skiing Race - Classical Technique; 500 Meter Cross-Country Skiing Race; 1 Kilometer Cross-Country Skiing Race; 2.5 Kilometer Cross-Country Skiing Race; 5 Kilometer Cross-Country Skiing Race; 7.5 Kilometer Cross-Country Skiing Race; 10 Kilometer Cross-Country Skiing Race; 4x1 Kilometer Cross-Country Skiing Relay; 4x1 Kilometer Unified Cross-Country Skiing Relay.

If there are not enough athletes to properly division separate Classical and Free Technique events of similar distances, the events shall be combined and follow Free Technique Rules.

3. FACILITIES; 3.1 Trails.

3.1.1 Cross-country trails should be suitable in length and terrain to accommodate skiers of beginning, intermediate, and advanced skill levels. Suitable trails will be safe and will test the skills and physical fitness of each athlete.

3.1.2 The trail system should include a trail that can be used for the 1 through 10-kilometer events, and which does not have sections that cross themselves for at least 1 kilometer. Ideally, the long courses (2.5 through 10 k) would have no sections which cross themselves.

3.1.3 Trails should be clearly marked with red flags or other such identifying banners, and monitors should be positioned at trail junctions to direct athletes onto correct trails where confusion could occur.

3.1.4 Trails shall be packed and tracks set prior to the events. After each day of competition, the course must be freshly prepared.

3.1.5 If more than one set of tracks are used, they should be 1 to 1.2 meters apart, measured from the middle of one track to the middle of the other. Individual ski tracks should be 20 - 24 centimeters apart, measured from the middle of one track to the other. Tracks should be at least 2-5 centimeters deep.

3.1.6 Consideration should be given to the ability level of the field of competitors when determining whether or not a skating lane or a second set of tracks should be set. At least one set of tracks should be set and the other lane, which is mandatory, shall be set as either a skating lane or a second set of tracks.

3.2 Warming Facilities.

3.2.1 A warming facility shall be readily accessible from the trails. It should be large enough to accommodate the Special Olympics crowd in case of extreme weather conditions. Furthermore, waxing adjustments are easier to make inside a warm area than outside in the cold. Therefore, room in the warming facility should be reserved for waxing.

3.2.2 A warm-up area and a wax testing area shall be near the start area.

3.3 Ski Area.

3.3.1 A ski area parking lot should allow for enough parking spaces for event volunteers, Special Olympics staff, coaches and athletes. Emergency vehicle access is mandatory.

4. COURSE AND VENUE SPECIFICATIONS; 4.1 Trail Maintenance Tools and Requirements.

4.1.1 Race organizers should know that trail maintenance equipment is available and adequate for preparing trails for the events.

4.1.2 A snowmobile, Grooming Cat, shovels, rakes, and a track-setter are mandatory items to have on hand before and during the competition to establish and repair the course should that become necessary due to course traffic or inclement weather.

4.2 Course Layout Equipment.

4.2.1 Markers, all of uniform size and bright color, shall be placed around the trail at intervals such that the next marker may be seen clearly when standing at the one before it.

4.2.2 Poles and fencing shall be used to block off trails which might lead the competitors off the race course.

4.2.3 The start and finish areas should be marked off by fencing in order to restrict the presence of non-competitors and non-officials in those areas.

4.2.4 Snow fences shall establish a lap lane, if necessary.

4.2.5 Banners shall mark the start and finish lines as well as designate the site as a Special Olympics event.

4.3 Timing Equipment.

4.3.1 Electric timing with a back-up hand-held timing system (four stopwatches, two at start and two at finish) shall be used for timing the 1 through 10 Kilometer events.

4.3.2 The 100 Meter event should be timed with a number of stopwatches equal at least to the number of athletes per division plus two. A watch should be assigned to each lane while the two extras should serve as back-ups. Each athlete should be timed in all events. Result sheets should reflect this policy. In the event that the finish referee disagrees with the order of finish as determined by times, the finish referee’s decision shall be final.

4.4 Public Address System.

4.4.1 Race venues must make use of a good quality public address system to assist in the staging of events, broadcast of information and assistance of race operations, as well as general race commentary. Music should also be available.

4.5 Information Boards.

4.5.1 An Official Bulletin Board with competitors’ names and bib numbers, arranged in order of start, as well as other critical race information updates (such as race start times, air and snow temperatures at course start/finish areas, air and snow temperatures of the high and low points of course, etc.) should be set up

near the finish area for the convenience of athletes, coaches, and spectators.

4.5.2 The time and place of the awards should be announced prior to the award ceremony.

4.6 First Aid.

4.6.1 First aid materials and a toboggan or a snowmobile with toboggan for evacuation purposes shall be available at all times near the start/finish area or at the information center.

4.6.2 Qualified medical personnel must be on site.

4.7 Ski Equipment Repair Tools.

4.7.1 Ski equipment repair tools (screwdrivers, pliers, scrapers, files, wax, and P-tex) should be available.

4.7.2 Waxing benches shall be provided.

4.8 Race Staff identification.

4.8.1 Windbreakers or arm bands can be used to identify course officials such as timers, course monitors, start officials and escorts / police, finish officials and escorts/police, and competition rules committee members.

4.9 Communications Systems.

4.9.1 Radios are necessary for communications to and from the Chief of Competition, Race Secretary, medical area, start and finish areas, results tabulation area, and Race Headquarters.

4.9.2 Timing officials at the start and finish areas and results tabulation personnel should have their own channel as well as access to a general information channel. Timing officials should have their own building with a clear view of the start and finish.

4.10 Temperatures.

4.10.1 Thermometers should be available to record air and snow temperatures at the start/finish areas as well as at the highest and lowest points of the course.

4.10.2 Temperatures should be announced throughout the competition.

5. COMPETITION STAFF; Race personnel shall include:; Chief of Competition; Race Secretary; Chief of Course; Chief Controller; Chief Timekeeper; Chief of Information; Chief of Medical and Rescue Services; Chief of Race Equipment; Chief Steward; 6. RULES OF COMPETITION; 6.1 General Rules and Modifications.

6.1.1 Events ranging from the 500 Meter Race through the 10 Kilometer Race should be conducted utilizing the interval start format described in section 351.1 of the FIS rules for Cross-Country Skiing. That is, one or two racers should start on intervals every 30 seconds.

6.1.2 The start command for Cross-Country Skiing events ranging from the 500-meter race through the 10-kilometer race shall be as follows: "Racer...15 seconds...10 seconds...5,4,3,2,1, GO!". For individual events of distances 100 meters and less, there shall be no preliminary warning. The start command shall be "Racers... Ready...BANG (i.e. pistol shot)." The start command for relay events shall be the same as for individual events for distances 100 meters and less except that there will be a 10 second warning: "10

seconds. Racers... Ready...BANG (i.e. pistol shot). When racers arrive at the relay point, they shall not interfere with the start of other racers.

6.1.3 It is recommended that events ranging from the 1 Kilometer Race through the 10 Kilometer Race be conducted on courses which include uphills, downhills, flat sections, and sections with turns. It is further recommended that when possible the courses should include one third uphills, one-third downhills, and one-third flat sections. The degree of slope of the uphill and downhill sections should be dictated by ability levels of the athletes entered in the events. Thus, the courses for 1 Kilometer events should have less severe terrain than courses for 2.5-kilometer events, and courses for 2.5-kilometer events should have less severe terrain than courses for 5-kilometer events.

6.1.4 It is recommended that for the 500-meter event that the course should be mainly flat. Uphills and downhills can be included in the course, but their degree should not exceed 5%. In addition, any downhill sections should not include turns and should be followed by a straight and flat section of at least 20 meters.

6.1.5 It is recommended that events ranging from 500 meters through the 10 kilometers race should be conducted on courses which are of a loop configuration.

6.1.6 Events ranging from the 500 Meter Race through the 10 Kilometer Race should be conducted on courses which are of a loop configuration. In long distance events, multiple loop courses are permissible. The start and finish areas should be as nearly adjoined as possible.

6.2 Jury and Sport-Specific Rules Committee.

6.2.1 Refer to Article I SECTION G concerning composition of jury or sport-specific rules committee.

6.3 Event Specific Rules and Modifications; 6.3.1 50- and 100-Meter Cross-Country Skiing Race.

6.3.1.1 The 100 Meter event should be conducted in accordance with FIS rules for starting relay races with the following modifications to FIS rule in ICR, Book II, Sections 372.1:

6.3.1.1.1.1. The start line is a straight line. There must be eight lanes with tracks set in the center of each lane. These lanes must be a minimum of two meters wide.

6.3.1.1.1.2. Sections 372.2, 371.8, and 378.1 do not apply to Special Olympics.

6.3.1.2 The course for the 100 Meter event should be as flat as possible. In no event should a course slope more than 5 percent. In the event that the course is set on slopes, the start of the race shall be such that the competitors will ski uphill to finish the race.

6.3.2 Cross-Country Skiing Relay Races.

6.3.2.1 Divisions for cross-country skiing relay races shall be established by computing Team Qualifying Times. A Team Qualifying Time is computed by combining the times of the members of a team in time preliminaries from the individual event of similar distance to one "leg" of the relay event (e.g. Times from the 1 Kilometer Cross-country Skiing Relay).

6.3.2.2 Team members not entered in the individual event of similar distance to one "leg" of the relay event must enter and compete the preliminary event for that individual event.

6.3.2.3 Race officials may start a relay division once every minute.

6.3.2.4 When a 4x1 Kilometer Cross-Country Skiing Relay race has more than eight teams, race organizers should consider splitting the field and conducting two separate races in order to reduce/control start area exchange zone and course congestion.

6.3.2.5 In the event a team does not execute a proper exchange, an exchange zone referee shall notify the skiers involved in the exchange immediately. It is then the skier's responsibility to decide whether or not to re-execute an exchange.

6.3.3 25 Meter Ski Race; 6.3.3.1 Equipment; 6.3.3.1.1 Start/finish poles; 6.3.3.1.2 Food coloring/Paint; 6.3.3.1.3 Stopwatch; 6.3.3.1.4 Whistle; 6.3.3.2 Set-up.

6.3.3.2.1 Mark the start and finish lines 25 meters apart. Set the tracks on flat terrain.

6.3.3.2.2 Set poles on Mark the ends of the lines with appropriate start and finish gates.

6.3.3.2.3 The vertical drop of the course may be one meter.

6.3.3.3 Rules.

6.3.3.3.1 Start command is: "racers ready...Whistle" or, racers ready..."GO" Timer starts clock when the official indicates that the athletes' boot has crossed the plane of the start line.

6.3.3.3.2 Athlete skis the 25-Meter course (with or without poles).

6.3.3.3.3 Athlete may not receive assistance from coaches, officials, volunteers, etc., at any time after he / she crosses the start line, or before he / she crosses the finish line.

6.3.3.4 Score.

6.3.3.4.1 Athlete is timed from when one boot crosses the start line until one boot crosses the finish line.

6.3.3.4.2 Athlete's final score and placement is determined by the elapsed time of one run.

6.3.4 10 Meter Ski Race without poles; 6.3.4.1 Equipment; 6.3.4.1.1 Start/finish poles; 6.3.4.1.2 Food coloring/Paint; 6.3.4.1.3 Stopwatch; 6.3.4.1.4 Whistle; 6.3.4.2 Set-up.

6.3.4.2.1 Mark the start and finish lines 10 meters apart. Set the tracks on flat terrain.

6.3.4.2.2 Set poles on the ends of the lines to create start and finish gates.

6.3.4.3 Rules.

6.3.4.3.1 Start command is: "racers ready...Whistle" or, racers ready... "GO" Timer starts clock when the official indicates that the athlete's boot has crossed the plane of the start line.

6.3.4.3.2 Athlete skis the 10-meter course (without poles).

6.3.4.3.3 Athlete may not receive assistance from coaches, officials, volunteers, etc., at any time after he / she crosses the start line, or before he / she crosses the finish line.

6.3.4.4 Score.

6.3.4.4.1 Athlete is timed from when one boot crosses the start line until one boot crosses the finish line.

6.3.4.4.2 Athlete’s final score and placement is determined by the elapsed time of one run.

7. UNIFIED SPORTS®; 7.1 Unified Events.

7.1.1 A relay team consists of two Special Olympics Athletes and two Unified Sports Partners.

7.1.2 Selection of Special Olympics Athletes and Unified Sports Partners of similar age and ability is preferred for Unified Sports training and competition in Cross Country Skiing. Age and ability matching will enhance the quality of the training and competition experience.

8. DISQUALIFICATIONS; 8.1 A competitor may be disqualified by the jury if he/she:.

8.1.1 Does not follow the marked course or does not pass all the control check points or takes a short cut.

8.1.2 Receives unauthorized assistance.

8.1.3 Fails to give way to an overtaking competitor when so requested or prevents another racer from passing.

8.1.4 Violates technique ruling regarding skating in classical races.

8.1.5 Does not finish with skis on his/her feet.

8.1.6 Falls or leaves the track: that individual has two minutes to resume racing, the competitor must also advance forward a minimum of 20 meters within that time. Failing to resume advancement on the track within two minutes, and/or receiving unauthorized assistance. Skier may leave the track to complete or exchange equipment as allowed.

8.2 Procedures.

8.2.1 FIS Rules governing protests will be in force for Special Olympics Competitions.

Figure Skating Rules.

Figure Skating is a sport in which single athletes or teams of athletes conduct artistic performances on ice. Both men and women participate in their own singles events with pair skating events and ice dancing events open to both genders (usually one male and one female).

Athletes produce a wide variety of moves in order to impress a panel of judges, who score the athletes based on their grace, flair and control. Moves include jumps and spirals in the air, spins on the ice and a number of different step sequences.

Figure Skating has been a part of the Winter Olympics since the games first began in 1924, and also made appearances at 1908 and 1920 Summer Olympics before that.

The United States are the current world leaders in Olympic Figure Skating, holding a total of 49 medals overall. Russia and Austria are the closest rivals with 26 and 20 medals, respectively. The Soviet Union also picked up 24 medals during their time in the competition.

Object of the skating.

The overall objective in Figure Skating is to score the highest marks possible from the judges, although there are different ways to score points depending on the nature of the event.

For all Figure Skating competitions, athletes are required to perform a number of different moves in order to obtain the highest possible score from the judges. During a typical performance, athletes will execute a selection of spins, jumps and steps.

In pair skating competitions, athletes perform actions with one another in order to score high points, such as throwing a partner in the air and spinning the partner around in various directions.

Ice dancing is somewhat similar to pair skating, although the focus here on is on footwork and coordination as partners dance together in time with music being played overhead.

Skaters and Equipment.

Both men and women participate in Figure Skating, and there is little equipment involved other than specially made pairs of skates called “Figure Skates”.

Figure Skates.

Figure Skates are specially designed skating shoes with thick steel blades at the base and jagged grooves at the front known as “toe picks” – which assist athletes with their footwork on the ice, as well as landing and spinning. The specific style of toe picks can vary.

The main blades are ordinarily around 4 millimeters thick, although they can vary depending on the shoe size of the athlete. They also curve round to one side in order to assist with turns on the ice.

Athletes will always attempt to skate on the very edges of the figure skate blades.

For ice dancing, athletes usually have slightly shorter blades on the base of their shoes, with slightly different design to accommodate step-work rather than jumping.

Costumes.

Men and women are required to wear specific costumes in order to perform on the professional stage. Men are asked to wear trousers, whilst women are required to wear tights, trousers, or unitards, as well as skirts.

Athletes in Figure Skating are scored according to the ISU Judging System by a panel of judges (usually nine judges including a technical inspector, and also a referee). This system functions by awarding athletes different amounts of points for different types of moves, as well as how efficiently and effectively these moves are executed. A Grade of Execution (GoE) is calculated, and then a Scale of Value Table is used to turn this grade into an overall mark.

The main aspects scored during a typical Figure Skating performance include skill, footwork, performance, interpretation, overall execution, choreography and timing. Often, the more complex manoeuvres will be scored highest provided they are executed correctly. For example, the more rotations in a jump will lead to a higher mark.

The chief referee is responsible for the organizational control of the competition: he summons the skaters to the ice, gives signals to the radio center, monitors the timing.

A technician with an assistant - fixing elements, falls.

Technical controller - supervises the work of the technical team.

9 judges evaluate the quality of performance.

The winner of a Figure Skating event is the individual/team who achieves the highest overall score.

Rules of Figure Skating.

Athletes in Figure Skating must keep their performances varied. The Zayak Rule states that no participant can attempt triple or quadruple jumps on more than two occasions.

Judges may also mark down participants or disqualify them completely if they fail to adhere to rules and regulations for music and costumes. Certain types of music are not permitted, and costumes cannot contain “excessive decoration” or be considered as too revealing.

Athletes can also be disqualified for time violations.

Freestyle Skiing.

The freestyle skiing competition is an artistic event comprising twists, backflips and gravity-defying leaps as athletes launch themselves from ramps and into halfpipes at breakneck velocity.

According to 2017 world champion and US Olympic team member McRae Williams, it’s one of the most exciting events at the Olympic Winter Games.

Ski acrobatics have been practiced since the 1930s. Aerial skiing was popularized in the 1950s by Olympic gold medalist Stein Eriksen. Early US competitions were held in the mid-1960s.

In 1969, Waterville Vally Ski Area in New Hampshire, formed the first freestyle instruction program, making the resort the birthplace of freestyle skiing. The following year, Corcoran and Doug Pfeiffer, organized the first National Open Championships of Freestyle Skiing on the Sunnyside trails. In 1971, Waterville Valley Hosted the first Professional Freestyle Skiing Competition, which attracted freestyle skiing legends to Waterville Valley. Some of these competitors, such as Wayne Wong, Floyd Wilkie, and George Askevold, stayed at Waterville Valley as coaches of the first Freestyle Ski Team.

Freestyle has separate disciplines like aerials, half-pipe, slopestyle, skiercross, and moguls. If you are asking about rules to compete in an event, that is determined by the Federation International du Ski. Each freestyle discipline has its own judging criteria and scoring rules.

Aerials are judged by a judging panel who evaluate Air, Form and Landing, multiplied by the jump Degree of Difficulty.

Moguls are scored based on speed (time to complete course), quality of turns, and air (jumps).

The lowdown.

The freestyle skiing competition at the Olympic Winter Games PyeongChang 2018 was made up of five thrilling disciplines: moguls, halfpipe, ski cross, aerials and ski slopestyle, with each one taking place at the Phoenix Snow Park.

Bravery, speed and acrobatic endeavour are key in all five events, and each discipline requires the riders to be both technically adept on their skis and competent when executing large jumps. What sets the events apart are the courses on which they’re held. Ski cross is a race set on a track of jumps and wide turns; while ski slopestyle is a judged event on a terrain run of ramps and rails; the halfpipe requires riders to ski along a

tube-like slope; moguls is a held on a slope of bumps and jumps; while in aerials, athletes launch themselves from two-to-four-meter jumps to get the biggest air possible.

Key skills and Top Tips.

Aerials and acrobatics are one of the biggest parts of freestyle skiing because we're out there flipping and spinning around. You need to know where you are in the air and you need to be able to find yourself if you get lost," Williams said.

"Staying on your feet is a big part of it, and when it comes to grinding rails, practice makes perfect. I've been sliding rails ever since I was 10 years old, so I've gotten used to it, as have all the other guys in the field. Balance is the big thing."

Ski Slopestyle.

In slopestyle, athletes ski or snowboard down a course including a variety of obstacles including rails, jumps, and other terrain park features. Points are scored for amplitude, originality and quality of tricks. Twin-tip skis are used and are particularly useful if the skier lands backwards. Slopestyle tricks fall mainly into four categories: spins, grinds, grabs and flips. Slopestyle became an Olympic event, in both skiing and snowboarding forms, at the 2014 Winter Games in Sochi, Russia.

A former X Games gold medalist, and a silver medalist from the 2017 X Games, McRae is one of the more experienced heads in the US Olympic freestyle team at the age of 27.

Moguls.

While this isn't an event that Williams has competed in, he is aware of the attributes required to be a successful mogul's skier. Moguls are a series of bumps on a trail formed when skiers push the snow into mounds or piles as they execute short-radius turns. Moguls can also be formed deliberately, by piling mounds of snow. In competitions, athletes are judged on their technique as well as on their speed by mastering the bumps in a calm yet aggressive way. Usually there are two jumps. In the early days the location was chosen by the competitors. Since the mid-1980s those jumps have become part of the official slope.

Halfpipe.

One of the showpiece events of any winter sports competition, the halfpipe is a stylistic event in which athletes' race through a 'half-pipe' carved into the snow performing jumps and turns as they fly from the top.

Half-pipe skiing is the sport of riding snow skis on a half-pipe. Competitors gradually ski to the end of the pipe by doing flips and tricks. It became an Olympic event for the first time at the 2014 Olympic Games in Sochi, Russia.

Ski Cross.

The ski cross event is an adrenalised race in which four athletes race down a track featuring jumps, rollers and banks. Thrills and spills are commonplace. Ski cross is based on the snowboarding boardercross. Despite it being a timed racing event, it is often considered part of freestyle skiing because it incorporates terrain features traditionally found in freestyle.

Aerials.

A judged discipline, aerials is a spectacular jump event in which riders launch themselves off jumps, propelling themselves into the air before performing a series of spins, flips and twists. Aerialists ski off 2-4-meter jumps, that propel them up to 6 meters in the air (which can be up to 20 meters above the landing height, given the landing slope). Once in the air, aerialists perform multiple flips and twists before landing on a 34 to 39-degree inclined landing hill about 30 meters in length. The top male aerialists can currently perform triple back flips with up to four or five twists.

Luge.

Luge is a winter sport that involves riding sleds down an artificial tracks built with steep banks and inclines. Participating athletes position themselves in a “supine” position whilst riding the sleds (lying down on their backs facing upwards with their feet at the bottom)

There is evidence to suggest that Luge races may have been held as long ago as 800 AD with Vikings using sleds to compete against one another on the Oslofjord mountains. The first confirmed and recorded international Luge event was held in 1883, with seven nations competing in Davos, Switzerland.

The sport of luge, like the skeleton and the bobsleigh, originated in the health-spa town of St Moritz, Switzerland, in the mid-to-late 19th century, through the endeavours of hotel entrepreneur Caspar Badrutt. Badrutt successfully sold the idea of winter resorting, as well as rooms with food, drink, and activities. His more adventurous English guests began adapting delivery boys' sleds for recreation, which led to collisions with pedestrians as they sped down the lanes and alleys of the village.

Luge made its very first appearance at the Olympics back in 1964, and has remained ever-present since. Germany is the leading Nation in Olympic Luge in all events, including Men’s Singles, Doubles and Women’s Singles. Italy and Austria are the closest rivals, although remain someway behind.

Georg Hackl, Jan Behrendt and Stefan Krausse are three of Germany’s top Luge athletes, but the most successful individual in the sport to date is Italy’s Armin Zoggeler with 2 gold, 1 silver and 3 bronze medals overall.

A luge sled is a high-tech machine. It's made primarily of fiberglass and steel, and it's custom-built for each athlete based on his or her height, weight and proportions. Luge teams contract companies to design and build their sleds based on custom specifications. The sled weighs between 50 and 60 pounds (23-27 kg) and runs from the slider's shoulders to his or her knees, and there is no head support.

The object of this sport is to reach the end of the track in the fastest time possible.

Luge involves individual races and two-man team races, with athletes required to use their shoulders, abdominal and thigh muscles to control the pace and direction of the sled. Every individual or team competes one at a time, racing against a clock.

The athlete/team that records the fastest overall time over a series of “runs” is the winner.

The main piece of equipment involved in a Luge race includes the racing sled. Athletes are also required to wear certain garments, and will need to initiate particular techniques in order to complete the track at the fastest speed possible whilst remaining safe.

Sled.

Athletes and their coaching teams have to keep their sleds in the best possible condition in order to stand a chance of winning a Luge competition. This includes making regular alterations to make the sled as aerodynamic as possible. There are restrictions on sled design, which can be found in the “rules” section below.

During a race, something like a snag in a racing bootie can affect the slider's aerodynamics enough to mean the difference between a win and a loss. Sliders typically race in brand-new gear to reduce the chance of an unnoticed imperfection

The sled consists of:.

Two steels - The steels are the only part of the sled that contacts the ice. Steels are made of metal and are very sharp.

Two bridges - The bridges are made of steel. They connect to the runners and support the pod.

Two runners (sometimes called kufens, which is German for "runners") - Runners are usually made of fiberglass and are the main steering mechanism of the sled. The curved section (the bow) of each runner is flexible. Using their legs, sliders apply pressure to one or the other runner bow in order to steer through the course (they can also steer by making small movements with their shoulders to shift their weight).

Racing pod - The pod is the platform on which the slider lies. It's usually made of fiberglass.

Two grips - There is a handle on either side of the pod for the slider to hold on to during the race.

Protective Clothing:.

Luge is considered by many as an “extreme sport”, and as a result, comes with a wide variety of risks and hazards that organisations must do their best to minimise in order to preserve the participating athletes’ safety. Protective clothing is required to run a Luge race, with all competitors wearing a helmet and visor in order to keep their head safe when racing around the track. A skin-tight rubber suit is also worn to improve aerodynamics, whilst spiked gloves are used so athletes can position themselves on the track at the starting line. Specially designed racing boots also help to keep feet and legs locked in the straight position.

Ability.

Professionals Luge athletes often train for over a decade in order to master the skills and techniques required in order to compete at the very top level (such as at the Olympics). Their bodies must be in fine form in order to steer their sleds at high velocity, with shoulders, abdominals, calves and quads all crucial to controlling the position of the sled when on the track.

Scoring in Luge is calculated by counting the total time it takes for an athlete or team to complete a pre-determined number of “runs” (a “run” means completing the track from start to finish). All races are timed to a thousandth of a second. This puts Luge among some of the most accurately timed sports on the world.

In Luge, the overall winner is determined over a series of runs. The number of runs permitted varies depending on the nature of the event. Each athlete/team has their runs added together and the total time is calculated. The person/people with fastest time is/are declared the winner(s).

Rules of Luge.

The rules of Luge vary depending on the type of event being held.

In singles tournaments, all competing athletes are allowed to take four separate runs down the track. In doubles tournaments, teams of two take two runs down the Luge track.

At the beginning of each run, the Luge sleds are weighed and examined by officials. This is to determine whether the sled falls line with rules and regulations. If the sled fails to meet these requirements, athletes riding will be disqualified. Athletes themselves are also weighed, and may be able to add weight in certain instances as ballast.

In both singles and doubles events, competitors are divided into four starting groups. The running order changes depending on finishing times.

A final check known as “sled control” is also conducted after all four runs have been completed to ensure no alterations have been made by teams or athletes. Any sled that fails these checks will see athletes disqualified.

Olympic rules; The basic rules of Olympic luge are pretty straightforward:.

Since weight is an advantage, male athletes must weigh at least 198 lbs (90 kg), and women must weigh at least 165 lbs (75 kg). This helps keep the playing field relatively even. Sliders weighing less than the minimum weight can attach extra weights to themselves to make up for the deficit.

Singles sleds must weigh no more than 50.6 pounds (23 kg); doubles sleds cannot exceed 59.5 pounds (27 kg). Racing suits must weigh no more than 8.8 pounds (4 kg).

Sleds cannot have any sort of mechanical brakes.

Steels (the sled's blades -- the only part that touches the ice) cannot be heated. This would melt the ice during the run, decreasing friction between the steels and the ice to provide an unfair speed advantage. In 1968, the women's Olympic luge team from East Germany was disqualified for heating the steels on their sleds.

Events.

There are four luge disciplines.

Men's singles; Doubles (open to both genders); Women's singles; Team relay (Olympic discipline starting in 2014).

These are further broken into several age classes - multiple youth and junior classes that cover the range of age 7–20, and general class (ages 21 and older). Older competitors may enjoy the sport in masters (age 30–50), and senior masters (age 51+) classes. In a team relay competition, one man, one woman, and a doubles pair form a team. A touchpad at the bottom of the run is touched by a competitor signaling a teammate at the top of the run to start.

Nordic Combined.

Nordic Combined is being held on a snow field. All athletes need to move down along a ramp like structure known as in-run. He/She has to jump out of it with as much power as possible and need to fly along the steeply hill.

Nordic combined is a sport which includes ski jumping and cross-country skiing. Currently Nordic combined is played in Winter Olympics and to popularize this sport, FIS Nordic Combined World Cup is played. The highest authority to regulate Nordic combined is the International Ski Federation. It has not sanctioned any women's competition. Nordic combined is largely dominated by the Scandinavian countries. This sport is invented by Norwegians and many great athletes arrive in Norway to participate in competitions.

According to Gunderson method, the athlete who will touch the tape at the end of the cross-country race first will be the overall winner.

Nordic Combined was played with three medal events which include individual, team, and sprint.

Individual Events.

In individual event the athletes perform twoski jumps from a hill on the first day of the competition and the range is either 295 feet or 90 meters. On the next day cross-country race takes place in which the athletes have to cover 15 kilometers.

Team Events.

Team event is normally favourite among the viewers and is also crowd pulling in nature. Here each nation will have four players who have to perform two jumps from a hill on the very first day.

Each team gets ranking based on their eight jumps made on the day. The same players who took part on the first day play the cross country race the next day as relay race of 20 kilometers. Each player will ski for 5kms.

Sprint Events.

Sprint event is also very popular among the viewers. Here unlike other events the ski jump will be made from a large hill and the range is either 394 feet or 120 m, and like others, the cross-country will take place on the next day whose length will be for about 7.5kms.

A Brief History of Nordic Combined.

The Nordic combined sport includes ski jumping and cross-country skiing. Basically, skiing technique was invented to travel over snow on skis. It is believed that skiing was invented and practiced as early as 600 B.C. Inception ski jumping which is a part of Nordic combined started in Norway in 1808, when Ole Rye jumped over a height of 9.5 meter.

World's first ski jumping competition was held at Norway in the year 1866. Sondre Norheim won that championship and he was believed to be the father of nowadays ski jumping. After first world war, a new technique was developed popularly known as Kongsberger Technique that helped Sepp Bradl of Austria in achieving 101 metre jump in 1936.

Coming back to Nordic combined, the first major competition took place in 1892 in OSLO. This sport became prominent when it was included in 1924 Winter Olympics. Initially, cross-country race was held first and ski jumping the day after. But after 1950 the style was reversed and ski jumping was held first.

Participating Countries.

Nordic combined has gained much popularity all over the world. Since its introduction to modern Olympics in 1924, the popularity of this sport by different nations grew exponentially. Many Asian and non-Asian countries participate actively in the sport. Some of the major dominating Asian countries are Kazakhstan, Korea, Japan. But Europeans mainly the Scandinavian countries are dominant in this sport. The list includes Poland, Italy, Norway, Austria, Germany.

In Sochi Olympics, Eric Frenzel of Germany won gold medal in men's individual. Norway has always produced great players in Nordic combined as men's team of Norway won gold medal in Sochi Olympics. Also, Jorgen Graabak of Norway won gold in men's individual LH category.

Rules of Scoring.

In order to facilitate the scoring system in the Nordic combined sport and make it fan friendly, new method was of scoring introduced at the 1988 Winter Sports played in Calgary. It made the sport friendly for the spectators because fans do not have to wait for the final result.

Gunder Gunderson from Norway is a ski jumper and cross-country runner who invented the new formula. According to the rule, whoever crossed the finishing line first in the cross-country skiing is declared as winner.

But before the cross-country, the result of ski jumping is announced. The method is point based in which each athlete starts skiing with regular interval. The first player is the one who has earned the maximum points in the ski jumping. Once the winner or the lead of the ski jumping is declared or the rank of players is declared, each player prepares himself to continue for a race.

Rules of Pursuit Race.

Pursuit race is one of the most important aspects of the Nordic combined as it is crucial to find the winner of the cross-country and the Nordic combined. The concept of pursuit race is that the winner of the ski jumping will take some advantage of few seconds from his next player.

The winner of ski jumping will start the race first for the next stage and the athlete who is next to him in the race or is second in the race by the difference of a certain time will follow him by that exact time.

Suppose the second player reaches the line two seconds after the first player. So, in the next stage, the second player will start two seconds after the first one. We can also say that there is lag of two seconds between the first player and second player. This same method is applicable for all the players in the race.

Playing Environment.

Nordic combined is a sport that demands snow fields and hilly areas for playing. Snow is needed because the players need to ski on the open the plane surface. In general, you can only get musky plain surface in terms of snow only. Apart from that one has to show his skills of sliding, turning and jumping the bumpy hills. This means that the area should be hilly with lot more sliding edges.

Let us now discuss the equipment used while playing Nordic Combined.

Bindings.

When you are mounting the binding, try to bind it parallel in the direction of running. Ski should be attached in such a manner that 60% of it can be used as front part.

Boots.

The boot should be comfortable enough when the skier leans forward while performing skiing. If you are going to buy a new shoe for skiing, do check the following characteristics −

High backed; Low cut at the front; Flexible; Connection Cord.

It is an essential part of binding. This helps the ski in getting attached to the athlete's boot. If connecting cord will not be connected properly then unsteady motion of the ski will occur during the flight.

Dress.

It is mandatory that all the part of the suit should be made up of the same kind of material. They should have some part of air permeability. As the sport is played on snow track, it is better that the thickness of the suit is more. For the flexibility during the sport, the size of the suit should be perfect for the athlete when he is in upright position.

Jumping Skis.

They are designed specially to be used for skiing purpose at the steep hills. The length of the ski can be as long as 146% of the athlete's body height.

However; the shaping and curvature of the suit is done by considering certain geometric features. To jump a certain length, an athlete needs to have certain body weight.

Backpack.

A player must carry a backpack as it is necessary in case, he/she is not able to avail any help. The backpack must be lightweight and should have contain some sweet chocolates, water, first aid box, a camera, mobile or walkie talkie or GPS with him.

Sweet chocolates will give him carbohydrate and instant energy whereas water will save him from dehydration. Besides these, a GPS will enable you to locate yourself and a mobile phone can help you to communicate with others in danger. First aid is a must because it will give you medical assistance in need and last but not least a camera will allow you to take pictures of great sightseeing.

Speed Skating.

Speed Skating is a winter sport where athletes compete against one another on an ice-based circuit, using skates to navigate their way around the track. There are three main variants of speed skating – Long Track Speed Skating, Short Track Speed Skating, and Marathon Speed Skating. In the Olympics, "Speed Skating" is the term used to describe the Long Track category, whereas Short Track Speed Skating is abbreviated to "Short Track".

Speed Skating was developed at some point during the 19th Century, and whilst its precise origins are routinely debated, the first competitive events can be traced back to Norway in 1863.

Speed skating began as a rapid form of transportation across frozen lakes and rivers. It made its debut on the Olympic programme at the 1924 winter games.

Speedskating has been a part of the Winter Olympics from the very beginning with four separate men's events held in 1924. Since 1960, a number of women's events have been introduced, as well as Team

Pursuit events in recent years.

The Netherlands have collected the most Olympic Speed Skating medals overall, with the USA and Norway also experiencing success. Eric Heiden of America and Clas Thunberg of Finland are the most individually decorated Speed Skaters at the Olympics with five gold medals each.

Olympic history.

Speed skating appeared for the first time in 1924 at the first Olympic Winter Games in Chamonix. Initially, only men were allowed to participate. It was only at the Lake Placid Games in 1932 that women were authorised to compete in speed skating, which was then only a demonstration sport. It was not until the 1960 Games in Squaw Valley that women's speed skating was officially included in the Olympic programme.

The events almost always follow the European system, which consists of skaters competing two-by-two. At the 1932 Olympic Games, the Americans organised American-style events, i.e. with a mass start. This decision brought about a boycott by many European competitors, which allowed the Americans to win the four gold medals. This system would give birth to short-track speed skating, which was added to the Olympic programme in Albertville in 1992.

Race objective.

Speed Skating is a racing sport, so the primary aim is to complete each circuit in the fastest time possible. Athletes compete in races two at a time, with a lane reserved for each. During the race, athletes reach a specific point where they swap lanes to ensure they cover the same amount of distance as one another overall. If a race is neck and neck and both competitors meet on a corner, the athlete occupying the inner lane must offer right of way to the rival on the outside. The athlete that reaches the finish line first is declared the winner.

In a Speed Skating race, players ordinarily race around the circuit two at a time. Every participant is required to wear specific equipment, including the following.

Suits.

Athletes require specially made suits that offer protection on the ice but also enable them to skate around the track at high speeds. For low air resistance, these suits are usually skin-tight in design and are tailored to each individual athlete's specific body shape. They also contain Kevlar for added protection.

Footwear.

Boots are tailor made for professional Speed Skaters, with the blades at the base varying in length from 14 to 18 inches. These blades are also designed with a curve in order to assist turning when racing around the circuit.

Safety.

Athletes also wear helmets, neck guards, goggles, and ankle shields during racing as well as their suits, which offer added layers of protection in the event of a fall.

The specific equipment used in Long Track and Short Track differs slightly, with most of the main protective items not required in Long Track.

In order to improve their chances of reaching the finish line first, Speed Skaters must adopt a particular set of techniques. These include:

Balance.

Athletes must keep a low center of gravity by bending their knees in order to skate at the highest possible speeds and take corners effectively. The lower to the ground, the better.

Positioning.

Speed Skaters must take the circuit into account whenever they are competing. As a rule, the skater on the inner lane will have the upper-hand, so athletes must continue to make ground when they're in the outer lane and recognise how to position themselves correctly.

The winner of a Speed Skating race is the athlete that reaches the finish line first. There are often no heats or finals in Speed Skating like there are in other racing sports.

Speed Skating Rules.

In Olympic Speed Skating, races are participated on a 400-meter oval track. In Short Track, they are contested on a 111-meter circuit.

Races begin from a standing start, signalled by firing a gun. If an athlete moves too soon, this is known as a "false start" and they are given a warning. More than one false start places an athlete at serious risk of being disqualified.

If two athletes meet on a corner, the racer in the inner lane must give right of way to the rival on the outer lane. Failing to oblige to this regulation or impeding an opponent in any way will result in disqualification.

Depending on the nature of the race, an athlete that falls down may have the option to run the race again.

Skaters are not permitted to move lanes when approaching the finish line.

In certain races, a skater may call a "relay player", who is essentially a replacement. Before a relay player can be called, the athlete who began the race must have completed a minimum of one lap.

Age categories; 30+, 35+,40+,45+,50+.

The age category of the skater will be defined as the skater's age prior to 1st July of the year of the event. Each skater has to compete in her/ his respective age category.

Possible events and disciplines; Long Track; 500m, 1000m, 1500m, 3000m, 5000m, 10000m; Short Track.

Short track speed skating is a winter sport and a form of ice speed skating. In competitions, multiple skaters (typically between four and six) skate on an oval ice track with a length of 111.112 meters (364.54 ft). The rink itself is 60 meters (200 ft) long by 30 meters (98 ft) wide, which is the same size as an Olympic-sized figure skating rink and an international-sized ice hockey rink. Short track speed skating is the similar sport to long track speed skating and also to inline speed skating.

Racing in groups of four to eight competitors, skaters compete on an indoor track the ice hockey rink size which length is 111 meters (364 feet). The first two finishers from each heat passes through the next round. Passing strategies and pacing are important components of this sport. Contact often occurs as skaters

jockey for position. Because of the sharp turns at high speeds, a special speed skate, one with a taller blade and higher boot, is used to provide extra support and safety for the skater. Falls are common in short-track racing, and skaters wear protective pads on their elbows and knees, as well as helmets and gloves. The walls of the track are also padded. Individual short-track races are held over 500 meters, 1,000 meters, 1,500 meters, and 3,000 meters for both men and women. Four-person relays cover distances of 3,000 meters (women) and 5,000 meters (men).

History.

Short track speed skating developed from speed skating events that were held with mass starts. This form of speed skating was mainly held in the United States and Canada, as opposed to the international form, where athletes skated in pairs. At the 1932 Winter Olympics, speed skating events were conducted in the mass start form. Competitions in North America tended to be held indoors, for example in Madison Square Garden, New York, and therefore on shorter tracks than was usual for outdoor skating.

In 1967, the International Skating Union (ISU) adopted short track speed skating, although it did not organize international competitions until 1976. World Championships in short track speed skating have been officially held since 1981, although events held in 1976–1980 under different names have since received the status of World Championships retrospectively. The name of the competition was changed several times before it was eventually titled the "World Short Track Speed Skating Championships" in 1989; the championships are now held annually.

Short track speed skating was introduced as a demonstration sport at the 1988 Winter Olympics in Calgary, Alberta in Canada. It was upgraded to a full Olympic sport in 1992 and has been part of the Winter Olympics ever since. There were only four short track events in the 1992 Winter Games, but the programme was expanded to include six events in 1994 and 1998, and finally eight events in the 2002 Winter Games. The events are the same for both men and women: 500 meters, 1000 meters, 1500 meters, plus the relay event (5000 meters for men, 3000 meters for women). Starting with the 2018-2019 World Cup Season, a 2000-meter mixed team relay was added, and will appear in the 2022 Winter Olympics. A 3000-meter super-final event is included in the European Championships, but this is not currently part of the Olympic short track programme.

Rules of Short Track Speed Skating.

Here are these actions if a skater commits one of the offences: they risk immediate disqualification from a race, and having their time rendered invalid.

Impeding: Intentionally pushing, blocking, tripping or otherwise causing an impediment for another skater

Off track: Skating outside the designated track.

Assistance: Giving physical assistance to another skater. For example: pushing a teammate from behind for an extra boost, or allowing a teammate to lean on another for stability in corners

Shooting the line or Kicking out: Driving the foot in lead ahead to reach the finish faster, resulting in the lead foot lifting off the ice and creating a dangerous situation for others

Unsportsmanlike conduct: Acting in a manner not befitting an athlete or a role model. Including cursing at a competitor, kicking your feet, striking other skaters or officials, etc.

Equipment: Not wearing the proper safety equipment, losing equipment during the race, or exposure of skin not on face or neck.

False Start: Leaving before firing of the starter's pistol. On the second violation in the race, the offender on that start is disqualified.

Did not finish: Usually due to injury, the skater did not finish the race.

Did not skate: The skater did not go to the starting line.

In relay races, each team has four skaters, who can take turns freely by tagging. All skaters of each team must take at least one turn, and only one exchange is allowed in the final three laps. Usually, the outgoing skater pushes the incoming skater to help the teammate to gain speed.

Skeleton.

Skeleton is a winter sliding sport in which a person rides a small sled down a frozen track while lying face down (prone), during which the rider experiences forces up to 5 g and reaches speeds over 130 km/h. The sport was named from the bony appearance of the sled. It was added to the Olympic program for the 2002 Winter Olympics; previously, it had been in the Olympic program only in St. Moritz, Switzerland, in 1928 and also in 1948.

Unlike other sliding sports like - bobsleigh and luge, the skeleton always involves single riders. Like bobsleigh, but unlike luge, the race begins with a running start from the opening gate at the top of the course. The skeleton sled is thinner and heavier than the luge sled, and skeleton affords the rider more precise control of the sled. Skeleton is the slowest of the three sliding sports, as skeleton's face-down, head-first riding position is less aerodynamic than luge's face-up, feet-first ride.

Skeleton Racing.

There are no brakes, no steering and riders fly head first around curves as fast as it is possible - the space shuttle heads toward space. This isn't some kind of strange dangerous race - it's skeleton racing and it reappeared at the Olympics in 2002 for the first time in more than 50 years.

How does racing start.

Skeleton racing was invented GB tourists in Switzerland in the 1800s. Sliders would race down a hill between two towns and the winner would be rewarded with a bottle of champagne. The sport received its name when a new sled that was made mostly of metal was introduced. People thought it resembles with skeleton by its appearance.

How does it work.

Sliders push the skeleton for about 40 meters before diving onto the sled headfirst and tucking their arms under their body. They then fly down an icy and curvy track at speeds of nearly 145 km per hour. While going through some curves, sliders experience five Gs of force - the equivalent of a space shuttle takeoff. The sleds have no brakes or steering wheel - sliders control the sled by turning their bodies. The only way to stop is to run out of slope or to be crashed in something.

Race Objective.

The race objective is to slide as possible. The racer which slides fastest in joint 4 runs is the winner. Every racer has to implement four slides and the shortest in time amongst them is the winner.

The Olympic Story of Skeleton.

Skeleton appeared at the Olympics for the first time in 1928 - and then wasn't hold until the 1948 Winter Olympics. The IOC dropped the sport again until 2002. The 2002 Winter Olympics were the first-time women were allowed to participate in the competition. Americans proved to be the top sliders in skeleton racing's in 2002 when skeleton returned to the Olympic Games. Jimmy Shea won the gold medal for the USA, becoming the third generation in his family to compete in the Winter Olympics. His father competed in cross-country skiing at the 1964 Winter Olympics and his grandfather won two Olympic gold medals in speedskating events at the 1932 Games. American Tristin Gale won the women's skeleton event while sporting red, white and blue streaks in her hair. Fellow American, Lea Ann Parsley took the silver. It was all downhill for the US in 2006 though, with Canada and Switzerland stepping up their game to take the five of the six skeleton medals. The sixth medal went to the United Kingdom.

Skeleton Crash and Burns.

When sliders are racing at high speeds on a sled with no brakes, it's not surprising that there are a lot of injuries. Many racers strain their necks going around the turns or bang their heads against the track. Chris Soule, who races skeleton for the United States, lost his grip on the handle of a sled during a qualifying race. He tried to grab on again but his hand got caught between the sled and the wall and the pressure split his palm open. In 2001, Latvian racer became dead when his sled plowed into an empty bobsled that was on the track.

alpine racing helmet with chin guard, or a skeleton-specific helmet; skin-tight racing speed suit made of uncoated textile material; spiked shoes, similar to track spikes; goggles or face shields; optional elbow and shoulder pads under their suits; sled; Sled design.

“The ‘toboggans’ used in Alpine countries at the end of the 19th century were inspired by Canadian/Indian sleds used for transport”. Various additions and redesigning efforts by athletes have led to the skeleton sleds used today. In 1892, L. P. Child introduced the “America”, a new metal sled that revolutionized skeleton as a sport. The stripped-down design provided a compact sled with metal runners, and the design caught on quickly. In 1902, Arden Bott added a sliding seat to help athletes shift their weight forward and backward, a feature that is no longer included on modern sleds.

The competitions.

Continental Cups - The two Continental Cup series are the Europe Cup and the North American Cup. Both are open to athletes from all participating nations, but with some restrictions: the top 15 athletes in combined ranking are not permitted to race in the Continental Cups, and athletes are not permitted to race unless their team has filled all of its assigned quota sports in the World Cup.

Intercontinental Cup - The Intercontinental Cup (ICC) was introduced as an intermediate level between the Continental Cups and the World Cup.

World Cup - The World Cup is the top level of international skeleton competition, and has the most stringent team quotas, with no teams receiving an automatic entry. To qualify, a team must have placed at least one athlete in the top 60 of the overall ranking table (top 45 for women)

Continental Championships - One World Cup race a year may be designated as a continental championship for the continent on which it is held.

Senior World Championships - In non-Olympic years, a national federation volunteers to organize the (Senior) World Championships (for both bobsleigh and skeleton), which are open to all athletes meeting the experience requirements that apply to the World Cup and the ICC (including junior athletes).

Junior World Championships - The Junior World Championships are held every year, but are scheduled to avoid conflict with the Olympics and the Senior World Championships.

Olympic Winter Games - The skeleton event in the Winter Olympics uses the same two-day, four-heat format as the World Championships, but team quotas are significantly smaller.

Ski jumping is one of the most famous and admired winter sports that sees competitors attempt to jump off a large ramp and land successfully scoring the most points. As part of the Winter Olympics since it began in 1924 for men and, since 2014 for women, it has provided some of the Winter Olympics some of its most dramatic moments. Ski jumping is actually a form of Nordic skiing although unlike most other forms of skiing it is not done on a piste, rather on a specially constructed ramp known as an in-run.

The first ski jumping competition was held on Husebyrennet hill in Oslo, Norway, in 1875. Due to its not very good infrastructure and the poor weather conditions, in 1892 the event was transferred to Holmenkollen, which is today still one of the main ski jumping events during the season.

A popular winter sport around the world, it came to wider world attention in 1988 when the UK's Eddie the Eagle became an unlikely world star when he came last out of 73 competitors in the 1988 Winter Games.

Geographic locations seriously affected the leaders in this sport like Norway, Finland and Austria, which are by far the most successful ski jumping nations.

The goal of ski jumping is very simple. It is to score more points from the judges than the other competitors. Each opponent must descend down a specially constructed ramp, known as an in-run, until they eventually reach the end ramp from which they ski off. From here, each competitor attempts to jump as far as they can through the air and then successfully land on the steeply sloped hill that lies below as close to the 'K Line' as possible.

Jumpers and Equipment.

Ski jumping is an individual event sport and one that has relatively few equipment.

Jumping Skis: These are specially designed skis that are made specifically for ski jumping. They are longer than normal skis at about 252cm long and are heavier too, as they have to be more substantial to cope with the impact of landings. All ski jumping skis have free heel bindings.

Ski Boots: Again, specialist equipment is needed. In ski jumping, a jumper needs boots that let them lean forward during a flight. They also need to be flexible and with a high back but low-cut front.

Ski Suit: Ski suits are required to be manufactured by with the same material throughout and are sleek, streamlined and stretchable.

Helmet: Helmets are mandatory in ski jumping competitions in regarding to the potential dangers of this sport.

Each hill has a line calculated and marked on it known as the K Line. Jumpers must try to land as close to this as possible as they can. Deductions of points are made for each meter over or under the ski jumper lands. There are other aspects that judges pay attention too. For example:

Style: The better the form of the ski jumper, the more points will be awarded

Bodyweight: Ski jumpers whose weight is lower than acceptable are penalized with a shorter maximum ski length, reducing the aerodynamic lift they can achieve. This is because lighter jumpers can often jump further with more distance.

Gate Factor: Certain compensation is given for variable outdoor conditions. This is to ensure that if weather conditions change during a competition, all opponents are treated equally.

Wind Conditions: Also, other factor to provide fairness as jumpers with a strong wind behind them will be at a greater advantage. Therefore, their jumps may be factored to take this into judgement.

The winner of a ski jumping is the one who has the most accumulated points at the end of the competition.

Most major ski jumping competitions are made up of 2 rounds.

The first round consists of 50 jumpers who each get 2 jumps.

Only valid jumps in which the jumper successfully lands without touching the ground with their hands are counted.

Jumps are assessed by 5 judges.

Landings are videotaped to ensure perfectly exact measuring.

The overall scores of each jumpers' jumps are added and the top 30 competitors progress to the next round.

The 30 competitors each make two more jumps with the scores of each added up. The jumper with the highest points is declared as the winner.

How scores are granted.

Competitors are ranked according to a numerical score obtained by adding up components based on the following: distance, style, in-run length (gate factor) and conditions of wind. In the individual event, the scores from each jumper's two try jumps are combined to determine the winner.

Distance score depends on the hill's K-point. For K-90 and K-120 competitions, the K-point is set at 90 meters and 120 meters, respectively. Competitors are awarded 60 points (normal and large hills) and 120 points (flying hills) if they land on the K-point. For every meter beyond the K-point, the competitor is awarded extra points; the typical value is 2 points per meter in small hills, 1.8 points in large hills and 1.2 points in ski flying hills. A competitor's distance is measured between the takeoff and the point where the feet came in full contact with the landing slope (for abnormal landings, touchpoint of one foot, or other body part is considered). Jumps are measured with accuracy of 0.5 meters for all competitions.

During the competition, five judges are based in a tower to the side of the expected landing point. They can award up to 20 points each for jumping style, based on keeping the skis steady during flight, balance, optimal body position, and landing. The highest and lowest style scores are disregarded, with the remaining

three scores added to the distance score.

Snowboard.

Snowboarding is a recreational and competitive activity that involves descending a snow-covered slope while standing on a snowboard attached to a rider's feet. It features in the Winter Olympic Games and Winter Paralympic Games.

Safety Tips.

Snowboarding is a great way to have fun and exercising during cold winter. It is easy to learn, but sometimes injuries happen, some of them might be serious.

The tips to stay safe on the slopes:; Safe Snowboarding Gear.

The right gear can help prevent injuries. Those who follow this sport must:

A snowboard, boots, and bindings fitted by a trained professional.

A helmet that's made for snowboarding.

Goggles that are the right size and tinted for sun protection. Sunglasses can be worn instead, but goggles help to see better if it rains or snows, keep face warmer, and are better at protecting eyes.

Warm clothing, including a hat, gloves or mittens, snow pants, and a winter jacket. A neck gaiter (which goes around your neck and can be pulled up over the face) can help keep face warm. Dressing in layers can help to adjust if it’s too warm weather.

Sunscreen and lip balm with SPF of 30 or greater for daytime snowboarding, even on cloudy days.

Wrist guards, especially for beginners.

There are many styles of snowboarding:.

Since snowboarding was established as a winter sport, it has developed various styles, each with its own specialized equipment and technique. Nowadays the most frequently seen styles are: freeride, freestyle, and freecarve/race.

Jibbing.

‘Jibbing’ is the term for technical riding on non-standard surfaces, which usually includes performing tricks. The word ‘jib’ is both a noun and a verb, depending on the usage of the word. As a noun: a jib includes metal rails, boxes, benches, concrete ledges, walls, vehicles, rocks and logs. As a verb: to jib is referring to the action of jumping, sliding or riding on top of objects other than snow.

Freeriding.

Freeriding is a style without a set of governing rules or set course, typically on natural, un-groomed terrain. The basic allows for various snowboarding styles in a fluid motion and spontaneity through naturally rugged terrain. It can be similar to freestyle with the exception that no man-made features are utilized.

Freestyle.

Freestyle snowboarding is riding that includes performing tricks. In freestyle, the rider utilizes natural and man-made features such as rails, jumps, boxes, and innumerable others to perform tricks. It is a popular all-inclusive concept that distinguishes the creative aspects of snowboarding, in contrast to a style like alpine snowboarding.

Alpine snowboarding.

Alpine snowboarding is a discipline within the sport of snowboarding. It is practiced on groomed pistes. It has been an Olympic event since 1998.

Slopestyle.

Competitors perform tricks while descending a course, moving around, over, across, up, or down terrain features. The course is full of obstacles including boxes, rails, jumps, jibs, or anything else the board or rider can slide across. Slopestyle is a judged event and winning a slopestyle contest usually comes from successfully implementing the most difficult line in the terrain park while having a smooth flowing line of difficult, mistake-free tricks performed on the obstacles.

Big air.

Big air competitions are contests where riders perform tricks after launching off a manmade jump built specifically for the event. Competitors perform tricks in the air, aiming to attain sizable height and distance, all while securing a clean landing. Many competitions also require the rider to do a complex trick. But not all competitions call for a trick to win the gold; some intermittent competitions are based solely on height and distance of the launch of the snowboarder. Some competitions also require the rider to do a specific trick to win the major prize.

Half-pipe.

The half-pipe is a semi-circular ditch dug into the mountain or purpose-built ramp made up of snow, with walls between 8 and 23 feet. Competitors perform tricks while going from one side to the other and while in the air above the sides of the pipe.

Boardercross.

Boardercross, also known as "Boarder X" and "Snowboard X", is extremely popular but relatively new winter sport, starting in the 1980s and earning its place as an official Winter Olympic sport in the 2006 Turin games. In Boardercross, several riders (usually 4 to 6) race down a course similar to a motorcycle motocross track (with jumps, berms and other obstacles constructed out of snow on a downhill course). Unlike traditional head-to-head races, competitors use the same terrain, sometimes resulting in accidental collisions.

Snowboard racing.

In snowboard racing, snowboarders must complete a downhill course constructed of a series of turning indicators (gates) placed in the snow at prescribed distances apart. A gate consists of a tall pole, and a short pole, connected by a triangular panel. The racer must pass around the short side of the gate. There are 3 main formats used in snowboard racing including; single person, parallel courses or multiple people on the course at the same time (SBX).

Some of the larger snowboarding competitions are: the European Air & Style, the Japanese X-Trail Jam, Burton Global Open Series, Shakedown, FIS World Championships, the annual FIS World Cup, the Winter X Games, Freeride World Tour and the Winter Dew Tour.

Snowboarding has been a Winter Olympic sport from 1998 Winter Olympics. Events were changing through the years. During the 2018 Winter Olympics, the snowboarding events were big air, halfpipe, parallel giant slalom, slopestyle and snowboard cross.

Part of the snowboarding approach is to ensure maximum fun, friendship and event quality.

The United States of America Snowboarding Association (USASA) features three different divisions which include alpine, freestyle, and boardercross. Alpine consists of giant slalom and slalom which is a competition in which the agility and ability to make sharp turns of the snowboarders are tested. Freestyle consists of slopestyle and halfpipe. In boardercross, the idea is to be the first snowboarder down the mountain where everyone is racing each other through an obstacle course of harsh turns and wipeout potential is very likely. The USASA has 36 regional snowboard series in which anyone can compete.

a. In the event of a change in the distance, the number of rounds of the competition, as well as in the event of a change in the venue of the competition, all bets on this event are returned.

b. If the start time of the event is postponed by more than 24 hours, all bets on the event are subject to return.

c. If the event was interrupted and not resumed within 24 hours from the moment of stopping, all bets on this event, except for the bets, the outcome of which is unambiguously determined by the time the race was stopped, are subject to return.

d. If, after the stop, the event was resumed on a different track, all bets placed on this event, except for the bets, the outcome of which is unambiguously determined by the time the race was stopped, shall be returned.

e. The places of the athletes are determined according to the official final protocol published immediately after the end of the race. Changes in the protocol of the competition related to the disqualification of athletes after the race are not taken into account by the bookmakingr company

f. The following positions are offered for betting on winter sports:; 1. Bet on the winner of the competition.

The winner is the participant who took the first place in the final protocol. If the participant did not go to the start of the competition, the bets are returned.

It is necessary to determine which of the participants will finish in the top 3. If the participant did not go to the start of the competition, the bets are refunded.

3. Head2Head.

In the proposed pairs, it is necessary to name the participant who will perform better. In this case, the best participant is considered to be the one who took a higher place in the final protocol. Bets are settled on the basis of an official protocol published by the governing body / federation of the respective competition immediately after the end of the competition. Changes in the competition protocol related to the disqualification of athletes after the competition are not taken into account by the bookmaker. If both

participants withdraw from the race, then all bets are refunded. If one of the athletes has not finished the competition, when calculating rates for this position, it is considered that his opponent has taken a higher place.

PLAYING RULES FOR SNOOKER; SECTION 1-EQUIPMENT; 1. The Standard Table; Dimensions.

(a) The playing area within the cushion faces shall measure 11ft 8 ½ in. x 5ft 10 in. (3569mm x 1778mm) with a tolerance on both dimensions of +/- ½ in. {+/- 13mm)

Height.

(b) The height of the table from the floor to the top of the cushion rail shall be from 2ft 9 ½ in. to 2ft 10 ½ in. (851mm to 876mm) Pocket Openings.

(c).

(i) There shall be pockets at the comers (two at the spot end known as the top pockets and two at the baulk end known as the bottom pockets) and one each at the middle of the longer sides (known as the middle pockets).

(ii) The pocket openings shall conform to the templates authorized by the World Professional Billiard and Snooker Association (WPBSA). Baulk-line and Baulk

(d) A straight line drawn 29 in. (737mm) from the face of the bottom cushion and parallel to it is called the Baulk-line, and that line and the intervening space is termed the Baulk. The'D"

(e) The "D" is a semi-circle described in Baulk with its centre at the middle of the Baulk-line and with a radius of 11 ½ in. (292mm).

Spots; (f) Four spots are marked on the centre longitudinal line of the table:.

(i) the Spot (known as the Black Spot), 12 ¾ in (324mm) from a point perpendicularly below the face of the top cushion,

(ii) The Centre Spot (known as the Blue Spot), located midway between the faces of the top and bottom cushions,

(iii) The Pyramid Spot (known as the Pink Spot), located midway between the Centre Spot and the face of the top cushion.

(iv) The Middle of the Baulk Line (known as the Brown Spot) 16 Two other spots used are located at the corners of the ‘D’. Viewed from the Baulk end, the one on the right known as the Yellow spot and the one on the left as the Green Spot.

2. Balls.

The balls shall be of an approved composition and shall each have a diameter of 52.5mm with a tolerance of +/- 0.05mm and:

(a) they shall be of equal weight within a tolerance of 3g per set.

(b) a ball or set of balls may be changed by agreement between the players or on a decision by the referee

The correct value for the balls is as follows.

Red – 1. Yellow – 2. Green – 3. Brown – 4. Blue – 5. Pink – 6. Black – 7.

3. Cue.

A cue shall be not less than 3ft (914mm) in length and shall show no substantial departure from the traditional and generally accepted shape and form.

4. Ancillary Various cue rests, long cues (called butts and half butts according to length), extensions and adaptors may be used by players faced with difficult positions for cueing. These may form part of the equipment normally found at the table nut also include equipment introduced by either player or the referee (see also Section 3 Rule 18). All extensions, adaptors and other devices to aid cueing must be of a design approved by the WPBSA.

SECTION 2 - DEFINITIONS; 1. Frame.

A frame of snooker comprises the period of play from the first stroke, with all the balls set as described in Section 3 Rule 2, until the frame is completed by:

(a) concession by any player during his turn,.

(b) claim by the striker when only the Black remains and there is more than seven points difference between the scores in his favour,

(c) the final pot or foul when only the Black remains, or.

(d) being awarded by the referee under Section 3 Rule 14(c) or Section 4 Rule 2.

2. Game.

A game is an agreed or stipulated number of frames.

3. Match.

A match is an agreed or stipulated number of games.

4. Balls.

(a) The White ball is the cue-ball.

(b) The 15 Reds and the 6 colours are the object balls.

5. Striker.

The person about to play or in play is the striker and remains so until the referee has decided he has left the table at the end of his turn.

6. Stroke.

(a) A stroke is made when the striker strikes the cue-ball with the tip of the cue.

(b) A stroke is fair when no infringement of Rule is made.

(c) A stroke is not completed until all balls have come to rest.

(d) A stroke may be made directly or indirectly, thus:.

(i) A stroke is direct when the cue-ball strikes an object ball without first striking a cushion,

(ii) A stroke is indirect when the cue-ball strikes one or more cushions before striking an object ball.

7. Pot.

A pot is when an object ball, after contact with another ball and without any infringement of these Rules, enters a pocket. Causing a ball to be potted is known as potting.

8. Break.

A break is a number of pots in successive strokes made in any one turn by a player during a frame.

9. In-hand; (a) The cue-ball is in-hand; (i) Before the start of each frame,; (ii) When it has entered a pocket, or.

(iii) When it has been orced off the table.

(b) It remains in-hand until; (i) It is played fairly from in-hand, or.

(ii) A foul is committed whilst the ball is on the table.

(c) The striker is said to be in-hand when the cue-ball is in-hand as above.

10. Ball in Play; (a) The cue-ball is in play when it is not in-hand.

(b) Object balls are in play from the start of the frame until pocketed or forced off the table.

(c) Colours become in play again when re-spotted; 11. Ball On.

Any ball which may be lawfully struck by the first impact of the cue-ball, or any ball which may not be so struck but which may be potted, is said to be on.

12. Nominated Ball.

(a) A nominated ball is the object ball which the striker declares, or indicates to the satisfaction of the referee, he undertakes to hit with the first impact of the cue-ball.

(b) If requested by the referee, the striker must declare which ball he is on.

13. Free Ball.

A free ball is a ball which the striker nominates as the ball on when snookered after a foul (see Section 3 Rule 10)

14. Forced Off the Table.

A ball is forced off the table if it comes to rest other than on the bed of the table or in a pocket, or if it is picked up by the striker whilst it is in play except as provided for in Section 3 Rule 14(h).

15. Foul.

A foul is any infringement of these Rules.

16. Snookered.

The cue-ball is said to be snookered when a direct stroke in a straight line to every ball on is wholly or partially obstructed by a ball or balls not on. If one or more balls on can be struck at both extreme edges free of obstruction by any ball not on, the cue-ball is not snookered.

(a) If in hand, the cue-ball is snookered if it is obstructed as described above from all possible positions on or within the lines of the "D".

(b) If the cue-ball is so obstructed from hitting a ball on by more than one ball not on

(i) The ball nearest the cue-ball is considered to be the effective snookering ball, and

(ii) Should more than one obstructing ball be equidistant from the cue-ball, all such will balls be considered to be effective snookering balls.

(c) When Red is the ball on, if the cue-ball is obstructed from hitting different Reds by different balls not on, there is no effective snookering ball.

(d) The striker is said to be snookered when the cue-ball is snookered as above.

(e) The cue-ball cannot be snookered by a cushion. If the curved face of a cushion obstructs the cue-ball and is closer to the cue-ball than any obstructing ball not on, the cue-ball is not snookered.

17. Spot Occupied.

A spot is said to be occupied if a ball cannot be placed on it without touching another ball.

18. Push Stroke.

A push stroke is made when the tip of the cue remains in contact with the cue-ball.

(a) after the cue-ball has commenced its forward motion, or.

(b) as the cue-ball makes contact with an object ball except, where the cue-ball and an object ball are almost touching, it shall not be deemed a push stroke if the cue-ball hits a very fine edge of the object ball.

19. Jump Shot.

A jump shot is made when the cue-ball passes over any part of an object ball, whether touching it in the process or not, except:

(a) When the cue-ball first strikes one object ball and then jumps over another ball.

(b) When the cue-ball jumps and strikes an object ball, but does not land on the far side of that ball.

(c) When, after striking an object ball lawfully, the cue-ball jumps over that ball after hitting a cushion or another ball.

20. Miss.

A miss is when the cue-ball fails to first contact a ball on and the referee considers that the striker has not made a good enough attempt' to hit the ball on.

SECTION 3 - THE GAME; 1. Description.

Snooker may be played by two or more players, either independently or as sides. The game can be summarised as follows:

(a) Each player uses the same White cue-ball and there are twenty one object balls - fifteen Reds each valued 1, and six colours: Yellow valued 2, Green 3, Brown 4, Blue 5, Pink 6 and Black 7.

(b) Scoring strokes in a player's turn are made by potting Reds and colours alternately until all the Reds are off the table and then the colours in the ascending order of their value.

(c) Points awarded for scoring strokes are added to the score of the striker.

(d) Penalty points from fouls are added to the opponent's score.

(e) A tactic employed at any time during a frame is to leave the cueball behind a ball not on such that it is snookered for the next player. If a player or side is more points behind than are available from the balls left on the table, then the laying of snookers in the hope of gaining points from fouls becomes most important.

(f) The winner of the frame is the player or side; (i) making the highest score,; (ii) To whom the frame is conceded, or.

(iii) To whom it is awarded under Section 3 Rule 14(c) or Section 4 Rule 2.

(g) The winner of the game is the player or side; (i) Winning most, or the required number of frames,; (ii) making the greatest total where aggregate points are relevant, or.

(iii) To whom the game is awarded under Section 4 Rule 2.

(h) The winner of a match is the player or side winning most games or, where aggregate points are relevant, with the greatest total.

2. Position of Balls.

(a) At the start of each frame the cue-ball is in hand and the object balls are positioned on the table as follows:

(i) The Reds in the form of a tightly packed equilateral triangle, with the Red at the apex standing on the centre line of the table, above the Pyramid Spot such that it will be as close to the pink as possible without touching it, and the base of the triangle nearest to, and parallel with, the top cushion.

(ii) Yellow on the right-hand comer of the "D ,"; (iii) Green on the left-hand corner of the "D",; (iv) Brown on the Middle of t e Baulk-line,; (v) Blue on the Centre Spot,; (vi) Pink on the Pyramid Spot and.

(vii) Black on the Spot, (b) after a frame has started, a ball in play may only be cleaned by the referee upon reasonable request by the striker and

(i) The position of the ball, if not spotted, shall be marked by a suitable device prior to the ball being lifted for cleaning,

(ii) The device used to mark the position of a ball being cleaned shall be regarded as and acquire the value of the ball until such time as the ball has been cleaned and replaced. If any player other than the striker should touch or disturb the device, he shall be penalised as if he were the striker, without affecting the order

of play. The referee shall return the device or ball being cleaned to its position, if necessary, to his satisfaction, even if it was picked up.

3. Mode of Play.

The players shall determine the order of play by lot or in any mutually agreed manner.

(a) The order of play thus determined must remain unaltered throughout the frame, except a player may be asked by the next player to play again after any foul.

(b) The player or side to strike first must alternate for each frame during a game. Whenever a frame is started by the wrong player or side it must be restarted by the correct player or side provided that only the first stroke or foul has been made. This could continue so that three frames in succession could be opened by the same player or side.

(c) The first player plays from in-hand, the frame commencing when the cue-ball has been placed on the table and contacted by the tip of the cue, either

(i) As a stroke is made, or.

(ii) While addressing the cue-ball.

(d) For a stroke to be fair, none of the infringements described below in Rule 12, Penalties, must occur. (e) For the first stroke of each turn, until all Reds are off the table, Red or a free ball nominated as a Red, potted in the same stroke, is scored.

(f).

(i) If a Red, or a free ball nominated as a Red, is potted, the same player plays the next stroke and the next ball on is a colour of the striker's choice which, if potted, is scored and the colour is then spotted.

(ii) The break is continued by potting Reds and colours alternately until all Reds are off the table and, where applicable, a colour has been played at following the potting of the last Red.

(iii) The colours then become on in the ascending order of their value as per Section 3 Rule 1(a) and when next potted remain off the table, except as provided for in Rule 4 below, and the striker plays the next stroke at the next colour on.

(g) Reds are not replaced on the table once pocketed or forced off the table regardless of the fact that a player may thus benefit from a foul. Exceptions to this concept are provided for in Section 3 Rules 2(b) (ii), 9, 14(f), 14(h) and15.

(h) If the striker fails to score or commits a foul, his turn ends and the next player plays from where the cue-ball comes to rest, or from inhand if the cue-ball is off the table.

4. End of Frame, Game or Match.

(a) When only the Black is left, the first score or foul ends the frame excepting only if the following conditions both apply:

(i) The scores are then equal, and.

(ii) Aggregate scores are not relevant.

(b) When both conditions in (a) above apply; (i) the Black is spotted,; (ii) The players draw lots for choice of playing,; (iii) The next player plays from in-hand, and.

(iv) The next score or foul ends the frame.

(c) When aggregate scores determine the winner of the game or match, and the aggregate scores are equal at the end of the last frame, the players in that frame shall follow the procedure for a respotted Black set out in (b) above.

5. Playing from In-hand.

To play from in-hand the cue-ball must be struck from a position on or within the lines of the "D", but it may be played in any direction.

(a) The referee will state, if asked, whether the cue-ball is properly placed (that is, not outside the lines of the "D").

(b) If the tip of the cue should touch the cue-ball while positioning it and the referee is satisfied that the striker was not attempting to play a stroke, then the cue-ball is not in play.

6. Hitting.

Two Balls Simultaneously Two balls, other than two Reds or a free ball and a ball on, must not be struck simultaneously by the first impact of the cue-ball.

7. Spotting Colours.

Any colour pocketed or forced off the table shall be spotted before the next stroke is made, until finally potted under Section 3 Rule 3(f).

(a) A player shall not be held responsible for any mistake by the referee in failing to spot correctly any ball.

Red is spotted instead of Brown, after Brown was potted:.

1 .If the error is noticed when the Red is still on the spot it was placed on, or if it has been moved but can still be identified, it is removed and the Brown is spotted (not replaced where the Red is, unless the rogue Red happens to be on the correct spot).

2. If it has been moved such that it cannot be identified, then the Brown is spotted and the frame continues as a 16 red ball frame.

(b) If a colour is spotted in error after being potted in ascending order as per Section 3 Rule 3(f) (iii), it shall be removed from the table without penalty when the error is discovered and play shall continue.

(c) If a stroke is made with a ball or balls not correctly spotted, they will be considered to be correctly spotted for subsequent strokes. Any colour incorrectly missing from the table will be spotted:

(i) Without penalty when discovered if missing due to previous oversight,.

(ii) Subject to penalty if the striker played before the referee was able to effect the spotting.

(d) If a colour has to be spotted and its own spot is occupied, it shall be placed on the highest value spot available.

(e) If there is more than one colour to be spotted and their own spots are occupied the highest value ball shall take precedence in order of spotting.

(f) If all spots are occupied, the colour shall be placed as near its own spot as possible, between that spot and the nearest part of the top cushion.

(g) In the case of Pink and Black, if all spots are occupied and there is no available space between the relevant spot and the nearest part of the top cushion, the colour shall be placed as near to its own spot as possible on the centre line of the table below the spot.

(h) In all cases, the colour when spotted must not be touching another ball.

(j) A colour, to be properly spotted, must be placed by hand on the spot designated in these Rules.

8. Touching Ball.

(a) If the cue-ball comes to rest touching another ball or balls that are, or could be, on, the referee shall state TOUCHING BALL and indicate which ball or balls the cue-ball is touching.

(b) When a touching ball has been called, the striker must play the cue-ball away from that ball without moving it or it is a push stroke.

(c) Providing the striker does not cause the object ball to move, there shall be no penalty if:

(i) the ball is on,; (ii) the ball could be on and the striker declares he is on it, or.

(iii) the ball could be on and the striker declares, and first hits, another ball that could be on.

(d) If the cue-ball comes to rest touching or nearly touching a ball that is not on, the referee, if asked whether it is touching, will answer YES or NO. The striker must play away without disturbing it as above but must first hit a ball that is on.

(e) When the cue-ball is touching both a ball on and a ball not on the referee shall only indicate the ball on as touching. If the striker should ask the referee whether the cue-ball is also touching the ball not on, he is entitled to be told.

(f) If the referee is satisfied that any movement of a touching ball at the moment of striking was not caused by striker, he will not call a foul.

(g) If a stationary object ball, not touching the cue-ball when examined by the referee, is later seen to be in contact with the cue-ball before a stroke has been made, the balls shall be repositioned by the referee to his satisfaction.

9. Ball on Edge of Pocket.

(a) If a ball falls into a pocket without being hit by another ball, and being no part of any stroke in progress, it shall be replaced and all points scored shall count.

(b) If it would have been hit by any ball involved in a stroke:.

(i) with no infringement of these Rules, all balls will be replaced and the same stroke played again, or a differe t stroke may n be played at his discretion, by the same striker.

(ii) If a foul is committed, the striker incurs the penalty prescribed, all balls will be replaced and the next player has the usual options after a foul.

(c) If a ball balances momentarily on the edge of a pocket and then falls in, it shall count as in the pocket and will not be replaced.

10. Snookered After a Foul.

After a foul, if the cue-ball is sn okered, the referee shall state FREE o BALL (see Section 2 Rule 16).

(a) If the player next in turn elects to play the next stroke,; (i) he may nominate any ball as the ball on, and.

(ii) Any nominated ball shall be regarded as, and acquire the value of the ball on except that, if potted, it shall then be spotted.

(b) It is a foul if the cue-ball should.

(i) fail to hit the nominated ball first, or first simultaneously with the ball on, or

(ii) be snookered on all Reds, or the ball on, by the free ball thus nominated, except when Pin and Black are the only object k balls remaining on the table.

(c) If the free ball is potted, it is spotted and the value of the ball on is scored.

(d) If a ball on is potted, after the cue-ball struck the nominated ball first, or first simultaneously with a ball on, the ball on is scored and remains off the table.

(e) If both the nominated ball and the ball on are potted, only the ball on is scored unless it was a Red, when each ball potted is scored. The free ball is then spotted and the ball on remains off the table.

(f) If the offender is asked to play again, the free ball call becomes void.

11. Fouls.

If a foul is committed, the referee shall immediately state FOUL.

(a) If the striker has not made a stroke, his turn ends immediately and the referee shall announce the penalty.

(b) If a stroke has been made, the referee will wait until completion of the stroke before announcing the penalty.

(c) If a foul is neither awarded by the referee, nor successfully claimed by the non striker before the next stroke is made, it is condoned.

(d) Any colour not correctly spotted shall remain where positioned except that if off the table it shall be correctly spotted.

(e) All points scored in a break before a foul is awarded are allowed but the striker shall not score any points for any ball pocketed in a stroke called foul.

(f) The next stroke is played from where the cue-ball comes to rest or, if the cue-ball is off the table, from in-hand.

(g) If more than one foul is committed in the same stroke, the highest value penalty shall be incurred.

(h) The player who committed the foul; (i) Incurs the penalty prescribed in Rule 12 below, and.

(ii) Has to play the next stroke if requested by the next player.

12. Penalties.

All fouls will incur a penalty of four points unless a higher one is indicated in paragraphs (a) to (d) below. Penalties are:

(a) value of the ball on by; (i) Striking when both eet are off the floor,; (ii) Playing out of turn,; (iii) Playing improperly from in-hand, including at the opening stroke,; (iv) Causing the cue-ball to miss all object alls,; (v) Causing the cue-ball to enter a pocket,; (vi) Playing a snooker behind a free ball,; (viii) Playing a jump shot,; (ix) Playing with a non standard cue, or.

(x) Conferring with a partner contrary to Section 3 Rule 17(e).

(b) Value of the ball on or the ball concerne hever is higher, by, which:; (i) Striking when any ball is not at rest,; (ii) Striking efore the referee has completed the spotting of a b colour,; (iii) causing a ball not on to enter a pocket,; (iv) causing the cueball to first hit a ball not on,; (v) making a push stroke,.

(vi) touching a ball in play, other than the cue-ball with the tip of the cue as a stroke is made, or

(vii) causing a ball to be forced off the table.

(c) value of the ball on or higher value of the two balls concerned by causing the cue-ball to first hit simultaneously two balls, other than two Reds or a free ball and a ball on.

(d) a penalty of seven points is incurred if the striker; (i) uses a ball off the table for any purpose,; (ii) uses any object to measure gaps or distance,.

(iii) plays at Reds, or a free ball followed by a Red, in successive strokes,

(iv) Uses any ball other than White as the cue-ball for any stroke once the frame has started,

(v) Fails to declare which ball he is on when requested to do so by the referee, or

(vi) After potting a Red or a free ball nominated as a Red, commits a foul before nominating a colour.

13. Play Again.

Once a player has requested an opponent to play again after a foul, such request cannot be withdrawn. The offender, having been asked to play again, is entitled to

(a) change his mind as to; (i) which stroke he will play, and.

(ii) which ball on he will attempt to hit.

(b) Score points for any ball or balls he may pot.

14. Foul and a Miss.

The striker shall, to the best of his ability, endeavour to hit the ball on. If the referee considers the Rule infringed, he shall call FOUL AND A MISS unless only the Black remains on the table, or a situation exists where it is impossible to hit the ball on. In the latter case it must be assumed the striker is attempting to hit the ball on provided that he plays, directly or indirectly, in the direction of the ball on with sufficient strength, in the referee's opinion, to have reached the ball on but for the obstructing ball or balls.

(a) After a foul and a miss has been called, the next player may request the offender to play again from the position left or, at his discretion, from the original position, in which latter case the ball on shall be the same as it was prior to the last stroke made, namely:

(i) any Red, where Red was the ball on,; (ii) any colour on, where all Reds were off the table, or.

(iii) a colour of the striker's choice, where the ball on was a colour after a Red had been potted.

(b) If the striker, in making a stroke, fails to first hit a ball on when there is a clear path in a straight line from the cue-ball to any part of any ball that is or could be on, the referee shall call FOUL AND A MISS unless either player needed snookers before, or as a result of, the stroke played and the referee is satisfied that the miss was not intentional.

(c) After a miss has been called under paragraph (b) above when there was a clear path in a straight line from the cue-ball to a ball that was on or that could have been on, such that central, full ball, contact was available (in the case of Reds, this is to be taken as a full diameter of any Red that is not obstructed by a colour), then:

(i) a further failure to first hit a ball on in making a stroke from the same position shall be called as a FOUL AND A MISS regardless of the difference in scores, and

(ii) if asked to play again from the original position, the offender shall be warned by the referee that a third failure will result in the frame being awarded to his opponent.

(d) After the cue-ball has been replaced under this Rule, when there is a clear path in a straight line from the cue-ball to any part of any ball that is or could be on, and the striker fouls any ball, including the cue-ball while preparing to play a stroke, a miss will not be called if a stroke has not been played. In this case the appropriate penalty will be imposed and

(i) the next player may elect to play the stroke himself or ask the offender to play again from the position left, or

(ii) the next player may ask the referee to replace all balls moved to their original position and have the offender play again from there, and

(iii) if the above situation arises during a sequence of miss calls, any warning concerning the possibl awarding of the frame to e his opponent shall remain in effect.

(e) All other misses will be called at the discretion of the referee.

(f) After a miss and a request by the next player to replace the cueball, any object balls disturbed will remain where they are unless the referee considers the offending player would or could gain an advantage. In the latter case, any or all disturbed balls may be replaced to the referee's satisfaction and in either case, colours incorrectly off the table will be spotted or replaced as appropriate.

(g) When any ball is being replaced after a miss, both the offender and the next player will be consulted as to its position, after which the referee's decision shall be final.

(h) During such consultation, if either player should touch any ball in play, he shall be penalised as if he were the striker, without affecting the order of play. The ball touched shall be replaced by the referee, to his satisfaction, if necessary, even if it was picked up.

(i) The next player may ask if the referee intends to replace balls other than the cue-ball in the event that he should ask for the stroke to be played from the original position, and the referee shall state his intentions. 1

15. Ball Moved by Other than Striker.

If a ball, stationary or moving, is disturbed other than by the striker, it shall be re-positioned by the referee to the place he judges the ball was, or would have finished, without penalty.

(a) This Rule shall include cases where another occurrence or person, other than the striker's partner, causes the striker to move a ball.

(b) No player shall be penalised for any disturbance of balls by the referee.

16. Stalemate.

If the referee thinks a position of stalemate exists, or is being approached, he shall offer the players the immediate option of re-starting the frame. If any player objects, the referee shall allow play to continue with the proviso that the situation must change within a stated period, usually after three more strokes to each side but at the referee's discretion. If the situation remains basically unchanged after the stated period has expired, the referee shall nullify all scores and re-set all balls as for the start of a frame and

(a) The same player shall again make the opening stroke.

(b) The same order of play shall be maintained.

17. Four Handed Snooker.

(a) In a four handed game each side shall open alternate frames and the order of play shall be determined at the start of each frame and, when so determined, must be maintained throughout that frame.

(b) Players may change the order of play at the start of each new frame.

(c) If a foul is committed and a request to play again is made, the player who committed the foul plays again, even if the foul was made out of turn and the original order of play is maintained such that the offender's partner may lose a turn.

(d) When a frame ends in a tie Section 3 Rule 4 applies. If a respotted Black is necessary the pair who play the first stroke have the choice of which player will make that stroke. The order of play must then continue as in the frame.

(e) Partners may only confer during the match away from the table. Once the striker has taken up his position at the table, consultation must cease. The striker may, of his own accord, and before he has played a stroke, withdraw from the table to confer with his partner. His partner must not call him away. Once the first stroke of a break is made, partners must not confer until the break ends.

Should this happen, the referee will call foul (penalty, value of the ball on). The referee should then tell ALL players that this is not permissible. Should a second offence occur another foul would be called. However if the conversing did become persistent the referee could state that a further interruption would possibly lead to the frame being awarded under Section 4, No 2, for ‘ungentlemanly conduct’.

At no time can partners approach the table to confer.

Any warning issued only remains in place for that particular match.

18. Use of Ancillary Equipment.

It is the responsibility of the striker to both place and remove any equipment he may use at the table. (a) The striker is responsible for all items including, but not limited to, rests and extensions that he brings to the table, whether owned by him or borrowed (except from the referee), and he will be penalised for any fouls made by him when using this equipment. (b) Equipment normally found at the table which has been provided by another party including the referee are not the responsibility of the striker. Should this equipment prove to be faulty and thereby cause the striker to touch a ball or balls, no foul will be called. The referee will, if necessary, re-position any balls in accordance with Rule 15 above and the striker, if in a break, will be allowed to continue without penalty.

19. Interpretation.

(a) Throughout these Rules and Definitions, words implying the masculine gender shall equally apply to and include the female gender.

(b) Circumstances may necessitate adjustment in how Rules are applied for persons with physical handicaps. In particular and for example:

(i) Section 3 Rule 12(a) (ii) cannot be applied to players in wheelchairs, and

(ii) A player, upon request to the referee, shall be told the colour of a ball if he is unable to differentiate between colours as, for example, red and green.

(c) When there is no referee, such as in a social game, the opposing player or side will be regarded as such for the purpose of these Rules.

SECTION 4 - THE PLAYERS; 1. Time Wasting.

If the referee considers that a player is taking an abnormal amount of time over a stroke or the selection of a stroke, he shall warn the player that he is liable to have the frame awarded to his opponent.

2. Conduct; (a) In the event of:.

(i) a player taking an abnormal amount of time over a stroke or the selection of a stroke, or:

(ii) any conduct by a player which in the opinion of the referee is willfully or persistently unfair, or

(iii) any other conduct by a player which otherwise amounts to ungentlemanly conduct; or

(iv) refusing to continue a frame; the referee shall either:.

(v) warn the player that in the event of any such further conduct the frame will be awarded to his opponent; or

(vi) award the frame to his opponent; or.

(vii) in the event that the conduct is sufficiently serious award the game to his opponent.

(b) If a referee has warned the player under (v) above, in the event of any further conduct as referred to above, the referee must either:

(i) award the frame to his opponent; or.

(ii) in the event that the further conduct is sufficiently serious, award the game to his opponent.

(c) If a referee has awarded a frame to a player's opponent pursuant to the above provisions, in the event of any further conduct as referred to above by the player concerned, the referee must award the game to the player's opponent.

(d) Any decision by a referee to award a frame and/or the game to a player's opponent shall be final and shall not be subject to any appeal.

3. Penalty; (a) If a frame is forfeited und r this Section, the offender shall; (i) Lose the frame, and.

(ii) Forfeit all points scored and the non-offender shall receive a number of point's equivalent to the value of the balls remaining on the table, with each Red counting as eight points and any colour incorrectly off the table being counted as if spotted.

(b) If a game is forfeited under this Section, the offender shall Lose the frame in progress as in (a), and additionally lose the required number of unplayed frames to complete the game where frames are relevant, or

(iii) additionally lose the remaining frames, each valued at 147 points, where aggregate points apply.

4. Non-striker.

The non-striker shall, when the striker is playing, avoid standing or moving in the line of sight of the striker. He shall sit or stand at a reasonable distance from the table.

5. Absence.

In the case of his absence from the room, the non-striker may appoint a deputy to watch his interests and claim a foul if necessary. Such appointment must be made known to the referee prior to departure.

6. Conceding.

(a) A player may only concede when he is the striker. The opponent has the right to accept or refuse the concession, which becomes null and void if the opponent chooses to play on.

(b) When aggregate scores apply and a frame is conceded, the value of any balls remaining on the table is added to the score of the other side. In such case, Reds shall count as eight points each and any colour incorrectly off the table shall be counted as if spotted.

(c) A player shall not concede a frame in any match unless snookers are required. Any breach of this rule shall be regarded as ungentlemanly conduct by the player concerned.

SECTION 5 - THE OFFICIALS; 1. The Referee; (a) The referee shall; (i)be the sole judge of fair and unfair play,.

(ii)be free to make a decision in the interest of fair play for any situation not covered adequately by Rule,

(iii) be responsible for the proper conduct of the game under these Rules,; (iv) intervene if he sees any infringement of these Rules,; (v) tell a player the colour of a ball if requested, and.

(vi) clean any ball u on reasonable request by a player.

(b) The referee shall not; (i) answer any question not authorised in these Rules,; (ii) give any indication that a player is about to make a foul stroke,; (iii) give any advice or opinion on points affecting play, nor.

(iv) answer any question regarding the difference in scores.

(c) If the referee has failed to notice any incident, he may take the evidence of the marker or other officials or spectators best placed for observation to assist his decision.

2. The Marker.

The marker shall keep the score on the Scoreboard and assist the referee in carrying out his duties. He shall also act as recorder if necessary.

3. The Recorder.

The recorder shall maintain a record of each stroke played, showing fouls where appropriate and how many points are scored by each player or side as required. He shall also make note of break totals.

4. Assistance by Officials.

(a) At the strikers' request, the referee or marker shall move and hold in position any lighting apparatus that interferes with the action of the striker in making a stroke.

(b) It is permissible for the referee or marker to give necessary assistance to handicapped players according to their circumstances.

1. Bets on the result of the match.

If the match is stopped, the player who advanced to the next round is considered the winner if at least one frame is completed.

2. Bets on total frames, handicap frames and specials.

These bets are calculated if the full number of frames required to determine the winner of the match has been played. If, for any reason, a player won the match before its completion, then all bets on total frames, frame handicaps and special bets will be calculated with odds "1", unless the result of the bet has already been determined.

3. If a match is interrupted or suspended for more than 24 hours (pre-match) or 48 hours (live), all bets on this match receive a winning odds equal to "1", unless the results of the bets have already been determined at the time of the interruption match.

4. If the game is postponed for more than 24 hours (pre-match) or 48 hours (live), bets will be settled with odds "1".

5. If in any frame one of the players was awarded a technical defeat, then in this frame the handicap and total for this frame will be calculated with the odds “1”, unless the results of the bets have already been determined at the time the match was stopped.

6. Bets on the winner of the tournament.

If the player refuses to participate in the tournament before its start, the odds for winning bets are assumed to be "1".

7. Bets on “n-th frame: First colored ball in a pocket”.

It is necessary to determine what color will be the first abandoned ball among the colored balls (yellow, green, brown, blue, pink, black) in the frame.

246; UFC,; UFC 334: Gane vs. Hokit; 15 November; Elder, Evan; Sanches, Samuel; 02:20; Gordon, Jared; Costa, Melquizael; 3.94; 03:20; Chiasson, Macy; Mesquita, Beatriz; 2.61; 1.44; Johnson, Donte; Almeida, Cesar; Miller, Jim; Mckinney, Terrance; 2.66; Dober, Drew; Duncan, Chris; Thompson, Stephen; Radtke, Charles; 1.78; Hasan, Bilal; Gurule, Luis; 1.09; 6.18; Medic, Uros; Holland, Kevin; Borralho, Caio; Belgaroui, Yousri; 1.58; 2.24; Harrison, Kayla; Nunes, Amanda; 1.51; 2.39; +2; Gane, Ciryl; Hokit, Josh; UFC Fight Night: Bonfim vs. Brady; 8 November; Parsons, Jonny; Nascimento De Souza, Jose Henrique; 2.71; 1.69; +6; Cachoeira, Priscila; Milosevic, Nina; 4.18; Nakamura, Keiichiro; Schmid, Ollie; 3.38; 1.28; 3.33; 1.92; Delano, Jose; Magomedov, Murtazali; 1.91; Raposo, Mitch; Degli, Marcos; 2.72; 2.68; 1.73; 03:00; Silva, Karine; Fernandes, Gabriella; 2.73; 2.69; 2.34; Lorenco, Gabriel; Petersen, Thomas; 2.22; Kondratavicius, Mantas; Petroski, Andre; 3.28; 2.60.

MyStake Sportsbook; Go back; Financials; Mentions; Climate And Weather; Commodities; Economics; Entertainment; Science And Technology; Companies; Crypto; Social; Health.

When will NVIDIA release Vera Rubin?

Before Jan 2027; 1.02; 5.56; Before Oct 2026; 1.33; 5 MARKETS; Talen Energy TWh generation in fiscal 2026; Above 46 Twh; 16.67; Above 47 Twh; 21 MARKETS; Wingstop total system-wide restaurants in fiscal 2026; Above 3500; 2.94; Above 3400; 11.11; 9 MARKETS; Wingstop US same store sales growth in Q2; Above 4%; Above 0%; 12.50; Domino's total US stores in Q3; Above 7250; Above 7300; Domino's US same store sales growth in Q3; Above 2%; 10 MARKETS; Charles Schwab active brokerage accounts in Q3; Above 41 Million; 9.09; Above 40.2 Million; 12 MARKETS; Wingstop total system-wide restaurants in Q2; Above 3200; Above 3300; 33.33; 7 MARKETS; First Solar megawatts sold in Q2; Above 3300 MW; Above 3400 MW; 11 MARKETS; Wingstop US same store sales growth in fiscal 2026; Above -2%; Alaska Air passenger load factor in Q3; Above 83.5%; 6.67; Above 84.5%; Google search paid clicks change in Q3; Above 16%; 3.70; Above 17%; American Airlines passenger load factor in fiscal 2026; 8 MARKETS; American Airlines passenger load factor in Q3; Alaska Air passenger load factor in fiscal 2026; 7.14; View More.

SUMO; Competition rules of Sumo:; I - Description.

Sumo is a national Japanese wrestling (Japanese martial arts).

It combines elements of single combat, show and religious rites. Such a philosophical ritual, as a greeting before the fight there is not any kinds of sport. Opponents greet each other, gesturing that they came with intentions, without weapons, and are ready in an honest fight to prove thein superiority. The main components of Japanese sumo wrestling are spirit, technique, body. One of the main principles of sumotori sounds such as: having won, not ignorance; losing, do not fall!

The platform for the sumo (dohyo) presents a ring raised above the ground and rest on a clay foundation, the circle for wrestling enclose by bundles of rice straw, the ends of which are dug into the ground.

Two wrestlers take part in the bout. The winner is the one who pushes the opponent out of the arena or touch him the ground of anybody among the foot. During the bout wrestlers come out in a special belt, reaching a length 9 meters and 80 cm in width, which is tired around the waist between the legs, akin to wrestling trunks. Before the beginning wrestling, the wrestlers perform different ritual actions with symbolic values: going to the dohyo, scattering salt to clean the arena from evil forces, perform special sit-ups the siko. The bout is preceded by the psychological wrestling of the sikiri, when crouch with fists, wrestlers slowly converge closely and gaze each other steadfastly (niramiai) trying to intimidate the enemy and then begin the bout.

In general, the bout lasts from several seconds to several minutes and is full of tense moments, which is especially acute because of the gigantic size of participants weighting 150 kg and up to150 kg.

II - Place of holding the competition (dohyo).

Competitions by sumo are held on a square sports ring 7,27 meters on a side which called dohyo.

There are two types of dohyo:; - the mori-dohyo clay earthen trapezoid 34 or 60 cm high;.

-the hira-dohyo which is used for training and for competitions in the occasion of absence Mori-Doha.

The wrestling arena is a circle with a diameter of 4.55 meters. The center of this is the intersection of two diagonal lines of the square. Rice straw bales – sebudavara, bound the perimeter of wrestling arena.

In the center of the circle from the eastern and western sides of the dohyo to the surface at a distance of 70 cm from each other two starting lines of white color (sikirisen). The length of sikirisen is 80 cm, width is 6 cm.

The circle sprinkles with sand inside. Sand is also scattered outside the circle near sebyu-davara, about 25 cm wide, so that “control” line is formed - dzianome. In disputed cases, the presence or absence of traces dzianome helps to determine correctly the outcome of the bout.

III - The composition of the referee body.

The referee body include the chief referee, the deputy chief referee, the chief secretary, the referees, informatory and other service staffs. The chief referee is responsible for doing all regulations connecting to general refereeing regulations including the referee body.

IV - The composition of the referee body.

The referee body consist of 6 people: leader of the team – simpante, referee - gedzi, 4 judges - simpani.

V - Rules of the wrestling.

The following positions are determined the winner of the bout except for special situations:

the wrestler will win if the opponent touch with any part of the body step out of the dohyo in the sebyu-davara;

the wrestler will win to force his opponent to touch the ground with any part of his body other than the soles of his feet within sebyu-davara.

The special case includes the situation of shini-tai ("dead body”) that inevitably leads to defeat in order to soften.

The attacker does not lose the bout, touching the dohyo with his hand, with the fall and avoid injury at the conclusion of the technical action, because of which the enemy falls into the position of shini-tai. This situation called kabaite.

The attacker does not lose the bout, because of the sebu-davara, in order to crumple the falling and avoid injuries at the completion of the technical action, in the result of which the opponent falls into the position of the shini-tai. This situation is called cabaiasi.

The attacker does not lose the bout, standing up for the sebu-davara, when he lifts the opponent and takes him out of his sebu-davara. This situation called okuriasi. However, the attacker loses the bout if by carrying out this technical action; he goes beyond the sebu-davara with his back to the front.

The attacker does not lose the bout; if during the performance of the victory throw the lifting of his foot touches the dohyo.

It is not a defeat if the horizontal front part of the mawashi (oricomi) touches the dohyo.

A wrestler may be announced defeated by a decision of the judges in the following cases:

if he cannot continue the fight because of an injury; if he holds a kindzite (forbidden actions);; if he finishes independently the bout;; If he did not intentionally rise from the starting position;; if he does not fulfill the gyotsi commands;.

If he did not appear in the waiting sector after the second official call; If the maebukuro (Gulfik) the Mawashi is unleashed and falls during the bout.

If the bout lasts longer than the set time, but the winner is not determined, it stops and a re-fight is held.

V - Forbidden actions (kinjita); The following actions are prohibited in sumo:; Punching or poking with your fingers;; Kicking in the chest or stomach;; The hair pulling;; Seizure by the throat:; Griping for the vertical parts of mavasi,; Wringing the opponent’s fingers;; Biting;.

Direct blowing to the head.

VI – Rituals.

As in other traditional martial arts in Japan, they preserve and honor the arts of rituals and etiquette in Sumo.

Purification by water and shikiri Rituals consist of ritsu-rei (bow standing), tiritezu Tiritidzu is a unique ritual, originating from the ancient Japanese.

Tiritidzu is a unique ritual that originates from the ancient Japanese custom of washing a warrior before a battle.

The custom of washing the warrior before the wrestling. The ritual tiritezu Tiritidzu is performed by both wrestlers simultaneously at the exit on the dohyo. They crouch in the pose of the sonok, balancing on their toes. The heels are torn off the floor, the body and head are held straight, the hands are lowered to the knees. The wrestlers put their hands down and nod to each other. Then the athletes reduce their arms outstretched at the chest level, spread them to the sides with their hands down and again reduce them from the front with cotton in the palms, straighten their arms and spread them to the sides parallel to the ground with the palms up, and at the end of the ritual turn their hands downwards. Sikiri pre-start preparatory movements. The wrestlers sit on the court spreading their legs wide and tilting the body forward. Hips and shoulders at the same time hold horizontally, and hands clenched in fists, rest on the surface of the dohyo along the Sykirisen, without touching, which corresponds to the position "ready!"

Sakiri ritual - The transition from Tatiyai (starting jerk-rise) must be carried out by the sikiri in the athletes at the same time. Rituals are an integral and important part of sumo and must perform without haste, with dignity and calmness, emphasizing harmony and greatness.

VII - Bout.

The duration of the bout for adults 18 years and older is 5 minutes. If after the specified time the winner is not determined, a repeated fight (torinosi) is appointed. The next bout any break between fights is not installed. begins immediately after the end of the previous one.

VIII - Challenge participants; Participants of the competition go to dohyo-damari in the following order:.

in team competitions, the two teams that are to perform the next must leave and settle in dohyo-damari until the end of the previous meeting;

in personal competitions the wrestler must be in Dohadamari for 2 seizures to his own.

Being on dohyo and dohyo-damari, the participants of the competitions should behave with dignity, do not allow rude expressions, so as not to infringe upon the feelings of others.

The wrestlers are invited to the dohyo by the informant judge on the microphone in a loud and distinct voice 2 times. If, after the second official call, the competitor does not go to dohyo, he is considered defeated.

IX - Representation of participants.

The wrestlers take part in the competitions under the numbers they received at the draw. The informant judge represents all wrestlers in each weight category at the beginning of the competition by name. Before the start of each bout, participants are listed by name with their data (age, height and weight), titles and titles.

X - The beginning of the bout.

The fight begins on a team of gyoji after performing the necessary rituals.

XI - Stop the bout.

The gyoji can stop the fight one or more times due to injury, disorder in clothing (mawashi) or for some other reason not depending on the participant's desire.

The time spent on breaks per one wrestler can be established by the Regulations on competitions.

XII - The end of the bout.

The fight ends when the ghouli, having determined the outcome of the bout, announces: "Cebu atta!" - and pointing with his hand to the direction of Doha (East or West), with which the winner started the fight. Wrestlers on this team must stop the fight.

XIII - The announcement of the winner (katininori).

After the end of the bout and the announcement of "Cebu Atta!'', gyoji and wrestlers return to their original positions.

The loser performs a bow (Ray) and leaves Doha. The winner takes a pose of a dream and after the gyoji, pointing to him with his hand, will announce "Higashi no Kati!" ("Victory of the East!") or "Nishi-no Kati!" ("Victory of the West!"), Stretches his right hand to the side and down.

In the case of termination of the bout due to the use of one of the wrestlers of a prohibited admission, the winner's announcement occurs in the established order. In the event that one of the wrestlers cannot continue the fight because of a trauma, his opponent takes a pose of a dream, and the gyoji in the established order declares him the winner.

In case one of the loser-wrestlers, the wrestler who emerges on the dojo accepts the pose of the dream, and the gyoji in the established order declares him the winner.

XIV - Clothes.

Competitors must wear a loincloth belt-mawashi. However, amateur sumo is allowed under mawashi to dress the trunks or tight-fitting shorts of black color.

The width of the mawashi is 40 cm, a certain length does not prescribed, but the length of the mawashi should be sufficient to wrap it around the athlete's torso 4-5 times.

Athletes do not go to the wrestle with the objects they are wearing, which can injure the opponent. This primarily applies to metal ornaments (rings, bracelets, chains, etc.). The fighter's body must be completely clean and dry, the nails on the arms and legs are short-cropped. The emblem of the club, federation, number, etc. it is allowed to attach to mawashi.

a. If the match does not take place or one of the fighters surrenders or does not appear, then the bet is returned.

b. If, before the start of the match one of the declared participants refused or was replaced, then bets on this event are subject to return.

c. The following betting positions are offered:; 2. Winning method.

With what technique the victory was achieved.

3. Tournament winner.

The bet is calculated only after the end of the tournament according to the actually fixed result at the time of the end of the tournament. Judicial and other decisions to cancel / change the results of the tournament, made after its end, are not taken into account. If before the start of the match one of the declared participants refused or was replaced, then bets on this event are subject to return.

4. Types of rates not listed above may also be offered.

If the "double Asian handicap" bet of $ 400 was placed on: Manchester United

Payout: (200 * 2.0 + 200 * 2.0) = $ 800, and the bet odds in the "Parlay" are equal to 800/400 = 2.0.

Payout: (200 * 0.0 + 200 * 1.0) = $ 200, and the bet odds in the "Parlay" are equal to 200/400 = 0.5.

Payout: (200 * 0.0 + 200 * 0.0) = $ 0, and the bet odds in the "Parlay" are equal to 0/400 = 0.0.

If the "double Asian handicap" bet of $ 400 was placed on: Liverpool.

Payout: (200 * 1.8 + 200 * 1.8) = $ 720, and the bet odds in the "Parlay" are equal to 720/400 = 1.8.

Payout: (200 * 1.8 + 200 * 1.0) = $ 560, and the bet odds in the "Parlay" are equal to 560/400 = 1.4.

Payout: (200 * 2.0 + 200 * 1.0) = $ 600, and the bet odds in the "Parlay" are equal to 600/400 = 1.5

Payout: (200 * 2.0 + 200 * 1.0) = $ 600, and the bet odds in the "Parlay" are equal to 600/400 = 1.5.

Payout: (200 * 0.0 + 200 * 1.0) = $ 200, and the bet odds in the "Parlay" are equal to 200/400 = 0.5

Payout: (200 * 1.8 + 200 * 1.0) = $ 560, and the bet odds in the "Parlay" are equal to 560/400 = 1.4

$400.

Payment: (200*1.0+200*0) = $ 200, and the bet odds in the "Parlay" are equal to 200 / 400 = 0.5

Payment: (200 * 1.0 + 200 * 1.8) = $ 560, and the bet odds in the "Parlay" are equal to 560/400 = 1.4

Payment: (200 * 0 + 200 * 0) = $ 0, and the bet odds in the "Parlay" are equal to 0/400 = 0

Payment: (200 * 1.9 + 200 * 1.9) = $ 760, and the bet odds in the "Parlay" are equal to 760/400 = 1.9

Simulate Reality.

Simulate uses real-world fixtures and odds to generate an on-demand virtual outcome. The results of all Simulate bets are determined by a Random Number Generator (RNG),

The outcome is not related to real life fixtures. Real money will be used for your Simulated bet

ensuring fair and unbiased outcomes independent of actual match results.

Markets that can be Simulated:; Three Way; Half-Time Three Way; Competitor 1 Goal/No Goal; Competitor 2 Goal/No Goal; Double Chance; HT Double Chance; 1st Half Correct Score; 2nd Half Correct Score; Over/Under; Competitor 1 Over/Under; Competitor 2 Over/Under; Three Way and Over/Under; HT Goal Goal; Goal Goal; Three Way and Goal/No Goal; HT Three Way; Total Goals; Total Goals Odd/Even; Rules of the official sports competition Ultimate Penalty League; Competition Rules; 1. General Provisions.

Ultimate Penalty League is a competition in the EA SPORTS FC 26 sports simulator on the PlayStation 5 platform.

All matches are held offline at the Organizer's venue.

Matches are played in a 1-on-1 format according to the established schedule.

The planned interval between the start of matches is 5 minutes.

2. Competition Format.

The competition is held daily. The game day runs from 07:00 to 23:00 UTC.

The game day is divided into stages lasting 4 hours each.

3 players take part in each stage.

Player pairings and the sequence of matches are determined by the Organizer.

3. Match Format.

A match is a series of penalty kicks in EA SPORTS FC 26.

Players take their kicks in turn.

Each player takes no fewer than 3 and no more than 5 penalty kicks.

After each player has taken three kicks, the series may be ended early if the remaining kicks can no longer affect the determination of the winner.

If the winner is not determined after three kicks, the series continues, but no more than up to five kicks per player.

If, after five kicks each, the number of penalties scored is equal, the match ends in a draw. No additional penalty series is held.

The planned interval between consecutive kicks is 15 seconds.

4. Match Result and Scoring.

The winner of an individual match is the player who has scored more penalties by the time the series ends.

Possible match outcomes:; victory of the first player;; draw;.

victory of the second player.

For each match played, a participant is awarded a calculated number of tournament points, determined depending on the result and the course of the match.

The calculation of points takes into account, among other things:; the number of penalties scored;; the number of penalties missed/conceded;; the difference between penalties scored and missed/conceded;; the number of kicks required to determine the winner;.

early termination of the series.

Thus, the number of points for a win or another result may differ depending on how quickly the winner was determined and with what final score the match ended.

Points earned by a participant across all matches of the corresponding stage are summed.

The winner of a stage is the participant who has accumulated the highest total number of points across all matches of the stage.

The procedure and formula for calculating tournament points are established by the Organizer and applied uniformly to all participants of the competition.

5. Conditions of Play.

Game teams, simulator settings, and equipment are determined by the Organizer.

During a match it is prohibited to intentionally pause the game, open the PlayStation system menu, or perform actions that prevent the normal conduct of the match.

Any actions aimed at obtaining an unfair advantage or intentionally altering the outcome of a match are prohibited.

The official result is the one recorded and confirmed by the Organizer.

6. Technical and Disputed Situations.

In the event of a technical failure, the Organizer or referee decides whether to continue the match, restore it, or replay it.

If the results of kicks already taken can be reliably determined, they are preserved when the match resumes.

In disputed situations, video recordings of the match, in-game data, and technical logs may be used.

The decision of the Organizer or head referee on gameplay and technical situations is final.

Carefully read the following policy describing the refund practices for Mystake.

Make sure you understand our terms and conditions.

Refund is not available if the alleged deposit and bonuses have been played using the Services

A refund request will only be considered if it is requested within the first fourteen (14) days of the alleged transaction, or within thirty (30) calendar days if a Player alleges that another individual has accessed his/her Player Account.

In accordance with law, our users are obliged to present any certified identification within thirty (30) days, according to the demand of Mystake. If such documentation is not provided within thirty (30) days of our request, all the user funds will be canceled, while the account - closed. This kind of a decision is not subject to appeal.

All the users should be playing in a fair manner, meaning, they should not impact the result of a game using computer aids or other methods.

All costs that may occur upon refund procedure are on the player. These costs may include at the sole discretion of the Company the administrative fee in amount of 20% and any and all fees accrued during the processing of the refund

In essence boxing may well be the world's oldest sport. At its most basic it is fighting and since there has been man, there has been conflict. It is certainly at least as old as 688 BC when it was included in the ancient Olympic Games, although more regulated, codified versions of boxing date to about the 1500s. Having said that, carvings dating to the 3rd millennium BC show people fist-fighting in front of audiences so it is safe to say the art of pugilism is an ancient one indeed.

More modern rules have included Broughton's rules from 1743, the London Prize Ring rules (1838) and the more well-known Marquess of Queensbury Rules which date to 1867. At its best boxing is graceful, elegant and explosive and a magnificent example of the human body's abilities and few spectacles can match the sight of two top heavyweights going toe to toe.

Object of the fight.

Brutally enough the object of boxing could be stated as to concuss your fellow human being; a less barbaric sounding aphorism, to hit and not be hit, may be a preferred way to look at it, depending on your standpoint.

fighters & Equipment.

The exact specification of certain equipment varies according to the sanctioning body but the ring (ironically, of course, usually square) is generally around 16-25 feet (4.9-7.6m) along each side. The posts at the corner are 5ft above the level of the ring and the ring itself is usually about three or four feet off the ground on a raised platform.

Boxers wear gloves and although there has been a long history of bear-knuckle boxing, hand protection dates to Ancient Greece. Modern gloves are usually 12oz, 14oz or 16oz and are designed to protect the hand and the opponent, although there are arguments that they actually increase brain injuries by facilitating a boxer receiving more damaging blows.

Boxers are divided according to their weight with the different governing bodies having different weights and names for the groupings. Fighters only fight opponents of similar weights as physical size is so crucial to the contest.

At professional level the bouts are scored by three ringside judges using a subjective method based on which boxer they felt won each individual round. If the match is undecided by knockout, retirement or disqualification then the judges' scorecards are used. If all three judges agree the decision is unanimous, whilst if two think one fighter won it is a split decision. If two judges mark the fight level, or one does and the other two are divided, the fight is classed as a draw.

It is, however, more common for a fight, especially at the heavier weights, to be stopped before the 12 rounds are up. A boxer is knocked out if they are floored and cannot get up within 10 seconds, whilst the referee may disqualify a fighter for certain foul play. The other method of winning is by a technical knockout or TKO. If a boxer is unwilling to continue, or is deemed unable to do so by either the referee or his corner team or medical staff then it is a TKO. This can also be awarded if a fighter is knocked down a defined number of times in a round (usually three).

Winning the fight.

The winner is either as scored by the judges if the fight goes the distance or is decided by knockout, technical knockout or disqualification, as detailed above.

In amateur bouts different methods are used, for example the referee may simply decide or ringside judges use electronic scoring to count the number of blows landed.

Rules of Boxing.

The rules of boxing vary from jurisdiction to jurisdiction, and on whether it is an amateur or professional bout. A violation of the following rules is considered a foul, and can result in a warning, point deduction, or disqualification by the referee:

In professional boxing, bouts take place over 12 three-minute rounds with one-minute rest between rounds.

The only method of attack is punching with a clenched fist and you may not strike below the belt, in the kidneys or the back of your opponent’s head or neck (rabbit punch).

You cannot use the ropes for leverage.

You cannot hit an opponent when they are down on canvas.

A boxer hit with a low blow can take five minutes to recover.

If an unintentional foul (such as a clash of heads) ends the fight before four rounds are completed this is a “no contest”, from the fifth onwards the decision goes to the judge’s cards and is either a technical decision for either fighter or a technical draw.

You cannot hit below the belt, hold, trip, kick, headbutt, wrestle, bite, spit on, or push your opponent.

You cannot hit with your head, shoulder, forearm, or elbow.

You cannot hit with an open glove, the inside of the glove, the wrist, the backhand, or the side of the hand.

A boxer who is knocked down cannot be saved by the bell in any round, depending upon the local jurisdiction's rules.

A boxer who is hit with an accidental low blow has up to five minutes to recover. If s/he cannot continue after five minutes, s/he is considered knocked out.

If the foul results in an injury that causes the fight to end immediately, the boxer who committed the foul is disqualified.

If the foul causes an injury but the bout continues, the referee orders the judges to deduct two points from the boxer who caused the injury.

If a boxer is knocked out of the ring, he gets a count of 20 to get back in and on his feet. He cannot be assisted.

In some jurisdictions the standing eight-count or the three knockdown rule also may be in effect.

In other jurisdictions, only the referee can stop the bout.

You cannot spit out your mouthpiece on purpose to get a rest.

When the referee breaks you from a clinch, you have to take a full step back; you cannot immediately hit your opponent--that's called "hitting on the break" and is illegal.

You can't hold your opponent and hit him at the same time, or duck so low that your head is below your opponent's belt line.

If you score a knockdown of your opponent, you must go to the farthest neutral corner while the referee makes the count.

A floored boxer has up to ten seconds to get back up on his feet before losing the bout by knockout.

1. Date: If the fight is postponed and will be held no later than 24 hours after the originally planned date of the fight, then all previously placed bets are valid for the newly organized fight. If within 24 hours after the scheduled date of the match did not take place, then all placed bets are considered void and are subject to return (Calculated with odds 1). If a boxing match is interrupted or suspended for more than 24 hours, all bets on this match receive a winning odds equal to "1"; if it is played out within 24 hours, all bets on it will remain.

In the case of live bets, the company has to wait 48 hours. If the match is not continued within 48 hours, the bet will be void.

2. The result announced at the end of the fight is final. This concerns the recalculation of the points entered by the judges in the scoresheet. If the outcome of the fight is a “technical draw”, the winning result of the bet is a draw.

3. The fight is considered to have started after the first bell. When playing to win one of the participants, the concept of "victory" means victory on points, victory by knockout (KO), victory by technical knockout (TKO), disqualification (DQ) of the opponent or his refusal.

4. The term "early victory" means a knockout, technical knockout, disqualification of an opponent or his refusal (KO, TKO, DQ).

5. The concept of "victory on points" means a victory won by the decision of the judges after the end of all rounds of the bout.

6. If the planned number of rounds has changed, then all bets on the result of the battle remain valid, and bets on the number of rounds are subject to refund.

7. If one of the participants in the fight is replaced by another participant, all bets on this fight are subject to return.

8. Round bet: Bets are accepted on the round in which the match ends. If any of the boxers does not qualify for the next round, then the previous completed round is considered a "victorious" result in this type of bets.

9. Knockdown / countdown in the round: For this type of bets only knockdowns are taken into account, as a result of which the judge opens the countdown, or if the judge himself initiates the countdown. (Falls on slippery floors and other similar incidents are not counted.)

10. Total Rounds - The total number of rounds in a fight. Must be more or less than a certain amount. If the fight is stopped due to surrender or knockout, the round in which this happened is considered to be completely held.

In case of bets on total amount of rounds: (Over 1.5 Rounds = Round 2 (1min 30sec and after), Under 1.5 Rounds = Round 2 (1min 29sec and before)) The precision of seconds is necessary.

American Football is one of the biggest North American sports. Whilst the game is played worldwide, the professional leagues in North America (such as the NFL) easily attract the best players in the world making its leagues the most competitive. The pinnacle of the sport comes in the form of the Super Bowl played out every year to millions of people around the world.

American football evolved in the United States, originating from the sports of soccer and rugby. The first American football match was played on November 6, 1869, between two college teams, Rutgers and Princeton, using rules based on the rules of soccer at the time. A set of rule changes drawn up from 1880 onward by Walter Camp, the "Father of American Football", established the snap, the line of scrimmage, eleven-player teams, and the concept of downs. Later rule changes legalized the forward pass, created the neutral zone and specified the size and shape of the football. The sport is closely related to Canadian football, which evolved in parallel with and at the same time as the American game (although their rules were developed independently from that of Camp's). Most of the features that distinguish American football from rugby and soccer are also present in Canadian football. The two sports are considered the primary variants of gridiron football.

American football is the most popular sport in the United States. The most popular forms of the game are professional and college football, with the other major levels being high school and youth football. As of 2012, nearly 1.1 million high school athletes and 70,000 college athletes play the sport in the United States annually. The National Football League, the most popular American football league, has the highest average attendance of any professional sports league in the world. Its championship game, the Super Bowl, ranks among the most-watched club sporting events in the world. The league has an annual revenue of around US$13 billion. Other professional leagues exist worldwide, but the sport does not have the international popularity of other American sports like baseball or basketball.

The object of American football is to score more points than your opponents in the allotted time. To do this they must move the ball down the pitch in phases of play before eventually getting the ball into the ‘end zone’ for a touchdown. This can be achieved by either throwing the ball to a teammate or running with the ball.

Each team gets 4 chances (downs) to move the ball 10 yards forward. Once they pass the 10 yards their downs reset and they start again for another 10 yards. After 4 downs have passed and they have failed to make it over the 10 yards required the ball will be turned over to the defensive team.

Whilst there are only 11 players from each team on the field at any team, an American football team is actually made up of 45 players. The teams are generally split into three groups of attacking (generally smaller, stronger, faster type of players, including a quarterback who is said to run the attacking plays and throw the ball to their teammates), defense (larger, more powerful players designed to stop players from running) and special team players (responsible for the kicking and punting side of the game with a mixture of larger and faster players).

Protective equipment in gridiron football ("football gear") consists of equipment worn by football players for the protection of the body during the course of a football game. Basic equipment worn by most football players include helmet, shoulder pads, gloves, shoes, and thigh and knee pads, a mouthguard, and a jockstrap or compression shorts with or without a protective cup. Neck rolls, elbow pads, hip pads, tailbone pads, rib pads, and other equipment may be worn in addition to the aforementioned basics. Football protective equipment is made of synthetic materials: foam rubbers, elastics, and durable, shock-resistant, molded plastic. Football protective equipment has remained consistent in use for decades with some slight modifications made over the years in design and materials. The assignment and maintenance of football gear belongs to the team equipment manager.

Helmet − Comprises of jaw pads, an integrated face mask, chin strap, mouth guard and particular shock absorbents to reduce the force of impacts of the ball.

Shoulder Pads − A key equipment with hard outer made of plastic and shock absorbing foam inside, gives the players a broad-shouldered look

Arm Pads − Light and flexible arm pads help the players to be bruise free.

Elbow Pads − Protect and deforms the impact with its skin-tight webbing.

Rib pads − Absorb and distribute the shock through the rib pad specially designed to normalize players body temperatures and protects against injuries.

Hip & tailbone pads − Are put into the pouches of the belt worn under the pants.

Thigh & knee Pads − Quilted pads made of plastic and foam and are put into the pockets stitched inside the pants

Gloves − Hand gloves are not mandatory for the players but the thick padding linen helps to protect fingers and hands.

Cleats (footgear) − Players need perfect sole footwear with spikes called “cleats” below the sole designed specifically for games on the grass

Jersey − A nylon material loose coloured shirt with coloured side panels are worn by all the players. Usually the players name and number are mentioned by his team colour.

Pants − A nylon mesh coloured pant with four individual pockets on the inner side of the pant to hold thigh & knee pads. Hip and tailbone pads with a safety belt to secure the pads is also provided.

An American football field is generally around 100 yards long and 160 yards wide. Lines are drawn on the field at 10-yard interval to indicate how far each team has to go before reaching the end zone. The end zones are added at each end of the pitch and are roughly 20 yards in length each. Posts can also be found at each end of which the kicker kicks the ball over.

When a player scores a touchdown six points are awarded to their team. A touchdown can be scored by either carrying the ball into the end zone or receiving the ball from a pass whilst in the end zone. After a touchdown has been scored the attacking team have opportunity to kick the ball for an extra point. The ball must pass between the upright posts for a successful kick.

A field goal can be scored from anywhere on the pitch at any time (usually on the final down) and a successful kick will result in three points. A safety is where the defensive team manages to tackle an attacking opponent in their own end zone; for this the team will receive 2 points.

Advancing the ball and downs.

There are two main ways the offense can advance the ball: running and passing. In a typical play, the center passes the ball backwards and between their legs to the quarterback in a process known as the snap. The quarterback then either hands the ball off to a back, throws the ball, or runs with it. The play ends when the player with the ball is tackled or goes out-of-bounds or a pass hits the ground without a player having caught it. A forward pass can be legally attempted only if the passer is behind the line of scrimmage; only one forward pass can be attempted per down. Like in rugby, players can also pass the ball backwards at any point during a play. In the NFL, a down also ends immediately if the runner's helmet comes off.

The offense is given a series of four plays, known as downs. If the offense advances ten or more yards in the four downs, they are awarded a new set of four downs. If they fail to advance ten yards, possession of the football is turned over to the defense. In most situations, if the offense reaches their fourth down they will punt the ball to the other team, which forces them to begin their drive from farther down the field; if they are in field goal range, they might attempt to score a field goal instead. A group of officials, the chain crew, keeps track of both the downs and the distance measurements. On television, a yellow line is electronically superimposed on the field to show the first down line to the viewing audience.

Kicking.

There are two categories of kicks in football: scrimmage kicks, which can be executed by the offensive team on any down from behind or on the line of scrimmage, and free kicks. The free kicks are the kickoff, which starts the first and third quarters and overtime and follows a try attempt or a successful field goal; the safety kick follows a safety.

On a kickoff, the ball is placed at the 35-yard line of the kicking team in professional and college play and at the 40-yard line in high school play. The ball may be drop-kicked or place-kicked. If a place kick is chosen, the ball can be placed on the ground or a tee; a holder may be used in either case. On a safety kick, the kicking team kicks the ball from their own 20-yard line. They can punt, drop-kick or place-kick the ball, but a tee may not be used in professional play. Any member of the receiving team may catch or advance the ball. The ball may be recovered by the kicking team once it has gone at least ten yards and has touched the ground or has been touched by any member of the receiving team.

The three types of scrimmage kicks are place kicks, drop kicks, and punts. Only place kicks and drop kicks can score points. The place kick is the standard method used to score points, because the pointy shape of the football makes it difficult to reliably drop kick. Once the ball has been kicked from a scrimmage kick, it can be advanced by the kicking team only if it is caught or recovered behind the line of scrimmage. If it is touched or recovered by the kicking team beyond this line, it becomes dead at the spot where it was touched. The kicking team is prohibited from interfering with the receiver's opportunity to catch the ball. The receiving team has the option of signaling for a fair catch, which prohibits the defense from blocking into or tackling the receiver. The play ends as soon as the ball is caught and the ball may not be advanced.

The team with the most points at the end of the game will be deemed the winner. If the points are tied then over time will come into play where the teams will play an additional quarter until a winner is found.

Rules of American Football.

Games last for four 15-minute quarters. A 2-minute break between the 1st & 2nd and 3rd & 4th quarters is had along with a 15-minute rest between 2nd and 3rd quarters (half time).

Each team has 4 downs to gain 10 or more yards. They can either throw or run the ball to make the yards. As soon as the team gains the required yards then the downs reset and the yardage resets. Failure to make the yardage after 4 downs will result in a turnover.

There are hundreds of different plays that players can run on any down. Plays are made up by the teams and often have players running all over the place (routes) in what is essentially organised chaos. The head coach or quarter back calls the on field plays for the attacking team whilst the defensive captain calls the plays for the defensive team.

At the start of every game is the coin toss to decide which team receives the ball first and which side of the pitch they want to start from.

The game begins with a kick-off where one team punts the ball down field for the other team to then run back with the ball as far as possible.

On fourth down the offence has the option to either try to make up the yards they are short or to kick the ball. If they decide to kick, they have two options; to punt or to try for a field goal. Depending on their position on the pitch will usually dictate their paly. Anything within 40 yards or so of the opposition’s goal posts will result in a field goal attempt. Further back will likely mean they take the punt option.

Teams and positions.

A football game is played between two teams of 11 players each. Playing with more on the field is punishable by a penalty. Teams may substitute any number of their players between downs; this "platoon" system replaced the original system, which featured limited substitution rules, and has resulted in teams utilizing specialized offensive, defensive and special teams units.

Individual players in a football game must be designated with a uniform number between 1 and 99. NFL teams are required to number their players by a league-approved numbering system, and any exceptions must be approved by the Commissioner. NCAA and NFHS teams are "strongly advised" to number their offensive players according to a league-suggested numbering scheme.

Although the sport is played almost exclusively by men, women are eligible to play in high school, college, and professional football. No woman has ever played in the NFL, but women have played in high school and college football games In 2018, 1,100 of the 225,000 players in Pop Warner Little Scholars youth football were girls, and around 11% of the 5.5 million Americans who report playing tackle football are female according to the Sports and Fitness Industry Association. Women can also serve as officials; Sarah Thomas became the NFL's first female official in 2015.

Offensive unit.

The role of the offensive unit is to advance the football down the field with the ultimate goal of scoring a touchdown.

Diagram showing a green background with a white horizontal line dividing it into two-halves, with eleven small blue squares representing defense players in a formation above the line, and eleven small red circles representing offense players in another formation below the line, with two text captions "Defense" and "Offense", the former placed above the line and the latter below the line.

The offensive team must line up in a legal formation before they can snap the ball. An offensive formation is considered illegal if there are more than four players in the backfield or fewer than five players numbered 50–79 on the offensive line. Players can line up temporarily in a position whose eligibility is different from what their number permits as long as they report the change immediately to the referee, who then informs the defensive team of the change. Neither team's players, except the center (C), are allowed to line up in or cross the neutral zone until the ball is snapped. Interior offensive linemen are not allowed to move until the snap of the ball.

The main backfield positions are the quarterback (QB), halfback/tailback (HB/TB) and fullback (FB). The quarterback is the leader of the offense. Either the quarterback or a coach calls the plays. Quarterbacks typically inform the rest of the offense of the play in the huddle before the team lines up. The quarterback lines up behind the center to take the snap and then hands the ball off, throws it or runs with it.

The primary role of the halfback, also known as the running back or tailback, is to carry the ball on running plays. Halfbacks may also serve as receivers. Fullbacks tend to be larger than halfbacks and function primarily as blockers, but they are sometimes used as runners in short-yardage situations and are seldom used in passing situations.

The offensive line (OL) consists of several players whose primary function is to block members of the defensive line from tackling the ball carrier on running plays or sacking the quarterback on passing plays. The leader of the offensive line is the center, who is responsible for snapping the ball to the quarterback, blocking, and for making sure that the other linemen do their jobs during the play. On either side of the center are the guards (G), while tackles (T) line up outside the guards.

The principal receivers are the wide receivers (WR) and the tight ends (TE). Wide receivers line up on or near the line of scrimmage, split outside the line. The main goal of the wide receiver is to catch passes thrown by the quarterback, but they may also function as decoys or as blockers during running plays. Tight ends line up outside the tackles and function both as receivers and as blockers.

Defensive unit.

The role of the defense is to prevent the offense from scoring by tackling the ball carrier or by forcing turnovers (interceptions or fumbles).

The defensive line (DL) consists of defensive ends (DE) and defensive tackles (DT). Defensive ends line up on the ends of the line, while defensive tackles line up inside, between the defensive ends. The primary responsibilities of defensive ends and defensive tackles are to stop running plays on the outside and inside, respectively, to pressure the quarterback on passing plays, and to occupy the line so that the linebackers can break through.

Linebackers line up behind the defensive line but in front of the defensive backfield. They are divided into two types: middle linebackers (MLB) and outside linebackers (OLB). Linebackers are the defensive leaders and call the defensive plays. Their diverse roles include defending the run, pressuring the quarterback, and

guarding backs, wide receivers and tight ends in the passing game.

The defensive backfield, often called the secondary, consists of cornerbacks (CB) and safeties (S). Safeties are themselves divided into free safeties (FS) and strong safeties (SS). Cornerbacks line up outside the defensive formation, typically opposite a receiver to be able to cover them. Safeties line up between the cornerbacks but farther back in the secondary. Safeties are the last line of defense and are responsible for stopping deep passing plays as well as running plays.

Special teams unit.

The special teams unit is responsible for all kicking plays. The special teams unit of the team in control of the ball tries to execute field goal (FG) attempts, punts and kickoffs, while the opposing team's unit will aim to block or return them.

Three positions are specific to the field goal and PAT (point-after-touchdown) unit: the placekicker (K or PK), holder (H) and long snapper (LS). The long snapper's job is to snap the football to the holder, who will catch and position it for the placekicker. There is not usually a holder on kickoffs, because the ball is kicked off a tee; however, a holder may be used in certain situations, such as if wind is preventing the ball from remaining upright on the tee. The player on the receiving team who catches the ball is known as the kickoff returner (KR).

Officials and fouls.

Officials are responsible for enforcing game rules and monitoring the clock. All officials carry a whistle and wear black-and-white striped shirts and black hats except for the referee, whose hat is white. Each carries a weighted yellow flag that is thrown to the ground to signal that a foul has been called. An official who spots multiple fouls will throw their hat as a secondary signal. The seven officials (of a standard seven-man crew; lower levels of play up to the college level use fewer officials) on the field are each tasked with a different set of responsibilities:

The referee is positioned behind and to the side of the offensive backs. The referee is charged with oversight and control of the game and is the authority on the score, the down number, and any rule interpretations in discussions among the other officials. The referee announces all penalties and discusses the infraction with the offending team's captain, monitors for illegal hits against the quarterback, makes requests for first-down measurements, and notifies the head coach whenever a player is ejected. The referee positions themselves to the passing arm side of the quarterback. In most games, the referee is responsible for spotting the football prior to a play from scrimmage.

The umpire is positioned in the defensive backfield, except in the NFL, where the umpire is positioned lateral to the referee on the opposite side of the formation. The umpire watches play along the line of scrimmage to make sure that no more than 11 offensive players are on the field before the snap and that no offensive linemen are illegally downfield on pass plays. The umpire monitors contact between offensive and defensive linemen and calls most of the holding penalties. The umpire records the number of timeouts taken and the winner of the coin toss and the game score, assists the referee in situations involving possession of the ball close to the line of scrimmage, determines whether player equipment is legal, and dries wet balls prior to the snap if a game is played in rain.

The back judge is positioned deep in the defensive backfield, behind the umpire. The back judge ensures that the defensive team has no more than 11 players on the field and determines whether catches are legal, whether field goal or extra point attempts are good, and whether a pass interference violation occurred. The back judge is also responsible for the play clock, the time between each play, when a visible play clock is not used.

The head linesman/down judge is positioned on one end of the line of scrimmage. The head linesman/down judge watches for any line-of-scrimmage and illegal use-of-hands violations and assists the line judge with illegal shift or illegal motion calls. The head linesman/down judge also rules on out-of-bounds calls that happen on their side of the field, oversees the chain crew and marks the forward progress of a runner when a play has been whistled dead.

A modern down indicator box is mounted on a pole and is used to mark the current line of scrimmage. The number on the marker is changed using a dial.

The side judge is positioned twenty yards downfield of the head linesman. The side judge mainly duplicates the functions of the field judge. On field goal and extra point attempts, the side judge is positioned lateral to the umpire.

The line judge is positioned on the end of the line of scrimmage, opposite the head linesman. They supervise player substitutions, the line of scrimmage during punts, and game timing. The line judge notifies the referee when time has expired at the end of a quarter and notifies the head coach of the home team when five minutes remain for halftime. In the NFL, the line judge also alerts the referee when two minutes remain in the half. If the clock malfunctions or becomes inoperable, the line judge becomes the official timekeeper.

The field judge is positioned twenty yards downfield from the line judge. The field judge monitors and controls the play clock, counts the number of defensive players on the field and watches for offensive pass interference and illegal use-of-hands violations by offensive players. The field judge also makes decisions regarding catches, recoveries, the ball spot when a player goes out of bounds, and illegal touching of fumbled balls that have crossed the line of scrimmage. On field goal and extra point attempts, the field judge is stationed under the upright opposite the back judge.

The center judge is an eighth official used only in the top level of college football. The center judge stands lateral to the referee, the same way the umpire does in the NFL. The center judge is responsible for spotting the football after each play and has many of the same responsibilities as the referee, except announcing penalties.

Another set of officials, the chain crew, are responsible for moving the chains. The chains, consisting of two large sticks with a 10-yard-long chain between them, are used to measure for a first down. The chain crew stays on the sidelines during the game, but if requested by the officials they will briefly bring the chains on to the field to measure. A typical chain crew will have at least three people—two members of the chain crew will hold either of the two sticks, while a third will hold the down marker. The down marker, a large stick with a dial on it, is flipped after each play to indicate the current down and is typically moved to the approximate spot of the ball. The chain crew system has been used for over 100 years and is considered to be an accurate measure of distance, rarely subject to criticism from either side.

More:; The game.

Normal play consists of two teams of 11 players on field (one on offence the other on defence) competing during four 15-minute quarters.

There are usually three ‘time-outs’ per half for each team, with a 12 minutes half-time interval.

The purpose of the game is to move the ball into the opposition's ‘end zone’, either by running with the ball until tackled, or by passing the ball to a teammate downfield, towards the end zone.

Although there are only 11 players from each side on the field at any one time, a team is actually made up of 45 players. The key player on each side is the quarterback who attempts to dictate play.

Downs.

Downs are the part of the game which often needlessly confuses newcomers. They are actually fairly straightforward. In a nutshell, the rule is as follows:

The team in possession of the ball (offence) needs to move the ball forward by at least 10 yards while they are on offence. This is why the pitch has clearly marked yardage lines on it.

They have four chances, or downs, to gain those 10 yards and if they advance the ball that far, the count resets and the team earns another set of four downs to try go a further 10 yards.

If the offensive team fails to move these 10 yards within four downs, possession is then given up and the defensive side gets their turn to play offense. Teams will usually kick for a field goal or downfield to the defending team on the fourth down to try and salvage some points before they lose possession.

Scoring in American football.

The ultimate aim in American football is similar to pretty much every other sport out there − to score more points than the opposition. Scoring is worked out in the game as follows:

Touchdown (6 Points).

A touchdown is scored when a team crosses the opposition's goal line with the ball, or catches or collects the ball in the end zone.

Field Goal (3 Points).

A team will usually attempt these on the fourth down - if the kicker is close enough to the end zone to kick the ball through between the upright posts.

Extra Point (1 Or 2 Points).

An extra point is earned by kicking the ball through the uprights after a touchdown (it’s similar to a conversion in rugby). Two points are earned by taking the ball into the end zone again, but since it is more difficult, most teams opt to take the 1pt.

Safety (2 Points).

The defensive team can gain 2 pts if they tackle a member of the offensive team with the ball in their own end zone.

Quarterback Sack.

In American football, a sack occurs when the quarterback (or another offensive player acting as a passer) is tackled behind the line of scrimmage before he can throw a forward pass, when the quarterback is tackled behind the line of scrimmage in the "pocket" and his intent is unclear, or when a passer runs out of bounds behind the line of scrimmage due to defensive pressure. This often occurs if the opposing team's defensive line, linebackers or defensive backs are able to apply pass pressure (also called a pass rush) to quickly get past blocking players of the offensive team (the quarterback's protection), or if the quarterback is unable to find a back to hand the ball off to or an available eligible receiver to catch the ball, allowing the defense a longer opportunity to tackle the quarterback.

Performing a sack is advantageous for the defending team as the offense loses a down, and the line of scrimmage retreats several yards. Even better for the defense is a sack causing the quarterback to fumble the ball at or behind the line of scrimmage; this is also known as a strip sack and can result in a turnover if the defense manages to obtain the ball. A quarterback that is pressured but avoids a sack can still be adversely affected by being forced to hurry.

Turnover.

In gridiron football, a turnover occurs when the team with the ball loses possession of the ball without kicking it, which is then gained by the other team. In American football, the two events that are officially classified as "turnovers" are fumbles (accidental loss of a live ball after a player has possession and interceptions (passes intended for a member of the passing team, but caught by a member of the defending team).

a. Overtime counts for all markets except for First Half / Match, Winning margin and Fourth Quarter Outcome.

b. If the match was interrupted and not finished within 24 hours (pre-match) or 48 hours (live), all bets are subject to return, except for bets, the outcome of which was unambiguously determined by the time the match was stopped.

c. If the start time of the match is postponed by more than 24 hours (pre-match) or 48 hours (live), all bets are returned.

d. The following positions are offered for betting on American football:.

It is proposed to determine the outcome of the match. Bets are accepted taking into account overtime.

If, as a result of the match, the total number of goals scored is equal to the total of the bet, a return occurs. Likewise, for the individual total of a team or player. Bets are accepted taking into account overtime.

If the handicap has only two options (only "Victory 1" or "Victory 2", without the "Draw" option), in case of an equal score taking into account the handicap, a return occurs (regardless of the period of the match it is offered to place a bet).

4. First half / match.

To win a bet, you need to correctly predict the outcome of the first half and the match. Overtime is not taken into account.

5. Quarter Bets.

Bets are offered on the winner, the winner with a handicap or the total points of the corresponding quarter of the match. Which team leads the match after the respective quarter is not taken into account. Overtime is not taken into account.

6. First / last touchdown writer.

To win a bet, you need to guess, respectively, the author of the first or last touchdown in the match. For bets to be valid, the player must play more than one second in the match, otherwise bets will be void.

7. First half betting.

To win a bet, you need to guess the winner of the first half of the match. Bets will be void if the match is interrupted before the end of the second quarter.

8. First / next effective action.

To win a bet, you need to guess what the first / next effective action will be: touchdown, goal in goal or safety. If the match was interrupted or ended before a touchdown, goal or safety was committed, then bets will be void.

9. Other types of bets not listed above may be offered.

The Random Number Generator (RNG) is the heart of game functionality and player confidence to game outcomes and fairness. Company has tested and certified various RNG's by a reputable license laboratory.

The source code review verified that the implementation of the RNG is in accordance with the technical requirements. This includes, but is not limited to:

a) Identification of algorithm;; b) Security of internal state, seeding and re-seeding, thread safety;.

c) Scaling for Instant game.

Our thorough tests of the RNG assess the statistical randomness, unpredictability and non-repeatability of the RNG.

RNG's or Random Number Generators are programs set on all of our Casino games, reinforcing the fact that all results remain random. These games are unable to be predicted or manipulated no matter what.

The underlying concept of provable fairness is that players have the ability to prove and verify that their results are fair and unmanipulated.

The commitment scheme is used to ensure that the player has an influence on all results generated.

Company hopes to bring an easy, enjoyable, and transparent gaming environment right to your computer or mobile device.

For the betting players the bookmaker companies create the special types of bets for more entertainment. These kinds of markets include all kinds of different bets, which in bookmaking industry is considered as a sport. These are: Special bets on regular sports, Politics, TV shows and movies, etc.

The types of bets are usually 'outright'. Bookmakers offer the guess of the winner of the certain competition, etc.

Political betting can offer the following markets like: Which Politian or political party will attain victory in the election. There are betting offers on parliamentary elections around the world, presidential races and odds on different political outcomes.

The customers can enjoy political markets, like who will be the next mayor of Los Angeles, which political party wins in the parliamentary election in UK, etc.

Bets on TV cover a huge variety of event types: from reality TV, to TV series, and even including entertainment awards.

The traditional sport is also included in the special bets. For instance, player can bet on BBC Sports Personality, etc.

If the customers decide to bet on who will get the Oscar, who'll become a president, who'll be the best director, who'll be the sportsmen of the year, which party will win the election, will the chosen candidate run for president in next election, etc. then our company offers the best bets.

1. General.

As a data controller, we have a legal obligation under gambling regulations to process personal data from players in order to allow them to participate in games and provide them with ancillary services.

This Privacy Policy explains what personal data we collect from players, why we collect it and how we utilise it. mystake.com is operated by GTW B.V., a company incorporated under the laws of Curaçao with Company Number 165433 and is licensed by the Curaçao Gaming Control Board to offer games of chance under license number OGL/2024/250/0115 in accordance with the National Ordinance on Offshore Games of Hazard (Landsverordening buitengaatse hazardspelen, P.B. 1993, no. 63) (NOOGH). CYGTW LTD acts as a payment agent of the license holder and parent company GTW B.V.

By registering a Player Account with the Website you confirm your consent with this Privacy Policy. If you do not agree with the terms of this Privacy Policy and do not wish to provide us with the personal information we require, please do not use this website. Please note that this Privacy Policy constitutes an agreement between you and the Company. We may periodically make modifications to this Policy. While we will do our best to notify you of such changes, we recommend that you revisit this Privacy Policy regularly. Your continued use of the Website and/or its services will constitute your consent to the Privacy Policy.

2. Information.

we collect The Personal Information which we may request to use and process shall include, without limitation: Any of the information that you provide to us when filling in the forms on our account registration pages, as well as any other data that you further submit via the Website or email (e.g. first and last name, date of birth, email address, phone number); Correspondence made with us via the Website, email, web chat or through other means of communication; All Player Account transaction history, whether this takes place via the Website(s) or via other means of communication; Website logins and their details, including traffic data, GeoIP location data, browser/device data, weblogs, activity logs and other traffic information recorded in our system; Documents and proof reasonably requested by us to verify your account, to process deposits or withdrawals and to conduct anti-fraud checks (on our own initiative or as required by applicable legislation). Such proof may include passport scans, payment slips, bank statements, etc. Survey

participations or any other customer assessments that we may carry out from time to time.

3. How we use your information.

We process the Personal Information we collect from you in order to deliver our services. In particular, we will use your data for the following purposes: Processing your bets and transactions. This includes your use of credit card and online payment systems; Providing you with gaming and other ancillary services that you seek from our Website; Rendering customer support, such as assistance with setting up and managing your account; Identifying and performing the necessary verification checks; Providing registered players with information about our promotional offers, or providing promotional information from our selected business partners, associates and affiliates (only if players specifically consented to receiving such marketing material); Complying with legal responsibilities, including complying with anti-money laundering (AML) and combating the financing of terrorism (CFT) laws; Monitoring and investigating transactions for the purposes of preventing fraud, terms abuse, money laundering and other illegal or irregular gaming activities; Analysing customer trends through market study assessments (participation in surveys is not obligatory and you can always choose not to take part); Conducting research and statistical analysis of aggregated data.

4. Marketing communication.

Unless you have elected not to receive promotional materials, we may use your Personal Information, including your email address and phone number, to send you marketing communications regarding products, services and promotions. This may include information about products and services from our business partners, such as casino game providers. Whenever you decide to stop receiving such marketing and advertising material, you may opt out of this in your Player Account settings or by contacting our customer support at support@mystake.email. Additionally, note that by accepting any contest prize or winnings from us, you consent to the use of your name and/or nickname for advertising and promotional purposes without additional compensation, except where prohibited by law.

5. Obtaining personal information.

We shall not collect any Personal Information about you without your knowledge. We may, however, automatically collect certain data about you where you would have provided such information through the use of our services and through your interactions with us. We may also lawfully receive certain Personal Information from online vendors and service providers, such as fraud prevention companies. In addition, we retain the right to engage the services of third-party providers to render technical support, so as to process your online transactions and source gaming content. Please understand that we may be granted access to any information you may provide to such vendors, service providers and third-party e-commerce services. Rest assured that we will use and safeguard any Personal Information so obtained, as set out in this Policy. Any information that you provide will only be disclosed to third parties outside the Company in accordance with this Privacy Policy, and we shall take any necessary steps to ensure that our agreements with third-party service providers always protect your private information.

6. Data recipients.

We may pass information that you have given us to other entities within our group of companies and to our business partners. These companies include our parent companies, their parent companies and all of the subsidiaries of these respective companies, as well as other companies with whom we carry out business and hold necessary agreements. Data processing of your information may be undertaken by us or by

another company in the group of companies, which may use a third party to fulfill such data processing needs. Employees of the Company, more specifically the Data Protection Officer, Money Laundering Officer, Payments & Anti-Fraud analysts, Customer Support agents, Customer Retention team members, VIP player managers as well as other selected employees, shall also have access to your Personal Information for the purpose of executing their duties and providing you with assistance. Our employees who have access to, or are associated with the processing of the player's personal information, have signed confidentiality agreements to respect the confidential nature of the player's information pursuant to applicable gaming, data protection and privacy laws. In order to provide you with an efficient service, we and/or our service providers might require transferring your personal data from one country to another in the European Union (EU) and European Free Trade Association (EFTA) regions and also to some data processors that may be based outside of the European Economic Area (EEA). Therefore, by browsing the Website and communicating electronically with us, you acknowledge and agree to our (or our suppliers or sub-contractors) processing your data in these countries. We shall always use our best efforts to ensure that your information and data is treated securely and in accordance with this Privacy Policy.

7. Releasing data to third parties.

We do not sell or rent your personal data to third parties. We may disclose your personal information if required by law, regulation, or other legal subpoena or warrant. We may also disclose your personal information to a regulatory or law enforcement agency if we believe it to be necessary to protect the legitimate interests of the Company, its customers or any third party. Personal data will only be disclosed to third parties in the following cases: Where we are required to do so by law; If the Website needs to share data with its payment processors to facilitate payment transactions in accordance with their privacy policies. (In particular, most banking card transactions are processed by Wirecard Bank AG whose privacy policy applies to such transactions); To comply with our legal and regulatory duties and responsibilities to the relevant licensing and regulatory authorities as well as all duties and responsibilities owed under any other applicable legislation and to any other applicable regulators in other jurisdictions; When the Company believes that disclosure is necessary to protect the Company's or the player's safety, or the safety of others, investigate fraud, or respond to a government request; If our marketing service providers require the data to carry out their tasks; To any other third party with the player's prior consent to do so. We use third-party data processors to process limited personal data on our behalf. Such service providers support the Website, especially relating to hosting and operating the websites, marketing, analytics, improving the websites, and sending email newsletters. We shall ensure that the transfer of the Personal Data to the recipient is compliant with applicable Data Protection Legislation and that the same obligations are imposed on the processor as is imposed on us under the respective Services Agreement. Our websites may also include social media features (e.g. "share" or "like" buttons). Such features are provided by third-party social media platforms such as Facebook. Where data is collected this way, its processing is governed by the privacy policy of the respective social media platforms. In addition to the above, we may also release personal data if we acquire any new businesses. Should the Company undergo any changes to its structure such as a merger, acquisition by another company or a partial acquisition, it is most likely that our customers' personal data will be included within the sale or transfer. We will, as part of our Policy, inform our players by email prior to affecting such transfer of personal data. Please note our content may link to third party websites to provide relevant references. We are not responsible for such external content, which may contain separate privacy policies and data processing disclosures.

8. Data retention.

As stated under our Terms and Conditions, both you and the Casino can decide to have your Player Account closed at any time. Following closure of your account, we will retain your personal data on record for as long as required by law. This data shall only be used should it be required by competent authorities in cases of enquiries regarding financial and fiscal records, fraud, money laundering or investigations into any other illegal activity. You are to note that due to anti-money laundering regulations in licensed gaming jurisdictions in the European Union, we are obliged to retain personal data of players submitted during registration and any data passed on during the operative period of a Player Account for a minimum of five years from last player transaction or account closure. Therefore, requests for erasure prior to the lapse of this period cannot be entertained.

9. Security of your data.

We hereby acknowledge that in collecting and processing your Personal Information for the purposes of managing your Player Account, we are bound by strict legal provisions on the protection of personal data. Consequently, we endeavour to protect your personal information and respect your privacy in accordance with best business practices and applicable regulations. We are committed to providing secure services to players, and we will take all reasonable precautions to ensure that all the data that you have submitted to us remains safe. Player Accounts can only be accessed with the player's unique ID and password. You may also set up two-factor authentication (2FA) as additional protection from unauthorised use of your account. You are responsible for keeping your login information confidential and making sure it cannot be accessed by another person.

10. Contacting us.

You may always contact us in regards to this Policy should you wish to: Confirm the accuracy of the personal information we have collected about you; Enquire about our use of your personal information; Prohibit future use of your data for direct marketing purposes; Update or rectify any information that you have provided us (in such cases you shall provide any evidence we may reasonably require to effect such changes). Note it is illegal to provide us with false information about you and it is your responsibility to ensure that we are always updated with your correct data. We have appointed a data protection officer ("DPO") who is responsible for overseeing questions in relation to this privacy policy. If you have any questions about this privacy policy, please contact the DPO at support@mystake.email. In addition, as per Article 77 of the GDPR, you have the right to lodge a complaint related to your data processing to a supervisory authority, in particular in the Member State of your habitual residence, place of work, or place of an alleged infringement.

11. Cookie Policy.

When you visit the Website, our system automatically collects information about your visit, such as your browser, IP address, and the referring website. This collection may be done in conjunction with our platform providers and partners. We may receive from them general demographic or usage data of our Website visitors. We do not automatically collect information to identify you personally without receiving additional consent. To collect the information in question we use cookies and similar tracking tools. Cookies are small text files that are stored on your computer or equipment when you visit our web pages. Some of the cookies are essential for the Website to operate; others improve your Website experience and help us deliver a better service. Below are the types of cookies we use and their purposes. Required cookies: enable the navigation and basic functionality of the websites, e.g. access to member areas of the Website. Functional

cookies: allow us to analyse your website usage and your selections on the website (e.g. your session key, language, or region), so we can save these settings and offer you a more personalised experience. Advertising cookies: allow us to gauge how effective our content marketing is. These cookies are provided by our partners to track website visits and new player registrations from advertising. We do not share your personal information (such as name or email) to affiliated partners except for site visit data collected directly by such Advertising Cookies. However, your site visit data may be linked with other personal information collected through other sources by the providers. The latter external data processing is governed by the privacy notices and policies of these third-party providers. In addition to the above, we use a number of third party service providers who also set cookies on this Website, in order to deliver the services that they are providing us. Such services include, but are not limited to, helping us improve your experience by tracking your activity on the Website, measuring the effectiveness of the Website and the effectiveness of our marketing campaigns. Most online browsers automatically accept cookies. If you prefer, it is possible to block some or all cookies, or to delete cookies that have already been set by modifying your browser settings. However, we recommend that you do not block or delete your cookies as this may restrict your use of our Website.

We, as a responsible iGaming company, want our users to consider gambling as a way of fun and entertainment. In order to prevent gambling related problems, we advise you to take note that: Gambling is not the source of income, but it’s the way to make fun, only if you have some extra money and time.

As a responsible gambling provider, we are committed to creating a safe and enjoyable online casino environment for our valued players.

Protecting Underage Users.

Under a proper regulative bases and internal politics, it is not permitted for under 18s to create an account and/or play at our site.

We use our best endeavors to prevent and protect underage users’ rights. Each user shall take reasonable steps to prevent any minors from accessing and/or playing online games:

• Do not leave under 18s unattended near your computer or mobile when signed in to the casino;

• Do not allow persons under 18 to participate in any gambling activity;; • Do not share credit card or bank account details with under 18s;; • Do not use the 'Save Password' option when logging into the casino;; • Create separate profiles for everyone who uses your computer;.

• Use child-protection software, such as Cyberpatrol, Net Nanny or CYBERsitter to block gambling sites from minors;

If you have information about someone under the age of 18 who is registered with us or accessing the iGaming, please contact us immediately at support@mystake.email.

Anyone under 18 found playing or is participated/involved in any form will be blocked immediately.

As we want to protect underage people from any harms connected with us, we do not allow them to register at mystake.com. Somehow, children still engage in iGaming. We, by our side, advise parents of underage to use the computer filters that prevent their children from gambling websites.

Here are some of them:; www.netnanny.com; www.cyberpatrol.com; Staff Awareness and Qualification.

It is our responsibility to ensure that all of our staff are trained to recognise any signs of problem gambling, and to take the necessary steps to protect our members.

• Account limits; • Time out periods; • Self exclusion periods; • 24/7 Customer Support; • Account tools to help you manage your gambling; • Direct links to responsible gambling organisations.

You may want to exclude yourself from gambling for an extended period of time. Please contact our Customer Support team at any time via the official email requesting self-exclusion for the period between 6 months to 5 years.

Do you have problems with gambling?

There are few questions that will help you to find out whether you have problems with gambling or not:

• Do your family members often complain about your engagement with gaming?

• Do you find yourself willing to gamble while doing other things?

• Do you think gambling is a way to earn money?

• Are your thoughts and dreams connected with winning the jackpot?

• Is it boring to spend the day without gaming? At least one affirmative answer to the above questions is a signal for you to start analyzing your attitude towards gambling. In case you need help with this issue, here are some people willing to avoid your addiction:

• Gambling Anonymous; • GamCare; • Gambling Therapy; Contact Info.

If you have any questions or need further information, contact us on the following:

message Live chat.

We're here to help 24 hours a day, 7 days a week.

224; 274; 109; +391; 3.93; 2.37; +497; 6.86; 7.76; +459; 2.19; +383; 4.24; +390; 3.54; +471; 4.28; 4.47; +484; 1.34; 5.93; 7.49; 3.34; +479; +331; 9.28; 6.69; +330; +279; 10.09; 6.23; 3.91; +258; +261; 5.01; 6.38; 2.82; +259; 1.98; 3.66.

Account, KYC and assistance

MyStake - Online Casino & Sportsbook.