Parimatch: complete bonuses, promotions, tournaments and VIP conditions

https://towerrushindi.com/en/casinos/parimatch/

Bonuses, promotions, tournaments and VIP

ACCOUNT AND BONUSES.

Bonuses and offers on the Website are limited to one account owned by one person, one email address, one phone number, one shared computer (for example, in a public library), and one billing account (for example, debit or credit card, Skrill, etc.).

The use of multiple accounts is strictly prohibited. Creating multiple accounts independently or jointly with partners to participate in the same bonus promotion or offer from the same device/home IP address is considered an abuse of bonuses. The Website reserves the right to cancel the bonus and/or offer, cancel any winnings and close such accounts at its discretion.

All bonuses and/or offers on the Site can only be used for the game and cannot be transferred or paid without complying with the established requirements of the bonus promotion. The User confirms that he recognizes and understands the existence of separate conditions in relation to promotions, bonuses and special offers, which are additional to the General Conditions. These terms can be found on the relevant promotion pages and/or in marketing emails.

Bonuses are received on the Website in accordance with the rules for activating/receiving each specific bonus, which can be found in the description of the bonus promotion on the Website and/or in the ”Additional Conditions“ subsection of each such description.

Each bonus received by the player has an expiration date for activation, use and wagering. After the bonus expires, its balance is reset to zero.

Parimatch bonuses for BC office clients from Uzbekistan.

Online betting enthusiasts from Uzbekistan and other CIS countries are offered a wide range of Parimatch bonuses. The loyalty program available on the portal allows bettors to extract additional financial benefits from sports forecasting. By receiving such gifts, customers significantly increase their chances of success in sports betting. In addition, registered users can participate in promotions that are held on other resources of the BC office. By receiving such gifts, you can win more money in online casino slot machines, at poker room tables and in a game with a live dealer at Live Casino.

Bookmaker's loyalty program: Parimatch bonuses.

The BC Office's incentive program includes a wide range of Parimatch bonuses. By receiving bonus accruals according to the rules of the promotion, players can bet on sports, play slot machines and participate in games with live dealers. In most cases, to withdraw bonus funds, they must be wagered using the wager specified in the terms of the promotion. Depending on which of the website's resources offers a gift from a bookmaker, wagering can be carried out on a sports betting machine, slots or Live tables.

Types of shares from Parimatch for registered bettors.

The loyalty program of the online gambling portal includes all popular types of promotional offers. For sports betting, the following types of bonuses from Parimatch are offered here:

promotional accrual for a successful series of positions specified in the promotion rules (outcome, total, handicap, handicap, express trains);

a permanent CashOut offer where the bet is played until the end of the event;

insurance in the BetGames category, which allows you to return 20% of the lost funds;

Express Plus, which increases the coefficients indicated in the event line from Parimatch!

In addition to the rewards from the bookmaker for comfortable sports betting, the site offers promotions on other resources of the project. By participating in various tournaments and contests, registered Parimatch users can receive gift credits for playing online in the poker room and Live Casino.

A bonus when registering for Parimatch for beginners from Uzbekistan.

Let's focus on the welcome gift to the newcomers of the project. Each user who has created an account on the website can receive a reward when registering on the bookmaker's portal. To do this, it is enough to put a check mark in the corresponding window when filling out the registration form. Bonus funds are credited to the account within 24 hours. They can be used immediately on the sweepstakes by selecting the events of interest. All conditions must be met to withdraw bonus funds.

How to get a bonus at the Parimatch bookmaker.

In order to receive additional prize money and select the coefficients in a line of events or tournaments, it is enough to perform the following simple steps::

registration on the bookmaker's website;; provide up-to-date and real data;; filling in all required fields in the profile on the portal;; replenishment of the gaming account or fulfillment of other conditions of the bookmaker;.

receiving promotional money and wagering it using the specified wager!

What is a Wager?

A wager, or Veger, is a mandatory number of bets that must be placed by a player who has received a winning deposit in the form of funds from the company in order to withdraw money. Then, after fulfilling all the conditions, you can withdraw the promotional money and use it at your discretion.

Thus, by joining the numerous ranks of Parimatch bettors, users from Uzbekistan and other countries get much more opportunities than just betting on sports events. This is facilitated by an interesting and diverse promotional program.

If you have any additional questions, you can contact the company's 24/7 support service.

VIP CLUB.

Log in to rate VIP bonuses, increased cashback, and exclusive rewards.

Daily drop; Velkam Pack; 250% WELCOME; SPORTS PACK; UP TO 2,000 USDT.

REGISTER AND PICK IT UP!

Start playing right now!

500% CASINO PACK; UP TO 5,000 USDT.

SIGN UP AND SPIN!

Hit your jackpot!

All bonuses; DAILY DROPS; GET BONUSES; NO DEPOSIT; VIEW DETAILS; and start receiving rewards; TRANSFER; VIP STATUS; TO PARIMATCH; ACTIVATE VIP; start from the maximum level; DAILY; RAKEBACK; UP TO 10%; without wagering; WEEKLY; CASHBACK; UP TO 50%; accrued automatically — without wagering; MONTHLY; Parimatch bonuses and promo codes.

The world of online gaming offers many opportunities for players who want to get the most out of the gameplay thanks to various Betting match bonuses. Parimatch stands out with a comprehensive bonus program designed to welcome new users and encourage regular players. These promotional offers provide additional value through deposit bonuses, free gaming features, and other benefits that extend your playing time and enhance your entertainment experience. The platform regularly updates the bonus system, taking into account seasonal promotions, special events and the launch of new games.

What is a Parimatch bonus for new players?

The bonus for new clients of Pari Match is a welcome offer designed specifically for players who register on the platform for the first time. It allows you to start the game journey with additional funds and get acquainted with the available games and features. As a rule, such a bonus is a percentage charge on the first deposit within the established limit.

After registration and making the first deposit with real money, bonus funds are credited in accordance with the terms of the promotion. They are usually credited to the bonus balance and can be used in authorized Parimatch casino games. Before withdrawing funds, players must fulfill the bonus wagering requirements.

In general, the velkam bonus Parimatch serves as an introduction to the platform, providing players with more opportunities to play without having to spend the entire initial deposit immediately.

Types of bonuses Parimatch for online slots.

Slot promotions are developed taking into account the different preferences of the players and the stages of the gameplay. These online casino bonuses are suitable for both beginners and regular users.

Deposit bonuses with an additional percentage to the deposit amount; Free spins packages for selected slots; Cashback — refund of part of the lost funds; No deposit bonuses with small amounts to start; Loyalty program rewards for regular gaming activity.

Understanding the differences between the types of bonuses helps players choose offers that match their gaming goals and available time.

Welcome bonus Parimatch; Key features of the Parimatch velkam bonus include:; Interest accrual on the first deposit; Maximum limit of bonus funds; Minimum deposit requirements; Limited duration of the bonus; Wagering requirements before withdrawal of funds; Bonuses with free spins; Free spin promotions in Parimatch may include:; Separate offers for new slot releases; Free Spins as part of the loyalty program; Event promotions with a limited validity period; Promo campaigns for specific slot machines; Promo codes Parimatch; Players can receive Parimatch promo codes through:; Official mailings and SMS notifications; Partner and affiliate websites; Social media campaigns; Seasonal and event promotions of Pari Match; Rewards under the loyalty program; Bonus terms for slots; Key terms of bonus offers include:; Wager (wagering terms); Terms meeting the requirements; Percentage of participation of various games in wagering; Restrictions on maximum bets; Limits on withdrawal of winnings; List of allowed and limited games; How to get bonuses in Parimatch; Create an account on the official website of Parimatch or in the mobile application; Go through the verification process; During registration, check out the available Betting match bonuses; Select find a suitable bonus and study its terms; Make a deposit that meets the requirements of the promotion.

Some bonuses are activated automatically after the conditions are met, while others require manual activation in the "Promotions" section.

A comparative table of bonuses.

Bonus type	Percentage / Value	Maximum amount	Min. deposit	The Wager	Validity period
Velkam Bonus (Casino / Sports)	Casino: up to 200%				
Sports: up to 100%	Medium–High	Low–Medium	Sports: x15		
Casino: x35	7 days				
Free Spins	15-200 free spins	The limit is fixed by the terms of the promotion	Low	x15–x25	~3 days
Cashback	10–35%	Low–Medium	Average	Depends on the promotion	~3 days
Reload-bonus (VIP only)	25–75%	Low–Medium	Low	x25–x35	7-14 days
No Deposit Bonus	It is offered irregularly	Very low	No deposit required	According to the terms of the promotion	According to the terms of the promotion

The strategy of using Betting match bonuses for maximum winnings; Choose slots with high RTP; Give preference to games with medium volatility; Monitor the progress of bonus wagering; Recommendations on slots for new players; Slots with medium volatility; Games with clear mechanics; Slot machines with demo

mode; Slots from trusted providers; Get a bonus on slots in Parimatch.

The Velkam Bonus is a great start for exploring Parimatch slots. Careful study of the conditions and selection of suitable games will help players make the most of their first deposit and enjoy a long gameplay.

500% BONUS IS WAITING; REGISTER; OR; CONTINUE WITH GOOGLE; Top payouts; ≈771; 898.5; USDT; ×4; ID 86•••••64; 20 000 USDT; 5,000 USDT deposit; ×4.5; ID 29•••••47 ; 450 USDT; 100 USDT deposit; ×2.1; ID 37•••••64; 1 268 USDT; 600 USDT deposit; ×5.5; ID 60•••••63; 1 462 USDT; 265.66 USDT deposit; ×6.5; ID 34•••••93; 325 080 USDT; 50,000 USDT deposit; ×5; ID 65•••••98 ; 505 USDT; 99.99 USDT deposit; ×2; ID 78•••••89 ; 472.59 USDT; 235 USDT deposit; ID 43•••••45 ; 499.98 USDT; ×2.3; ID 44•••••32 ; 499.97 USDT; 215 USDT deposit; ID 90•••••17; 2 100 USDT; 1,000 USDT deposit; Top matches; 5.80; Japan. J2-League; Yokohama; 2T 92:23; 2:1; Blaublitz Akita; 101.00; Wanfor Kofu; 2T 82:23; Albirex Niigata; 6.50; Tegewaharo Miyazaki; 2T 89:22; 3:0; Tochigi City; More; 3.5; Less; Montedio Yamagata; 2T 92:11; Tokushima Vortis; 9.00; Oita Trinita; 2T 89:52; Wanraure Hachinohe; 7.50; 81.00; India. Ranji Trophy; Gujarat; Break; 431:0; 431/7(113.0):0/0; Kerala; 8.54; Parimatch: Entrance, Registration, Sports betting in 2026; September 28, 2026.

Pari Match is an international betting platform founded in 1994. For 30+ years of operation, the company has entered the markets of 15+ countries and has become one of the most recognizable brands in the field of online betting in the CIS and Europe. Sports betting, online casinos with thousands of games, live betting and virtual sports are available on the platform, all within the same account. The platform operates under international licenses and uses SSL encryption to protect user data.

Official website parimatch.com the main entry point for players, where all sections are available: sports, casino, promotions and personal account. The site works in a browser without installing additional software and is displayed correctly on PCs and mobile devices.

The main advantages of Parimatch.

The Parimatch bookmaker stands out among competitors in several ways:

Parameter; Details; Year of foundation; 1994; Number of countries; 15+; Sports; 30+; Casino games; more than 5,000; Payment methods; 100+; Support; 24/7; Key advantages:.

A wide line. Pari Match offers betting on 30+ sports, thousands of events daily and a live mode.

Casino in one account. Sports and casinos are available under the same username.

Fast payouts. Withdrawal of funds to BC Parimatch takes from 5 minutes.

A mobile application. Apps for Android and iOS with support for all website functions.

100+ payment methods. Bank cards, electronic wallets, cryptocurrencies.

Demo mode. Casino games can be tried without registration.

Registration and Entry of the Parimatch.

Registration on the Pari-match online website takes about 30 seconds and takes place in the most simplified format, without requiring complicated actions or unnecessary confirmations, you just need to take the following steps:

Go to the official website of Pari Match and click "Register".

Specify an email address and come up with a password.

Confirm that you are 18 years old and accept the terms of use.

If desired, add a welcome bonus.

The account currency is set automatically to USDT. No additional confirmation via SMS or email is required: after filling out the form, the account is immediately ready for use.

After registration, you will need to verify your identity. Without it, withdrawal of funds to the Parimatch is not possible. You need to upload color scans of the document (passport or driver's license) and a selfie with the document. Processing takes up to 30 minutes.

You can log in to the Betting Match website via the "Log in" button in the upper-right corner.

One user is allowed only one account. Creating multiple accounts is a violation of the rules.

Types of sports betting and their features.

Pari Match accepts bets on 30+ sports. The most popular destinations:

Football Champions League, Premier League, La Liga, Serie A, Bundesliga.

Tennis tournaments ATP, WTA, Grand Slams.

NHL hockey, KHL, world championships.

NBA basketball, Euroleague.

Esports CS2, Dota 2, League of Legends, Valorant.

UFC and boxing are weekly events with an extended lineup.

Virtual sports are available around the clock.

Parimatch sports betting includes: single (ordinary), express, system and betting during the match (live). In live mode, the coefficients are updated in real time, and video broadcasts are available. The quick bet feature is also available to users, which is one-click betting. Additionally, a cash-out option is provided, which gives you a chance to lock in profits or minimize losses before the event ends.

Parimatch sports betting covers major international tournaments and regional leagues.

Casino games Pari match.

The Parimatch casino section contains more than 5,000 games from leading providers. Parimatch Casino offers a wide selection in the catalog. The Pari-match bookmaker regularly replenishes the library with new titles. The section includes Parimatch casinos with slots and a separate catalog of Parimatch casinos with live dealers.

Providers: Pragmatic Play, Evolution Gaming, NetEnt, Play'n GO, Microgaming.

Category; Description; Classic Parimatch slots and video slots, progressive jackpots; Live Casino; Blackjack, Roulette, Baccarat with live dealers in HD; Roulette; European, American, dealer options; Blackjack; Many live tables with different betting limits; Poker; Video Poker and card tables; Fast games; Crashgames, mini-games with instant results.

Pari-Match Live casino works in HD quality with real dealers. The demo mode is open without registration. Slot tournaments with prize pools are held weekly: participation is automatic.

For users who prefer digital assets, the ethereum casino can become a convenient format for playing using cryptocurrencies. This option is especially interesting for ETH owners who want to use a familiar digital asset to replenish their gaming balance and choose between slots, board games and other available entertainment.

The usdt casino, which is aimed at players who prefer settlements in stablecoins, deserves special attention. Using Tether allows you to separate the game balance from traditional banking operations, and the cryptocurrency itself is suitable for users who already regularly make digital payments and want to maintain their usual way of managing funds.

Game formats and additional features.

The catalog can be used not only to search for a specific slot machine, but also to select the appropriate game format. Slots are suitable for those who prefer fast rounds and a variety of bonus mechanics, while live tables allow you to watch the real gameplay with the host. For the convenience of searching, the games are categorized, which helps to move faster to the genre of interest.

Parimatch crypto and Bitcoin casinos.

Parimatch crypto offers a convenient way to combine online betting with payments in digital currencies. Users can bet on sports, play at crypto casinos, and enjoy other entertainment by paying for services with cryptocurrency for fast and flexible transactions.

For those who are interested in bitcoin casinos, Parimatch crypto offers the opportunity to use Bitcoin as a payment method. Depending on availability, other popular cryptocurrencies may also be supported, including USDT, Litecoin, XRP, TON, and ETH. This gives users more freedom when choosing the method of depositing and withdrawing funds.

Using cryptocurrency can be a convenient alternative to traditional payment methods, especially for users who already own digital assets. Supported coins, transaction limits, fees, processing times, and availability may vary by region, so you should familiarize yourself with the current platform conditions and local regulations before conducting transactions.

Account replenishment and money withdrawal in a Betting Match; Account replenishment.

There are several ways to top up your pari-match account. The minimum deposit amount is $10.

Visa/ Mastercard bank cards; Electronic wallets (Skrill, Neteller, Perfect Money); Cryptocurrencies (Bitcoin, Ethereum); Rapid Transfer and other local methods.

Replenishment takes place instantly through the "Top up" section of your personal account.

Withdrawal of funds.

Account verification is required for withdrawal. Withdrawal is available only to the banking details from which the deposit was made. BC Parimatch requires you to specify the deposit amount before requesting payment.

Method; Term; Minimum; Visa/Mastercard bank card; Up to 3 days; $30; Electronic wallets; From 1 minute; Depends on the system; Cryptocurrencies; From 5 minutes; Depends on the coin.

Basic conditions: minimum withdrawal to the card is $ 30, commission from 1.2% to 1.8%, through Perfect Money 1.5%. Withdrawal is not available if there are wagered bonuses and when using someone else's banking details. The average processing time ranges from a few minutes to 24 hours, depending on the selected method. In some cases, the platform may request additional identity verification before making a payment.

The Pari Match mobile app.

You can download the Parimatch for two platforms. Bookmaker Parimatch download offers full-fledged applications for each system:

Android you can download the Parimatch apk file from the official website.

iOS via the App Store.

Functionality:; Betting match sports betting in live and live mode; Full access to the casino, including live dealers; Account replenishment and withdrawal; Push notifications about results and promotions; Statistics and betting history.

The pari-match application weighs less than 55 MB, works more stable than the browser version, consumes less traffic and has a user-friendly interface with access to the main sections in two or three taps. It also supports push notifications, allowing you to quickly learn about new bonuses, match results, and odds changes. Additionally, the app features fast authorization and simplified navigation, which makes the betting process even more comfortable, even for beginners.

Parimatch bonuses and promotions.

Pari-match bonuses are available for new and existing customers. The Parimatch official website publishes an up-to-date list of promotions. BC Parimatch regularly updates its offers. Keep an eye on the "Promotions" section.

Types of bonuses:; Welcome bonus on the first deposit; Cashback on lost bets; Express bonus; Freebets (free bets).

Cashback is calculated from the amount of net losses for the week, minimum $5, maximum $500. It is calculated on Mondays.

Three cashback formats are available for VIP and Premium players, without wagering requirements.:

Instant cashback of 5%, up to 1,000 USDT. It is credited to the balance on request every 12 hours. Available only in the web version.

Weekly cashback of up to 10%, up to 30,000 USDT.

Monthly cashback of up to 1%, up to 50,000 USDT.

No deposit Parimatch bonus.

Upon registration, each new player receives 10 Free Coins without a deposit and additional conditions.

In addition, the Daily Drops promotion is available on the platform: players can receive up to 20 USDT per day without a deposit just for their gaming turnover. The current terms of the promotion are available in the "Promotions" section on the official website.

The additional Parimatch promo code appears as part of seasonal promotions. Before activating any bonus, it is recommended to carefully read the rules in order to avoid misunderstandings when withdrawing funds.

It is important to keep in mind that such offers usually have a limited validity period and are accompanied by certain wagering conditions. Before activating the bonus, it is recommended to carefully read the rules in order to avoid misunderstandings when withdrawing funds. It is also worth considering that the number of available promotions may depend on the region and user activity.

Parimatch bonus for registration.

A welcome bonus on the first deposit is available for new players. The Parimatch website displays all the details in the "Promotions" section:

Register on the official website.

Please note that you have agreed to participate in the bonus program.

Top up your account with a minimum amount of $10.

Account verification is not required to receive the bonus.

The bonus is credited within 24 hours in the amount of 100% of the first deposit amount.

Bonus conditions:; Make a deposit within 3 days of registration; Minimum deposit amount is 10 USDT; No wagering bonus; Available for Multiwallet; Parimatch Support Service.

The pari-match support service works around the clock, 7 days a week. You can contact BC Parimatch through several channels:

Channel; For detailed requests and attaching documents; Telegram / social networks; Official channels for notifications and promotions.

Typical issues (verification, bonuses, technical issues) are resolved via live chat within a few minutes. Complex requests that require verification of documents or financial transactions are processed within a few hours. In most cases, the support service responds promptly and accompanies the user until the problem is completely resolved. If necessary, you can also contact us by e-mail. Such requests are recorded and reviewed in more detail.

How to link a card to a Parimatch.

How to link a card to a Parimatch is done through the "Payment methods" section in your merchant profile. The process takes up to 10 minutes and requires confirmation via SMS. The system supports uzcard cards and other local banks. After successful linking, the card appears in the list of available payment methods. All data is stored in encrypted form on secure servers.

How to bypass the blocking.

How to bypass the blocking of the Parimatch Casino is solved using the current mirror of the site. The addresses are updated every 24 hours to ensure stable access. All account data and transaction history are automatically synchronized between the main site and the mirrors. The technical service monitors the availability of alternative addresses around the clock.

How to get a free bonus.

How to get the free Parimatch bonus is available after registration and account verification. The bonus is credited automatically within 24 hours. To activate, you must fill in all required profile fields and confirm your contact information. Information about available bonuses is displayed in a special section of your personal account. The support service helps you resolve activation issues at any time.

2T 92:24; 2T 82:24; 2T 89:23; 2T 92:12; 2T 89:53; 2T 92:25; 2T 82:25; 2T 89:24; 2T 92:13; 2T 89:54.

0:2; 2T 92:34; 2T 82:34; 2T 89:33; 2T 92:22; 10.00; 2T 90:03; 2T 92:35; 2T 82:35; 2T 89:34; 2T 90:04; 2T 92:36; 2T 82:36; 2T 89:35; 2T 90:05.

2T 92:45; 2T 82:45; 2T 89:44; 2T 92:33; 2T 90:14; 8.50; 2T 92:46; 2T 82:46; 2T 89:45; 2T 90:15; 2T 92:47; 2T 82:47; 2T 89:46; 2T 90:16.

TESTING METHODS AND RNG.

It is important for us that every user who plays on the Site has an equal chance of winning. That is why the site does not control the results of the games, as each of them uses a random number generator (RNG), a computer algorithm that generates a random number to randomize the outcome of each game. Thanks to RNG, all spins, poker hands, or any other actions are truly random and cannot be predicted or manipulated.

Since the games on our site are provided by our licensed partners, we confirm that all games presented in their products use RNG to ensure the integrity of your gaming experience on our site.

If you have any questions, please contact us by email. support@parimatch.com or use the contact form on the website.

RESPONSIBLE GAME.

The company fully shares the idea of promoting Responsible Gaming. Our goal is to provide an exciting and enjoyable betting experience for all participants. Although most gamblers view gambling as a harmless form of leisure, it can be problematic for some individuals. In order for everyone to control the situation, our website has implemented a number of responsible betting measures that allow customers to set limits on their expenses.

Protection of minors.

In order to prevent the use of our services by persons under the age of 18, we closely monitor compliance with age verification. We ask players to provide age information and reserve the right to suspend the account until the appropriate confirmation is provided. As an additional measure, we recommend that parents or guardians install software with a reliable filter, such as betblocker.org (free of charge), netnanny.com , gamblock.com or other alternatives, for example gamban.com (free trial version), to prevent access by minors or to self-eliminate if necessary.

Gambling addiction.

Although gambling is generally considered a socially acceptable form of leisure, the proliferation of legalized gambling has raised concerns about gambling-related problems among those who are addicted to it. The Company does not hire or continue business relationships with players suffering from gambling addiction or who develop gambling addiction or related disorders. Our Responsible Gaming Policy serves as the basis for identifying risky behavior using an internal system. Clients who demonstrate constant losses, possible risks to financial or mental health, as well as aggressive or abusive behavior during communication with our employees, affect the system. We actively contact such clients to assess their situation and discuss the possibilities of self-restraint and/or self-exclusion.

Self-control.

We recognize that compulsive gambling is a real problem, and we suggest that clients take a self–monitoring test to assess their gambling involvement. In addition, you can use resources such as additional testing and information about virtual and face-to-face support meetings around the world. Here are some tips to help you stay in control of gambling.:

● Do not borrow money for gambling.

● Set a loss budget before the game and keep it in mind.

● Use self-limiting tools.

● Remember that this is just a game.

● Take regular breaks or do other things.

● Refrain from playing when you experience negative emotions, stress, or anxiety.

If gambling is no longer enjoyable and has become an uncontrollable daily obsession, we strongly recommend activating the option of voluntary self-exclusion. You can contact our support team by email or live chat to temporarily suspend your account and not receive marketing materials. We also recommend that you seek help from a mental health professional or support centers for people suffering from gambling problems, such as Gambling Anonymous on the site. www.gamblersanonymous.org.uk or Gambling Therapy on the website www.gamblingtherapy . org. Self-exclusion implies the inability to create a new gaming account, place bets, or deposit funds.

Operator actions.

As part of ensuring player safety, the Operator reserves the right to exclude players from the game who exhibit erratic behavior, signs of mental disorder, or excessive gambling addiction based on the ratings and recommendations of our support service. In order to ensure the player's welfare, we may close accounts or reject reactivation requests. When solving gambling problems, help should be provided immediately, and we are ready to support you and answer any questions you may have.

2T 91:12; 2T 81:11; 6.00; 2T 88:12; 2T 91:00; 2T 88:41; 67.00; 2T 91:13; 2T 81:12; 2T 88:13; 2T 91:01; 2T 88:42; 2T 91:14; 2T 81:13; 2T 88:14; 2T 91:02; 2T 88:43.

AML/KYC POLICY.

The AML/KYC Policy, which stands for Anti-Money Laundering and Know Your Customer Policy, is applied by the Company to prevent and reduce the risk of involvement in illegal activities. The Company is fully dedicated to vigilant prevention of money laundering and countering the financing of terrorism. This commitment is driven by the desire to manage risks such as reputational, legal, and regulatory risks.

To protect customer funds and ensure compliance with international trading standards, the Company strictly adheres to laws related to money laundering, terrorist financing and criminal activities. The AML/KYC policy complies with various laws and recommendations, including the National Ordinance on the Punishment of Money Laundering (NOPML), the National Ordinance on Reporting Unusual Transactions (NORUT0), the National Ordinance on Customer Identification in the Provision of Services (NOIS), Directive (EU) 2018/843 and the FATF recommendations.

The Company has established a Compliance Department responsible for developing AML/KYC measures and procedures. These measures are mandatory for all employees, in addition, the department determines the policy of interaction with registered clients on the Company's website.

The Compliance Department ensures that all operations of the Company comply with international standards in the field of countering the legalization (laundering) of proceeds from crime and the financing of terrorism. The Department verifies the relevance of the documents provided by clients and their full compliance with legal requirements. By opening an account on the website, customers unconditionally accept the Company's policy and agree to follow the established rules.

Clients must provide certain identification documents, including a color copy of their passport or national identity card. Additional documents may be requested, such as a driver's license or utility bills. The verification process also includes confirmation of the customer's phone number. The Company may request additional documents if it deems it necessary to carry out checks for compliance with AML standards.

Withdrawal of funds from the client's account is allowed only after verification of the identity based on the submitted documents and filling out the questionnaire. Withdrawal of funds is possible only to the account belonging to the registered client. Transferring funds to third parties or conducting internal transfers between clients is prohibited.

The Company is obliged to transfer information about the client to financial institutions and law enforcement agencies in accordance with the requirements of current legislation without prior consent. By using the website, customers give their consent to these actions. The company stores all customer information, including the history of betting and payment transactions, for at least five years.

Clients are expected to comply with legal regulations, including international ones, aimed at combating illegal money transfers, financial fraud, money laundering and the legalization of illegally obtained funds. Clients should make every effort to avoid direct or indirect involvement in illegal financial activities or any other illegal transactions using the site.

In case of detection of suspicious transactions on the client's account or depositing funds from questionable sources, the Company reserves the right to conduct an internal investigation, block or close the client's account, cancel payments and suspend operations on the account for the duration of the investigation. In its actions, the Company is guided by the current legislation.

In cases where the withdrawal method differs from the account replenishment method, the Company may request additional information from the client. Failure to provide the requested information may result in the client's account being blocked for the duration of the investigation.

During the investigation, the Company may request additional copies of identity documents, copies of bank cards, payment documents and other documents confirming the legal possession and legitimate origin of funds. The Company also has the right to request original documents.

Clients assigned to a high-risk jurisdiction are subject to a thorough review by the Company.

The Company's refusal to conduct transactions deemed suspicious, including blocking or closing the client's account, does not give rise to civil liability for the Company's obligations to the client.

The Company is not obligated to inform customers or other persons about measures to counteract the legalization (laundering) of proceeds from crime and the financing of terrorism, except in cases when customers are informed about the suspension of services, refusal to satisfy customer requests or opening accounts, as well as when requesting documents from customers.

This policy on countering the legalization of proceeds from crime is an integral part of the Agreement with Users governing the conditions for opening an account on the site.

PRIVACY POLICY; Information security.

We publish these Information Security Rules to demonstrate our firm position on doing business in accordance with international standards. We are confident that reliable business relationships are based only on honesty and trust, which is why the confidentiality of your information is extremely important to us. You can enjoy the game knowing that we are taking all measures to ensure the security of your transactions.

Your name, mailing address, email address, phone number, date of birth, gender, IP address and other information are private, confidential and are not subject to transfer, sale or distribution to third parties.

The company does not store your bank card data, which you use to make transactions as part of our project. Bank card data is stored exclusively by the payment system provider. All payment systems used in the project are PCI DSS (Payment Card Industry Data Security Standard) certified.

We have an anti-spam policy. All emails sent to our players relate to their gaming accounts and may contain information about new features and current promotional materials. The frequency of mailing can reach up to 3 emails per day.

Players have the right to unsubscribe from the mailing list. To do this, contact the online support service or unsubscribe at any time by clicking the appropriate link at the bottom of the email.

Information about your winnings and payouts is also strictly confidential and stored in a secure work environment. We do not disclose information about winnings, except in cases where such information is requested by official regulatory authorities.

If you have any additional questions about information security, please contact our online support or send an email to support@parimatch.com. We will be happy to help!

You hereby confirm and agree that the Website has the right to process your personal data in order to provide you with access to and use of the Website, as well as to participate in Games and receive related services.

The Website uses your personal information to provide access to the Games and perform its functions to ensure your participation in the Games.

The Website's activities are regulated by the current legislation on the protection of personal data, and such information must be processed in accordance with the law. In addition, the Website is required to protect your personal information and respect your right to privacy in accordance with best business practices and applicable laws.

The Website also processes your personal data for the purposes of verification procedures to ensure your participation in the Games.

By agreeing to the Terms and Conditions, you grant us the right to periodically conduct any checks (at our discretion) or those required by third parties (including regulatory authorities) to verify your identity and contact information ("Verification").

During the Verification Process, we may limit the possibility of withdrawing funds from your account.

If any information provided by you is false, inaccurate, misleading and/or incomplete, you are violating the terms of the agreement, and we reserve the right to immediately close your account and/or refuse to use the services of the Website, as well as to take other measures at our discretion.

Your personal data will not be disclosed to third parties, except in cases where such disclosure is necessary to process your requests (for example, to conduct transactions on your account or participate in Games, conduct verification), or if required by law. If the business partners, suppliers or contractors of the Website are responsible for certain elements of the Website, your personal data may be transferred to them. You hereby agree to such data disclosure.

You have the right to access your personal data stored on the Website.

You must immediately notify the Website of any changes to the information you provided during registration and account opening by making appropriate changes to your profile or otherwise.

To provide you with effective services, the Website or the Company's service providers may transfer your personal data from one country to another, including any country in the world. You hereby consent to such transfers.

During the processing of your account and related transactions, the Website may interact with rating agencies, anti-fraud agencies, and anti-money laundering agencies. You hereby agree to the disclosure of your data in such cases.

Legal grounds for data collection and processing.

We collect and process your personal data on the following legal grounds:

● Consent: You provide us with explicit consent when registering on our platform or when subscribing to marketing newsletters.

● Contractual obligations: The processing is necessary to fulfill the contract, for example, to provide you with betting services or to fulfill requests for your account.

● Legal obligations: We may process your data to comply with legal requirements, including regulatory obligations.

● Legitimate interests: Processing may be necessary to fulfill our legitimate interests, such as preventing fraud or improving services, provided that these interests do not violate your rights and freedoms.

Rights of the data subject; You have the following rights with respect to your personal data:.

● Access: You can request a copy of the personal data that we store about you.

● Correction: You may request correction of inaccurate or incomplete information.

● Deletion: You can request the deletion of your personal data if certain legal conditions are met.

● Portability: You can request the transfer of your personal data to another organization, if applicable.

● Objection: You have the right to object to certain types of data processing, for example, for direct marketing purposes.

● Complaint: If you believe that your privacy rights have been violated, you can file a complaint with the appropriate supervisory authority.

Data retention period.

We store your personal data for as long as necessary to achieve the purposes set out in this Privacy Policy, including compliance with legal and contractual obligations. Once the data is no longer necessary, it will be securely deleted or anonymized.

Data transmission.

We may share your personal data with third parties outside of our jurisdiction, provided that an appropriate level of data protection is provided in the host country, or if:

● You have given your consent to this.

● The transfer is necessary to fulfill the contract with you.

● The transfer is necessary to comply with legal obligations.

You hereby grant the Site the right to periodically inform you about changes on the Site, new services and offers.

What are cookies?

Cookies are small text files that are stored on your device (computer, tablet or mobile phone) when you visit a website. They improve the quality of your interaction with the site and ensure that certain of its functions work.

How we use cookies; We use cookies for the following purposes:.

● Necessary cookies: Required for the correct operation of the site (for example, login authentication, security features).

● Performance cookies: Collecting information about how visitors use our website in order to improve its performance.

● Functional cookies: Enhance user-friendliness by remembering the user's settings and preferences.

● Targeted cookies: Used for advertising purposes and to display relevant content.

Third-party cookies.

We may allow third-party service providers (such as analytics and advertising partners) to place cookies on your device to improve the services provided. These third parties have their own privacy policies regarding the use of cookies.

SPORTS RULES; Main markets.

The terminology used in these rules may vary depending on the sport. For example, outcomes can be described as goals (in football), points (in basketball), sets (in tennis), cards (in esports), or rounds (in boxing). Similarly, participants can be teams, individual players, or pairs; time periods can be called a match, half, quarter, period, map, or round; and competitions can be called tournaments, leagues, championships, or cups. These examples are provided to illustrate possible differences between different sports.

The winner of the match – predict the winner of the match.

3–way bet - predict the outcome of an event that has three possible outcomes: a victory for the first team, a draw, or a victory for the second team.

Bet on 2 outcomes – predict the outcome of an event that has only two possible outcomes: the victory of the first team or the victory of the second team.

Total – predict whether the total number of goals scored by both teams in the match will be more or less than the specified number. If the total total is exactly equal to the specified number, the bet will be cancelled.

Handicap – predict which team will win after applying the handicap to the actual score. A positive or negative number of goals is added to the team's final score. If the handicap result is a draw, the bet will be cancelled.

The double Asian handicap is a handicap bet (H) that is a multiple of 0.25 but not a multiple of 0.5 — for example: H = -0,25, +0,25, -0,75, +0,75 and so on.

Such a bid is interpreted as two separate (simple, "half") bids bets with the same coefficient, using the nearest handicap values, multiples of a quarter point: H1 = H - 0.25 and H2 = H + 0.25.

The amount of the bet for each "half" bet is equal to half of the total amount of the "double" bet.

A double total is a type of total bet where the total value (T) is a multiple of 0.25, but not a multiple of 0.5 — for example: T = 2.25, 2.75, 3.25, etc.

This rate is also interpreted as two separate (simple, "half") rates. bets with the same coefficient using the nearest total values, multiples of a quarter point: T1 = T - 0.25 and T2 = T + 0.25.

Below are four simplified calculation options for such "double" rates.:

Example 1. Both "half" bets are won by the Client.

In this case, the payout (S) is equal to S=k*C.

Where k is the coefficient indicated in the line,.

C is the amount of the Client's bid.

The coefficient K = k is used to calculate the "express".

Example 2. One "half" of the bet is won, and the other is canceled.

In this case, the payout is (S) = (k + 1)/2*C.

And the coefficient K=(k + 1)/2 will be applied to calculate the "express".

Example 3. One "half" of the bet is cancelled, and the other is lost.

In this case, S=0.5*C, and the coefficient K=0.5 will be applied to calculate the "express".

Example 4. Both bets are lost.

In this case, S=0, and the coefficient for calculating the "express" is K=0.

Double Chance – place a bet that covers two of the three possible outcomes: a home win or a draw (1X), a guest win or a draw (X2), or a team win (12).

HT/FT (First half / Regular time) – predict both the result in the first half and the final result. The extra time is not counted. In the appendix, the outcomes are indicated as: 1 (victory of the first team), 2 (victory of the second team) or X (draw). The first character indicates the result of the first half, and the second one indicates the final result. The result of the second half alone doesn't matter. The desktop version uses the names of the teams and the word "Draw".

Example: If the match ends with a score of 1:1, and the first half was 1-0, then the "1/X" outcome wins in the application.

Accurate score – Predict the exact final score of the selected match.

Result and total – predict both the outcome of the match and whether the total will be greater or less than the specified number.

Race to N goals – predict which team will score the nth goal first.

Both teams will score – predict whether each team will score at least one goal during the match.

Own goals are counted in favor of the opposing team.

Take the nth place – predict the final position that the selected team will take.

The team will score the nth goal – predict which team will score the nth goal in the match (for example, the 1st, 2nd, 3rd goal, etc.).

Comparing the performance of the halves – predict in which half both teams will score the most goals together.

Score Difference – Predict the exact difference with which one participant (team or individual player) will defeat another, measured in goals, points, time, or any other relevant unit, depending on the sport.

General rules for calculating bids.

If the match is postponed or postponed more than 36 hours from the originally scheduled start time, all bets will be cancelled.

If the match is interrupted for any reason and is not completed within 12 hours of the originally scheduled start, all outstanding bets on the markets, the results of which were not determined before the interruption, will be canceled.

If the Home and Away teams are mistakenly confused, all bets will be cancelled unless the match is played on a neutral venue.

The rules of the match are determined by the official governing body of the tournament, unless otherwise specified in the betting line.

In case of any discrepancies between the General Betting Rules and the Rules for Specific Sports, the Rules for specific Sports take precedence.

The rules set for each sport.

Below is a list of all available markets, as well as relevant notes and descriptions.

In the Rules for specific Sports, the markets are grouped into compact lists, each of which is accompanied by brief explanatory comments. One list can include markets for the entire match, as well as for its individual segments, such as halves, quarters, periods, or sets. The descriptions usually include the phrase: "All bets will be calculated according to the official result of the regular time." Thus, all the results used to calculate individual markets will be obtained based on the official final result of the match.

Sports are highlighted in bold and underlined, while individual markets are highlighted in bold.

General rules.

All bets include overtime in case of a tie in regular time, unless otherwise specified in the betting line.

If the match did not take place on the originally scheduled date for any reason, all bets will be cancelled.

Handicaps and totals are indicated in points, unless otherwise indicated in the betting line.

If the "Mercy Rule" is applied during the match, all bets will be calculated based on the official result at the time of its application.

Market rules; The winner of the match (2 outcomes).

The bets are calculated based on the official result of the regular time, including overtime.

If overtime is not played and the match ends in a draw, the bets will be cancelled.

The winner of the match (3 outcomes).

The bets are calculated based on the official result of the respective match, quarter or half. Overtime is not counted.

The winner of the quarter (3 outcomes); The winner of the half (3 outcomes).

The bets are calculated based on the official result of the corresponding quarter or half.

Combinations of time/regular time results.

Bets are calculated based on the result of the first half and regular time, excluding overtime.

Total points in the match; Total points of Team 1; Total points of Team 2; Total points in the match (Even/Odd); Total points in a quarter; Total points in a quarter (Even/Odd); Total points in the first half.

If the total number of points is exactly equal to the specified total, the bet will be cancelled.

Score difference; Head start in regular time; Head start in the quarter; Head start in the 1st half.

If the result after applying the handicap is a draw, the bet will be cancelled.

The most productive quarter.

The bids are calculated based on the official result of each quarter.

If two or more quarters are equally effective, the outcome of "2 or more" will be advantageous.

Statistics.

All bets on statistical markets are calculated based on the official results published on the official website of the tournament.

Touchdowns – A touchdown (TD) is a scoring method in which a team gets the maximum possible number of points — 6.

Field goals – A field goal (FG) earns three points and is counted if the ball flies over the crossbar and between the goal posts after being kicked.

Offensive Yards – The number of yards gained by a player during one or more offensive attacks while he is in possession of the ball.

Pass Yards– The number of yards gained by an offensive team due to completed passes— is measured from the initial line of scrimmage to the point where the receiving player was tackled, out of bounds, or entered the touchdown zone.

Caught passes – Only completed passes in which the ball is caught by another offensive player are counted.

Each of the above statistical categories may include the following markets:

Winner (3 outcomes); Double chance; Australian football.

All bets are calculated according to the official result of the regular time, excluding overtime, unless otherwise indicated in the betting line.

If the match is interrupted for any reason and is not completed within 12 hours of the originally scheduled start time, all uncalculated bets on the markets, the result of which was not determined before the interruption, will be canceled.

If the match is postponed or rescheduled for more than 36 hours from the originally scheduled start time, all bets will be cancelled.

The bets are calculated according to the official result of the regular time, excluding overtime.

If the match ends in a draw, the bet will be cancelled.

If the result after applying the handicap is a draw, the bet will be cancelled.

Total points of team 1; Total points of team 2; Passing on.

The bets are calculated according to the official result of the team's passage to the next stage of the tournament, published on the official website of the tournament.

To get through, the team may need to play one or more matches.

If the match is interrupted and one of the players or teams is removed or disqualified:

If at least one full set is completed:.

• All bets on the winner of the match remain valid. The winner of the match is determined according to the referee's decision.

• All previously calculated bets also remain valid.

If the first set is not completed:.

• Only bets with already determined results remain valid.

• All other bets will be cancelled.

Example:.

The match was interrupted in the second set with the score 1:0 (21:15, 19:20). One of the teams withdrew from the match.

• Bet "2nd set total more (39.5)" – win; • Bet "2nd set total less (39.5)" - loss; • Bet "2nd set total more (40.5)" – cancellation; • Bet "Victory of the 2nd team" – loss; • The bet "Handicap of the 1st team in the match (-5.5)" is cancelled.

If the match is interrupted for any reason and is not completed within 12 hours of the originally scheduled time of the match, all uncalculated bets on the markets, the result of which was not determined before the interruption, will be canceled.

In doubles competitions, if one or more players are replaced for any reason, all bets will be cancelled.

The winner of the set (2 outcomes).

The bets are calculated based on the official result of the match or set.

If at least one set is completed and the player is eliminated or disqualified, the bet remains valid.

If no set is completed, the bet will be cancelled.

If the match is officially declared interrupted and not completed, all bets will be cancelled.

Head start in a match; Head start in a set.

If a player is eliminated or disqualified, all uncalculated bets on the markets, the result of which was not determined before the interruption, will be canceled.

Total points in a set.

The bets are calculated based on the official match result.

Accurate match score; Race to N points.

The bets are calculated based on which player gets N points first in a given set.

Who will score the nth point.

The bets are calculated based on the official information about which player will score point number N in the set.

If this point has not been scored by any player, the bet will be cancelled.

Bandy.

All bets are calculated according to the official result of the regular time, excluding extra time, unless otherwise indicated in the betting line.

The bets are calculated based on the official result of the regular time.

Goals scored in extra time are not counted.

If the rules of the match have been changed, the bets will be cancelled.

Total in regular time; Total (Even/Odd); Total of team 1 in regular time; Total of team 2 in regular time.

If the total number of goals is exactly equal to the specified number, the bet will be cancelled.

A score of 0:0 is considered "Even".

If the rules of the match have been changed, all uncalculated bets on the markets, the result of which was not determined before the interruption, will be canceled.

All bets are accepted taking into account extra innings if the main time of the match ends in a draw.

Bets on the "Winner of the Match" remain valid if at least 5 innings have been played, except in cases when the team hitting the second one is ahead of the opponent after 4.5 innings.

Bets on "Totals" and "Handicaps" remain valid if at least 7 innings have been played, except in cases when the team batting second is ahead of the opponent after 6.5 innings.

If the match is not completed for any reason (rain, weather conditions or other external factors), the winner is determined by the score at the time of interruption, if this score is confirmed as final on the official website of the tournament. Otherwise, all bets will be cancelled.

If the match is postponed or rescheduled for more than 12 hours from the originally scheduled start time, all bets will be cancelled.

If the pitcher is replaced before the start of the match, all bets remain valid.

The bets are calculated based on the official result of regular time, including extra innings.

If less than 5 innings have been played, all uncalculated bets on the markets, the result of which was not determined before the interruption, will be canceled, except in cases when the team hitting the second one is ahead of the opponent after 4.5 innings.

If the match is officially declared a draw, the bets will be cancelled.

The winner of the inning (3 runs); The winner of the first 5 innings (3 runs).

The specified inning must be completed in order for the bets to remain valid, unless the result has already been determined.

Bets on the first 5 innings are calculated based on the official result after 5 full innings, except in cases when the team hitting the second one is ahead of the opponent after 4.5 innings.

Head start in the first 5 innings; Head start in the nth inning.

If less than 7 innings have been played, all uncalculated bets on the markets, the result of which was not determined before the interruption, will be canceled, except in cases when the team hitting the second one is ahead of the opponent after 6.5 innings.

If the match is officially declared a draw, the bets are calculated according to the official result.

Total points of team 1 in the match; Total points of team 2 in the match; Total points in inning No; Total points of team 1 in the inning; Total points of team 2 in the inning; Total points in the first 5 innings; Extra inning will be played.

Bets are calculated based on the official result if extra innings are played.

If no extra innings were played and the match ended in a draw, the bets will be cancelled.

Hits (H) — the action of safely reaching first base after hitting the ball onto the playing field.

Wounds (R) — A wound is scored when a player passes first, second, and third bases and returns safely to home base, touching the bases in that order, before three outs are recorded and all obligations to safely reach base on a batted ball are fulfilled or secured.

Errors (E) — a fielder's error that, in the opinion of the official umpire, allows a batter or a baseman to reach one or more additional bases, if this advance could have been prevented with a normal effort. An error is also counted when a fielder fails to catch a fly ball for a foul that could have been caught with a normal effort.

Strikeouts (SO) are recorded when a batter accumulates three strikes while at bat.

Atts (AB) — the official output of the batter to the bat.

Double Play (DP) — when two outs are recorded during one continuous game.

Stolen Bases (SB) — When a runner successfully advances to the next base while the pitcher is serving the ball.

A home run (HR) is scored when the ball is hit in such a way that the batter can run around all the bases and safely reach home base in one play without any mistakes on the part of the defending team.

The average number of missed runs (ERA) is the average number of earned runs allowed by a pitcher for every nine innings played. It is calculated by dividing the number of missed earned runs by the number of innings played and multiplying by nine.

Bets are accepted on both the total combined value and the individual totals for Team 1 and Team 2 for each of the following statistical categories:

· hits, wounds, errors;; · strikeouts;; · bats;; · double-play;; · errors;; · stolen bases;.

· Home runs.

In some cases, bets are accepted not only on team totals, but also on individual player totals.

Tournament; Winner of the tournament; Reaching the final.

The bets are calculated based on the official results published by the relevant Federation or League.

If the tournament does not take place, all bets are cancelled, except in cases when the official final results are announced.

If no winner has been determined, the bets will be cancelled.

All bets on basketball are accepted taking into account overtime in case of a tie in the main time of the match, unless otherwise indicated in the betting line.

Bets on the "Winner of the match (3 outcomes)" are calculated based on the official result of the regular time. Overtime is not counted.

If the match is postponed or rescheduled for more than 36 hours from the originally scheduled match time, all bets will be cancelled.

In basketball tournaments that include two-legged playoff rounds, a match can end in a draw without overtime. In such cases, overtime is counted only for bets placed on the team's exit to the next round.

Example 1: A playoff match. The rules of the tournament state that the winner is determined by the total number of points in two games.

First match: 79-71 (without OT), second match: 80-80 (without OT).

The total score is 159-151, so the first team goes further. Overtime is not played.

Example 2: First match: 85-80 (without OT), second match: 91-96 (without OT).

The total score is 176-176. In overtime, in the second match, it is determined which team goes next. This OT is not used for match betting markets, only for the "Pass On" market.

A victory in overtime.

The bets are calculated based on the official result, taking into account overtime.

It's going to be overtime.

Bets are calculated based on the official result of the match, if at least one overtime is played.

If overtime is not played and the match ends in a draw, the bets will be cancelled.

The bets are calculated based on the official result of the regular time. Overtime is not counted.

The bets are calculated based on the official result of the regular time, including overtime. If the result after applying the handicap is a draw, the bet will be cancelled.

Total points of team 1 in the quarter; Total points of team 2 in the quarter; Total points of team 1 in the 1st half; Total points of team 2 in the 1st half.

The bets are calculated based on the official result of the regular time, including overtime. If the total number of points is exactly equal to the specified number, the bet will be canceled.

To determine the outcome of a bet, the outcome is based on which team scores N points first in a particular quarter. If the quarter is not completed, all uncalculated bets on the markets, the result of which was not determined before the interruption, will be canceled.

Team 1 will win all quarters; Team 2 will win all quarters.

The bets are calculated based on the official result of each quarter in the match.

The most productive time.

The bets are calculated based on the total number of points scored in each half. Overtime is not counted.

The bets are calculated based on the official result of the team's passage to the next stage of the tournament, published on the official website of the tournament. In order to advance, the team may need to play one or more matches.

All bets on statistical markets are calculated based on the official results published on the official website of the tournament. Overtime is counted.

When calculating statistical bets, only the statistics of individual players are taken into account. Team statistics (for example, team rebounds) are not counted unless otherwise specified.

Rebounds – Only the rebounds made by the players are counted. Team rebounds are not counted.

· Three-pointers; · Interceptions; · Passes; · Two-pointers; · Blocked shots; · Losses; · Personal fouls; Wins (3 outcomes); Total of team 1; Total of team 2.

Player totals (points, rebounds, assists, losses, blocked shots, three-pointers, steals, personal fouls)

In order for the bet to remain valid, the player must participate in the match for more than one second. If a player does not participate in the match, all related bets will be cancelled.

The Efficiency market only includes points, rebounds, and assists.

Interceptions and block shots are not included in the Efficiency market.

Duel of Players is a comparison of player statistics.

In order for the bet to remain valid, each player must participate in the match for more than one second. If one of the players does not participate in the match, all bets on this player and on the entire comparison market will be canceled.

The player will make a double-double.

A double-double is scored if a player scores 10 or more in two of the following statistical categories: points, rebounds, assists, steals, blocked shots.

Will reach the finals; Beach soccer.

All bets are accepted based on the official result of the regular time, without additional time.

Double chance in regular time.

The bets are calculated based on the official result of the regular time. Goals scored in extra time are not counted.

The difference in the team's score.

The bets are calculated based on the official result of the regular time without additional time.

The team will score a goal at number N.

The bets are calculated based on the official result of which team scores the nth goal in the regular time of the match.

Race to N goals.

The bets are calculated based on which team scores N goals in the match first.

Accurate score; Bet "2nd set total more (39.5)" – win; Bet "2nd set total less (39.5)" – loss; Bet "2nd set total more (40.5)" – cancellation; Bet "Victory of the 2nd team" – loss; Bet "Handicap of the 1st team in the match (-5.5)" – cancellation.

If one of the players refuses to continue the match or is disqualified, and at least one full set is completed, the bets on the winner of the match are calculated according to the result. In all other cases, the bets will be cancelled.

Head start in a match (on points); Head start in a set (on points).

The bets are calculated based on the official match result. Handicaps are indicated in points, unless otherwise indicated in the betting line.

If one of the players refuses to continue the match or is disqualified, all uncalculated bets on the markets, the result of which was not determined at the time of the interruption of the match, will be canceled.

The bets are calculated based on the official match result. Totals are indicated in points, unless otherwise indicated in the betting line.

The bets are calculated based on the official result: which team is the first to score N points in a set.

There will be extra points.

The bets are calculated based on the official match result. The 22nd point in a set played up to 21 points (or the 16th point in a set played up to 15) is considered an extra point.

Who will score a point at number N.

The bets are calculated based on the official result: which team will score the point number N in the set. If none of the teams scored a point, the bet will be cancelled.

The final results are determined by the official protocol of the race, published immediately after its completion.

Subsequent disqualifications or any other changes to the final protocol after the race are not taken into account.

The race rules are determined by the Tournament Federation and marked in the betting line.

If the race rules have been changed, all bets will be cancelled.

If the tournament has been officially cancelled or has not been completed, all bets will be cancelled.

If there are more than one winners, all bets on these participants will be cancelled.

If the declared participant did not show up at the start of the race, all bets on him will be canceled.

If the declared participant went to the start but did not finish the race, the bets are calculated in accordance with the official race protocol.

In team competitions, if one or more participants are replaced, all bets remain valid.

The winner of the race; The winning participant.

The bets are calculated based on the official final protocol of the race.

The participant listed in the official protocol as the winner is considered the winner of the race.

If the participant started but did not finish the race, the bets are calculated according to the final race protocol.

Will take the nth place; Will take the nth place; Comparison of participants (Match-Up).

The calculation is based on which of the two participants (or teams, in relay races) will take the higher place in the final protocol.

If both participants leave the race or do not start, the bets will be cancelled.

If both participants finish in the same position in the final score, the bets will be cancelled.

All bets are calculated based on the initial official result.

Subsequent changes after the end of the fight (for example, as a result of protests, doping cases, etc.) are not taken into account.

If the number of rounds in a battle is changed, the bets on the outcome of the battle and the method of victory remain valid.

Bets on the number of rounds will be cancelled, except in cases where the result has already been determined before the change.

If the fight is cancelled, all bets will be cancelled.

If the fight is declared "No contest", all bets will be cancelled — except for those whose result has already been determined.

If the bout is postponed or rescheduled for more than 36 hours from the originally scheduled bout time, all bets will be void.

The winner of the battle (3 outcomes).

The bets are calculated based on the official result of the fight.

The result can be determined by the judges' decision (DEC), knockout (KO), technical knockout (TKO), technical decision (TD), disqualification (DQ) or opponent's refusal.

Total rounds.

A total of 0.5 is calculated as "more" if the round is fully completed.

Victory of fighter 1 ahead of schedule; Victory of fighter 2 ahead of schedule; Victory ahead of schedule.

An early victory means a knockout (KO), technical knockout (TKO), technical decision (TD), disqualification (DQ) or opponent's refusal.

A way to win.

Bets are calculated based on winning on points, ahead of schedule, or a draw.

A victory on points includes a unanimous, split or majority decision of the judges.

The draw includes:.

Unanimous draw (all three judges award a draw).

A draw by majority vote (two judges award a draw, one judge awards a victory to one of the fighters).

A split draw (one judge awards a draw, the other two judges award a victory to different fighters).

A technical draw (declared when a fight is stopped due to accidental injury or other unforeseen event before a certain number of rounds are completed).

The number of completed rounds.

The bets are calculated based on the number of fully completed rounds.

If a fight ends between rounds or in the middle of a round, the last round is considered completed.

The end of the battle.

The bets are calculated based on the round in which the fight ends.

If the fight ends between rounds, the round that just ended is counted.

If all rounds are completed, the entire fight is considered completed.

In case of a technical draw or disqualification, the last completed round is counted.

Wins on points.

The bets are calculated based on the judges' decision (unanimous, split or majority vote).

In case of a tie, the bets are lost.

Victory of fighter 1 in the round; Victory of fighter 2 in the round; Victory in the round.

The bets are calculated based on the exact round in which the fight ends.

A victory on points after completing all rounds is not considered a victory in the last round.

Completion of the fight (interval of 2 rounds); Victory of fighter 1 in rounds (interval of 2 rounds); Victory of fighter 2 in rounds (interval of 2 rounds); Completion of the fight (interval of 3 rounds); Victory of fighter 1 in rounds (interval of 3 rounds); Victory of fighter 2 in rounds (3-round interval); End of the fight (4-round interval); Victory of fighter 1 in rounds (4-round interval); Victory of fighter 2 in rounds (4-round interval); End of the fight (6-round interval); Victory of fighter 1 in rounds (6-round interval); A fighter wins 2 rounds (interval of 6 rounds); One minute of the end of the fight.

If the fight ends between rounds, the last minute of the round that just ended is counted.

The way to end the fight for fighter 1; The way to end the fight for fighter 2; The way to end the fight; Bets are calculated based on the official result:; 1. Decision of the judges (unanimous, split or majority vote);; 2. Disqualification (DQ);; 3. Technical Knockout (TKO);; 4. Knockout (KO);.

5. Technical Solution (TD).

In case of a draw or refusal to fight, the bets are lost.

Knockdown in the round; Who will be in the knockdown; Fighter 1's knockdown; Fighter 2's knockdown; Both in the knockdown; Fighter 1's knockdown and victory; Fighter 2's knockdown and victory; Who will be in the knockdown and win the fight.

The bids are calculated based on the official results. A knockdown is counted when:

· the fighter touches the ring (except his feet);; · the fighter holds onto the ropes;; · the fighter hangs on/above the ropes;.

· The fighter is unable to defend himself or continue the fight.

Fighter 1 wins in the first N seconds; Fighter 2 wins in the first N seconds; Wins in the first N seconds; There will be a knockdown in the first N seconds.

The bets are calculated based on the result of the 1st round.

Knockout or knockdown in the 1st round; Knockout in the 1st round; Knockdown in the 1st round.

The bets are calculated based on the official result of the 1st round.

In chess games, bets are accepted per game, unless otherwise specified in the betting line.

All bets on the match are valid until the end of the tournament. If the tournament is cancelled or interrupted and not completed, all bets will be cancelled.

If several games are played on the same day between the same players, bets can be placed on each game individually or on the sum of the games. Each batch has its own timeline.

If one of the players is disqualified, all bets will be cancelled.

The type of time control is determined by the tournament rules, unless otherwise specified in the betting line.

The bets are calculated based on the official result of the game or match.

In chess, bets are accepted for one game, unless otherwise specified in the betting line.

If the result of a multi-game match is determined before all the games are played, the bets will be calculated according to this result.

In multi-party matches, if the result is determined before all the games are played, the bets will be calculated accordingly.

Total moves.

The bets are calculated based on the official result based on the number of moves made in the game.

The bets are calculated based on the official result of the team or player's passage to the next stage of the tournament, published on the official website of the tournament.

To progress further, a player or team may need to play one or more matches.

If the match is not completed within 48 hours of the originally scheduled match time due to external factors, all bets will be cancelled - except in cases where the result has already been determined in accordance with the official competition rules.

If a match is cancelled or postponed more than 48 hours from the originally scheduled match time, all bets will be cancelled.

Bets on the winner of the match will be calculated according to the official competition rules.

In matches affected by adverse weather conditions, the calculation will be based on the official result.

If the official result is not announced, all bets will be cancelled.

In case of a tie, if the official rules do not determine the winner, the dead-heat rules apply.

If a "bowl-off" or "super over" is used to determine the winner, the bets will be calculated accordingly.

If the winner of the match is determined by drawing lots, all bets will be cancelled.

In matches with a limited number of overs, at least 80% of the scheduled overs must be played in each inning in order for the total bets to remain valid — unless the result has already been determined.

In first-class or test matches, the entire match counts. In case of a tie, at least 200 overs must be played to save the bets.

In matches with a limited number of overs, in order for bets on the best batters or bowlers to remain valid, at least 40% of the scheduled overs must be played in each inning — unless the team is completely eliminated or has not reached its goal before this threshold. Otherwise, the bets will be cancelled.

The result of the match (3 outcomes).

All bets are calculated according to the official competition rules.

If the match is affected by adverse weather conditions, the bets will be calculated based on the official result. If the official result is not announced, all bets will be cancelled.

In case of a tie:.

If the official competition rules do not determine the winner, the "dead draw" rule applies.

If the winner is determined by "bowl-off" or "super over", the bets will be calculated based on the official result.

If the winner is determined by drawing lots, all bets will be cancelled.

For first-class matches:.

If the official result is a draw, the bets will be calculated as a "dead tie" between the teams.

If the "Draw" option has been offered, the bets on it will be considered lost in case of a draw.

If a match is cancelled due to external factors, all bets will be cancelled unless a winner is announced in accordance with the official rules.

If a match is cancelled and not replayed or resumed within 48 hours of the scheduled start, all bets will be cancelled.

If any of the teams differ from the originally announced ones, all bets will be cancelled.

Draw.

Bets are calculated based on the official result at the end of the match, excluding super-overs, "bowl-off" or any other method used to determine the winner in case of a tie. The official result of the match is required to save the bets.

If the match is cancelled or the official result is not announced, all bets will be cancelled.

In first-class matches, a draw occurs when the match naturally ends with the innings completed and the final scores are equal. If all innings are not completed completely, the official result at the end of the match is still valid. The announced inning is considered completed.

If the draw does not take place, all bets will be cancelled.

The bids will be calculated based on the official result. If the official result is not available, the calculation will be based on our own statistics.

The draw and the winner of the match.

The chosen team must win both the draw and the match.

If the match is affected by adverse weather conditions, the bets will be calculated according to the official result of the match, according to the competition rules.

If the match is cancelled and not replayed within 48 hours of the originally scheduled start time, all bets will be cancelled.

The bets will also be cancelled if there is a change in the teams compared to the originally announced ones.

The result of the draw and the total number of runs is 0.5 on the first serve.

The chosen team must win the toss and score at least 1 run on the first serve of the first over.

Each team will gain.

Both teams must score more or less than the specified total.

In matches with a limited number of overs, at least 80% of the scheduled overs must be available in both innings, otherwise all bets will be canceled — unless the calculation has already been determined.

If any inning is shortened below this threshold, all bets will be cancelled.

In first—class or test matches, at least 200 overs must be played to save bets, unless the calculation has already been determined.

Most fours; Most sixes.

In matches with a limited number of overs, at least 80% of the scheduled overs must be played in each inning to save the bets, unless the calculation has already been determined.

In first—class matches, if the match ends in a draw, at least 200 overs must be played to save the bets - unless the calculation has already been determined.

Only the boundaries entered directly from the bit are taken into account. Rebounds, all wounds scored by fours/sixes, and "extras" are not counted.

The boundaries set in the super-over are not taken into account.

In first-class and test matches, only the boundaries of the first innings are taken into account.

If there is no further play after placing the bet, the bet will be cancelled.

Most of all "extras".

In matches with a limited number of overs, at least 80% of the scheduled overs must be played in both innings in order to save bets — unless: the result has already been determined, or the match reaches its natural conclusion, and none of the innings is reduced below 80%.

The bets remain valid if the innings are shortened due to reaching a natural conclusion.

In tied first—class matches, at least 200 overs must be played to save the bets, unless the calculation has already been determined.

"Extras" (additional wounds) include: Wide deliveries, no balls, byes, leg byes, and penalty runs.

If "extras" and bat wounds occur in the same pitch, only "extras" are counted.

"Extras" are not counted in the super-over.

In first-class matches, only the "extras" of the first innings are counted.

The largest number of run-outs.

In matches with a limited number of overs, if any inning is reduced to less than 80% of the originally scheduled overs, all bets will be canceled - unless the result has already been determined.

Run-outs in the super over are not counted.

In first—class or test matches, the entire match is counted, but if the match is a draw, at least 200 overs must be played to save the bets - unless the calculation has already been determined.

If there is no further play after placing the bet, all bets will be cancelled.

Most of the catches; Keeper's catches.

In matches with a limited number of overs, bets will be canceled if at least 80% of the scheduled overs cannot be completed in any inning due to external factors (for example, bad weather), unless the result has already been determined or the match does not reach its natural conclusion, and none of the innings is shortened below the required one. the threshold.

The bets remain valid if the inning is shortened due to reaching a natural conclusion.

In tied first-class matches, bets will be void unless at least 200 overs have been played, unless the settlement has already been determined.

The catches in the super-over are not counted.

In first-class matches, only first-inning catches are counted.

Most of all, the keeper's "stumpings".

In matches with a limited number of overs, bets will be canceled if less than 80% of the scheduled overs in any inning are completed due to external factors (for example, bad weather), unless the result has already been determined or the match ends naturally, and none of the innings falls below the threshold.

The bets remain valid if any inning is shortened due to reaching a natural conclusion.

In tied first-class matches, bets will be void unless at least 200 overs have been played, unless the result has already been determined.

"Stumpings" are not counted in the super-over.

In first-class matches, only the "stumpings" of the keeper of the first inning are counted.

Bets on 3 outcomes. Wounds in over no.

Both teams must complete the specified number of overs, unless the result has already been determined.

In limited overs matches, if the second inning is shortened for any reason after the first over of the first inning has been played, all bets will be void.

In first-class or test matches, only the first over of the first innings is counted for the calculation.

The total score at the end of the over, including penalty wounds, will be used for the calculation.

Highest score in the first 5/6/10/12/15/20 overs.

If the specified number of overs is not completed in both innings, all bets will be voided — unless the result has already been determined.

In matches with a limited number of overs, if the match is shortened due to external factors after the start of the first inning, all bets will be void.

In first-class matches, this market applies only to the first innings of each team.

If the inning reaches a natural conclusion within the specified number of overs (i.e. the team is eliminated completely or the goal is reached), the bets remain valid and are calculated based on the final score of the inning.

The calculation will be based on the official result.

The best result of the first partnership; The highest score at the first elimination.

The bets are calculated based on the score at the fall of the first wicket for each team, regardless of whether the batsman left "injured".

A player who leaves "injured" is not considered eliminated for calculation purposes.

If a team does not lose a wicket by the end of its allotted overs, the final score will be used for calculation.

Total fours; Total sixes; Total boundaries.

Only the four-bounds and six-bounds dialed directly from the bat are taken into account.

Rebounds, wounds scored by fours/sixes, and "extras" are not counted.

In matches with a limited number of overs, at least 80% of the originally scheduled overs must be played in each inning, unless the result has already been determined.

Fours and sixes are not counted in the super over.

In first-class or test matches, the entire match counts. However, in case of a tie, at least 200 overs must be played to save the bets.

Total vikets.

In matches with a limited number of overs, at least 80% of the originally scheduled overs must be played in each inning, unless the result has already been determined.

The wickets taken in the super-over are not counted.

In first-class or test matches, the entire match counts. However, if the match ends in a draw, at least 200 overs must be played to save the bets, unless the calculation has already been made.

Total wounds.

The bets are calculated based on the total number of runs scored in the match.

The wounds scored in the super-over are not counted.

Penalty wounds are included in the total only if they were awarded before the end of the inning. Penalty wounds added retroactively are not counted.

The total number of "ducks".

The bets are calculated based on the number of "ducks" (players eliminated without scoring a single run) in the match.

In matches with a limited number of overs, at least 80% of the scheduled overs must be played in each inning, unless the result has already been determined.

In tied first-class matches, at least 200 overs must be played to save the bets, unless the calculation has already been made.

The "Ducks" scored in the super-over are not counted.

Total "extras".

"Extras" (additional wounds) include: wide serves, incorrect serves, bye, easy bye and penalty wounds.

If a serve results in both bat wounds and an "extra" (for example, a wide serve or a "no ball"), only the "extra" is counted in the total "extras".

In first-class or test matches, the entire match is counted, but in the case of a tie, at least 200 overs must be played, unless the bet has already been calculated.

Total run-outs.

In first-class or test matches, the entire match counts. However, in the case of a tie, at least 200 overs must be played to save the bets, unless the calculation has already been made.

The total in the most productive over.

The bets are calculated based on the highest scoring over of the match.

Penalty wounds will only be included in the total if they were officially awarded at the time of scoring. Retroactive adjustments are not taken into account.

In matches with a limited number of overs, if any inning is reduced to less than 80% of the scheduled overs, all bets will be canceled, regardless of whether the calculation has already been determined.

The first boundary.

To calculate the market, the boundary must be dialed from the bit.

Only the boundaries scored by the batsman are counted. Bai, leg-bai and wide serves are not taken into account.

A boundary scored with a no-ball will be counted only if it counts towards the batsman.

The market will be calculated if a valid limit is set in the match, regardless of the shortening of the match length.

The total of maidens.

In matches with a limited number of overs, bets will be cancelled if less than 80% of the originally scheduled overs are played.

In tied test or first-class matches, at least 200 overs must be played to save the bets.

The best batsman.

In matches with a limited number of overs, at least 40% of the originally scheduled overs must be played in each inning to save bets, unless the team is completely eliminated or reaches its goal earlier.

If the batsman does not come out to bat, all bets on him will be cancelled.

If two or more players end the inning with the same number of runs, the "dead draw" rules apply.

In first-class and test matches, betting applies only to the 1st inning (unless otherwise specified), and at least 60 overs must be played, unless the team is completely eliminated or the inning is declared closed.

The best bowler.

If the bowler does not serve, all bets on him will be cancelled.

If two or more bowlers take the same number of wickets, the winner is the one who conceded the least runs.

If the winner is still undecided, the "dead draw" rules apply.

In first-class or test matches, the market only applies to the 1st inning (unless otherwise specified), and at least 60 overs must be played, unless the team is completely eliminated or the inning is declared closed.

The player of the match.

The bets will be calculated based on the officially announced Player of the match.

If two or more players share this award, the "dead draw" rules apply.

If the official Player of the match is not announced, all bets will be cancelled.

First serve of the match; Second serve of the match; Third serve of the match.

In order for the bets to remain valid, the specified submission must be completed.

There can be more than six innings in an over due to wide serves or a no-ball.

The bids are calculated only for a specific pitch. For example, in the sequence:

wide serve, wide serve, dot, one, four, wicket, two, three — the dot ball is the third serve, although it is the first legal one.

If one feed has multiple outcomes, the calculation is carried out in the following order of priority:

1. Wicket; 2. No ball; 3. Wide serve; 4. Buy / Easy buy; 5. Wounds (including dot balls).

Example: If four wounds are scored with a know ball, the result is considered a know ball.

If the serve results in 2 runs and a "Run Out", the bet is calculated as a "Wicket".

Total wide serves.

In matches with a limited number of overs, bets will be cancelled if, due to external factors (such as bad weather), less than 80% of the scheduled overs are completed in each inning, unless the calculation has already been determined.

In tied first-class matches, bets will be cancelled if less than 200 overs have been played, unless the calculation has already been determined.

Wide serves in the super over are not counted.

Total runs per serve.

Only the wounds accrued for the specified submission are taken into account, whether it is legal or illegal.

Illegal balls, such as wide serves, are considered separate serves. For example, an over that includes two wide serves will consist of 8 serves instead of the usual 6 legal balls.

If a wide serve is followed by a four, this will be calculated as two separate markets: a wide serve counts as 1, and a subsequent serve counts as 4.

If the specified submission did not take place for any reason, all bets on it will be canceled.

Total runs in over no.

The over must be completed completely, unless the team at bat has completely retired, declared the inning closed, or reached its goal within the over — unless the market result has already been determined.

Penalty wounds will only be counted if they are awarded for a specific serve within this over.

Wicket in over no.; Border-four in over No.

Only the fours scored by the batsman are counted. Bai, leg-bai and wide serves are excluded.

Fours scored with a no ball will be counted if the boundary is scored by the batsman.

Rebounds are not counted in the batsman's favor and are excluded from this market.

An over must be completed completely, unless the team at bat has completely retired, declared the inning closed, or reached its goal — unless the result has already been determined.

The border is a six in over no.

Only the sixes hit by the batsman are counted.

The over must be completed completely, unless the team at bat has completely retired, declared the inning closed, or reached its goal — unless the outcome of that market has already been determined.

If six runs are scored in one innings, but this is not a six hit by the batsman (for example, due to a throw), this will not be counted for this market.

The exact number of runs scored in over no.; The exact number of runs from the serve.

Only the wounds scored on the specified pitch are counted. Both legal and illegal feeds are valid for the calculation (for example, wide feeds).

A wide feed is considered a separate feed. For example, an over with two wide serves will contain eight pitches rather than six.

If a wide feed is followed by four, they will be considered as separate markets: the first is calculated as 1 wound (wide feed), the second as 4 wounds (legal feed).

Total runs in over (Even/Odd).

The bets are calculated depending on whether the total number of runs scored in the specified over is even or odd.

An over must be completed in its entirety, unless the team at bat has retired completely, declared the inning closed, or reached its goal within the over.

A total of zero runs will be considered an even number.

Total runs in the match (Even/Odd).

The bets are calculated depending on whether the total number of runs scored in the match is even or odd.

In first-class or test matches, the entire match is counted; however, in the case of a tie, at least 200 overs must be played to save the bets.

Penalty wounds will only be included in the calculation if they were officially added to the total score during the game, and not added retroactively.

Total runs in the first 5/6/10/15/20 overs.

The specified number of overs must be completed in full for the bets to remain valid, unless the result has already been determined.

If the inning reaches a natural conclusion within the specified number of overs (for example, the team is eliminated completely or the goal is reached), the bets will be calculated based on the final score of the inning.

Penalty wounds will be included in the total only if they were officially added to the total score during the game. Retroactive adjustments are not taken into account.

In case of a cancelled match, the bets will be cancelled unless the result has already been determined.

The total number of eliminated players in the first 5/10/15 overs.

Bets will be cancelled if the specified number of overs is not completed, unless the batting team is completely eliminated, has declared the inning closed, has not reached its goal, or the result of the bet has not already been determined.

For calculation purposes, if a batsman is eliminated by "timed out" or "retires out", it is considered that the elimination occurred on the previous innings.

Bets on 3 outcomes. Innings.

The bets remain valid only if both teams complete their first innings.

Wounds in the inning.

In matches with a limited number of overs, the team must have the opportunity to play at least 80% of the originally scheduled overs. Otherwise, the bets will be cancelled unless the settlement has already been determined.

In first-class or test matches, at least 60 overs must be played in an inning, unless the specified team is completely eliminated or the inning is declared closed.

Penalty runs will be included in the total if they were awarded before the end of the inning. Wounds added retroactively will not be counted.

The total number of eliminated players in an inning.

In matches with a limited number of overs, at least 80% of the originally scheduled overs must be played to save the bets, unless the calculation has already been determined.

In first-class or test matches, at least 60 overs must be played in an inning, unless the team is completely eliminated or the inning is declared closed.

Total fours in an inning; Total sixes in an inning.

Only four-bounds or six-bounds dialed directly from the bat are taken into account. Reboots, all wounds-fours and "extras" are excluded.

In matches with a limited number of overs, at least 80% of the originally scheduled overs must be played, unless the result has already been determined.

The fours and sixes scored in the super over are not counted.

Total "extras" in the inning.

It includes vida, know bola, bai and leg-bai. For know-balls, any additional wounds scored from this feed are not counted.

The "Extras" recorded in the super-over are not counted.

Total run-outs in an inning.

The run-outs that occurred in the super over are not counted.

The total of wide pitches in an inning.

Wide serves made in the super over are not counted.

In first-class or test matches, at least 60 overs must be played in an inning, unless the batting team is completely out or the inning has been declared closed.

The best batsman in the innings.

This market is calculated based on the batsman who scores the most points in the team's innings.

In matches with a limited number of overs, at least 40% of the originally scheduled overs must be played in each inning to save bets, unless the team is completely eliminated or reaches its goal earlier.

If two or more players score the same number of runs, the "dead draw" rules apply.

The best bowler in the innings.

This market is calculated based on the bowler who will take the most wickets in one inning.

In matches with a limited number of overs, at least 40% of the scheduled overs must be played in each inning to save bets, unless the team is completely eliminated or reaches its goal earlier.

If the bowler does not serve, the bets on him will be cancelled.

Player's total runs; Player scores 10/25/50/75/100 runs; Highest individual score; Best batsman's total.

In matches with a limited number of overs, bets will be cancelled if the inning is reduced by more than 20% of the originally planned number of overs at the time of placing the bet, unless the result has already been determined.

Any bets placed when no further play is taking place will be cancelled.

If a batsman leaves "injured" and does not return, the calculation will be based on the score at the time of departure. If the batsman returns and scores additional runs, they will be added for calculation purposes.

If a player is replaced due to a concussion, bets on the original player will be calculated based on his final score (if he went out to bat) or cancelled (if he did not go out to bat). A new market will be created for the replacement player.

Bets placed after the batsman has faced his last serve will be void.

Real-time betting: To save bets, the batsman must be on the field when the ball is served.

Bets before the match: A batsman does not have to be on the field if his team had the opportunity to play at least 80% of the allotted overs at the time of placing the bet.

The team of the best batsman.

The same rules apply as for the "Best Batsman" market.

In case of a tie, the "dead draw" rules apply.

The best bowler's team.

The same rules apply as for the "Best Bowler" market.

50 and victory.

The specified batsman's team must be able to play at least 80% of the originally scheduled overs, otherwise all bets will be canceled — unless the batsman has already scored 50 runs.

For the bet to win, the specified batsman must score at least 50 runs, and his team must win the match, according to the official result.

If no official result is announced, all bets will be void, regardless of whether the batsman has scored more than 50 runs.

It will score 50/100 runs.

The bets are calculated on whether the selected batsman scores at least 50 or 100 runs in the match.

In matches with a limited number of overs, bets will be cancelled if the match is reduced to less than 80% of the originally scheduled overs — unless the calculation has already been determined.

In test and first-class matches that are tied, at least 200 overs must be played to save the bets.

Total fours of the player; Total sixes of the player.

Only the boundaries are taken into account-fours/sixes dialed directly from the bat. Reboots, all wounds are fours and "extras" are not counted.

In matches with a limited number of overs, bets will be canceled if the inning is reduced by more than 20% of the scheduled overs at the time of placing the bet — unless the calculation has already been determined.

Any bets placed when no further play is taking place, for whatever reason, will be cancelled.

Fours/sixes scored in the super over are not counted.

Elimination method (2 outcomes); Elimination method (7 outcomes); Elimination method (6 outcomes); Player's elimination method.

If the specified batsman is not eliminated, all bets will be cancelled.

Valid elimination methods include: "Bowled", "Caught", "LBW", "Run Out", "Stumped", "Instructing the Field", "Hit the Ball Twice", "Hit Wicket" and "Timed Out".

If the specified batsman leaves the field and does not return, all bets will be void. If the batsman returns and is eliminated, the bets remain valid.

If the specified wicket does not fall, all bets will be cancelled.

In a 2-way market, a "Caught" includes a fielder's catch, a keeper's catch, and a general catch. All other methods are considered "Not Caught".

The next one dropped out.

Both of these batsmen must be on the field when one of them is eliminated in order for the bets to remain valid.

If one batsman leaves the field (injured or otherwise), all bets will be cancelled and a new market will be created.

If for any reason there is no drop in the wicket, all bets will be cancelled.

The total of the team before elimination.

For calculation purposes, the team's score at the time of the drop of the specified wicket will be used.

If a batsman leaves "injured" and is replaced, it is not considered a wicket drop. The market will not be calculated until the wicket drops.

If the inning ends naturally (announcement or goal achievement), the final score of the inning will be used for calculation.

Bets placed when no further play is taking place will be cancelled.

If the game is interrupted due to rain, the bets placed before the interruption will be calculated if the total has already been reached, or cancelled if it has not been reached and no further play takes place.

Penalty wounds are counted.

Comparison of batsmen.

The bets are calculated based on the official results of the specified batsmen in the innings.

If both batsmen score the same number of runs, the bet will be calculated as a "dead tie".

In matches with a limited number of overs, bets will be canceled if less than 80% of the scheduled overs in any inning are completed after placing the bet due to external factors (for example, bad weather), unless the result has already been determined.

Comparison of bowlers.

The bets are calculated based on the official results of the specified bowler in the inning.

If both bowlers take the same number of wickets, the bet will be calculated as a "dead draw".

The winner of the series.

Betting on the markets of the series remains valid if at least one scheduled match is completed, unless otherwise indicated.

If there is no further play in the series after placing a bet, all bets will be cancelled.

If the series ends in a draw and the draw option has not been offered, all bets will be cancelled.

The winner of the series after 2 test matches.

Betting on the series markets remains valid if at least two scheduled matches have been completed, unless otherwise indicated.

Head start of the series.

Bets will be cancelled if the scheduled number of games (after placing bets) is not completed, unless the calculation of bets has already been determined.

The team with the highest score in the inning; The exact score of the series.

Bets will be cancelled if the scheduled number of games is not played, unless the result has already been determined.

The result of the 1st test match/series.

If the series ends in a draw and the draw option has not been offered, the bets will be cancelled.

The player of the series.

Bets on any declared player who does not participate in the specified series will be cancelled.

The winner is announced by the ICC.

The "dead draw" rules apply.

All bets on the match will be calculated according to the official results.

If there is no official result, all bets will be cancelled.

The winner of the draw in the series.

The most wins in the draw in the series.

Bets will be cancelled if the scheduled number of throws is not carried out, unless the calculation has already been determined.

In case of a tie in a series with an even number of matches, the dead-heat rules apply.

Total runs in the series.

It is calculated based on the total number of runs scored in all matches of the series.

In a series of matches with a limited number of overs, at least 90% of the originally scheduled overs must be played in all matches of the series, unless the calculation has already been determined.

In first-class or test match series, the entire match is counted, but in the case of a tie, at least 200 overs must be played in each match.

Total fours in a series; Total sixes in a series; Total boundaries in a series.

Calculated based on the total number of fours/sixes/boundaries scored in all matches of the series.

In a series of matches with a limited number of overs, at least 90% of the originally scheduled overs must be played in all matches of the series, unless the calculation has already been determined.

Only the fours/sixes scored from the bat are counted. Rebounds, all wounds-fours/sixes and "extras" are not counted.

In first-class or test match series, the entire match is counted, but in the case of a tie, at least 200 overs must be played in each match.

Most fours in the series; Most sixes in the series.

They are calculated based on the total number of fours/sixes scored by the team in all matches of the series.

In a series of matches with a limited number of overs, at least 90% of the originally scheduled overs must be played in all matches, unless the calculation has already been determined.

The most run-outs in the series.

They are calculated based on the largest number of run-outs recorded in all matches of the series.

If there is no further play after placing a bet, these bets will be cancelled.

Total wide serves in the series; Total "extras" in the series.

They include wide serves, know-balls, layups, leg-bays and penalty wounds from all matches of the series.

Wide serves/"extras" are not counted in the super-over.

Most of the "extras" in the series; Total vikings in the series.

It is calculated based on the total number of wickets dropped in all matches of the series.

The wickets that fall in the super over are not counted.

Total run-outs in a series; Total ducks in a series.

It is calculated based on the total number of run-outs or ducks recorded in all matches of the series.

Runs and ducks are not counted in the super over.

Each team will score in the series.

Both teams must score more or less than the specified total in all matches of the series.

In first-class or test matches, at least 60 overs must be played in each inning, unless the designated team is completely eliminated or has declared the inning closed.

The total number of maidens in the series.

It is calculated based on the total number of maiden overs played in all matches of the series.

Maidens played in the super over are not counted.

The total of the best batsman in the series.

It is calculated based on the combined total of all the best batsmen in all matches of the series.

The total in the most productive over in the series.

It is calculated based on the combined total of all the most productive overs in all matches of the series.

Total wickets taken in the catch.

The total number of wickets taken by the players in the catch during the match. In matches with a limited number of overs, bets will be cancelled if, due to external factors (including weather), less than 80% of the scheduled overs are completed in any inning after the bet is placed, unless the result has already been determined.

The catches made in the super-over are not counted.

Total wickets taken in the catch by the team (calculated for the team that serves)

The total number of wickets taken by the players in the catch per inning. In matches with a limited number of overs, bets will be cancelled if, due to external factors (including bad weather), less than 80% of the scheduled overs are completed in any inning after the bet is placed, unless the result has already been determined.

Team markets are calculated from the perspective of the team that submits. The catches made in the super-over are not counted.

Total dot balls of the team (incl. bai, leg-bai).

The total number of dot balls for each team per inning. In matches with a limited number of overs, bets will be cancelled if, due to external factors (including bad weather), less than 80% of the scheduled overs are completed in any inning after the bet is placed, unless the result has already been determined.

Dot balls are not counted in the super-over.

Mancading in the match.

Refers to the action of a bowler to knock out an unbreakable batsman if he leaves his area before the ball is released.

One of the teams will score exactly "Nelson" (111 runs).

The bet wins if any team finishes their inning with exactly 111 runs. In matches with a limited number of overs, bets will be cancelled if, due to external factors (including bad weather), less than 80% of the scheduled overs are completed in any inning after the bet is placed, unless the result has already been determined.

Double "Nelson" (222) and triple "Nelson" (333) are not counted.

Any of the opening batsmen will reach the end of the innings.

The bet wins if at least one of the two opening batsmen remains on the field until the end of the inning. In matches with a limited number of overs, bets will be cancelled if, due to external factors (including bad weather), less than 80% of the scheduled overs are completed in any inning after the bet is placed, unless the result has already been determined.

The percentage of runs from the borders.

The percentage of runs scored from the boundaries in relation to the total number of runs in the match. In matches with a limited number of overs, bets will be cancelled if, due to external factors (including bad weather), less than 80% of the scheduled overs are completed in any inning after the bet is placed, unless the result has already been determined.

Wounds and borders are not considered in the super-over.

The percentage of the team's runs from the borders.

The percentage of the team's runs scored from the boundaries, relative to the total number of runs in the inning. In matches with a limited number of overs, bets will be cancelled if, due to external factors (including bad weather), less than 80% of the scheduled overs are completed in any inning after the bet is placed, unless the result has already been determined.

Total runs in "Powerplay" (both teams).

Bets on this market are calculated based on the total number of runs scored during the "Powerplay" overs by both teams together. In T20 matches, "Powerplay" refers to the first 6 overs of each team's innings. In ODI matches, by the first 10 overs of each team's innings.

Even if the match is shortened due to external factors (e.g. rain), this market will be calculated based on the full 6 overs (T20) or 10 overs (ODI) for each team. The specified number of overs must be played in full, unless the result has already been determined; otherwise, the bets will be void.

If the "Powerplay" ends naturally within the specified overs (for example, the team is eliminated completely or has reached the goal), the bets remain valid and are calculated based on the final score of the inning.

"Extras" and penalty wounds will be included in the final total for calculation purposes if they were officially added to the total score during the game, but not if added retroactively.

The time the player stays on the field.

Bets on this market are calculated based on the total amount of time (in minutes) that the specified player spends on the field during his inning — from the moment when he faces his first legal serve to when he is eliminated or the inning ends, whichever comes first.

Time is measured in real minutes, not in balls or overs. If the player does not come to the bat, the bets will be cancelled. If a player retires or remains undrafted, the time up to that point is taken into account.

In case of delay due to rain or other interruption, time stops and resumes when the game continues.

The official time is primarily determined using the ESPNcricinfo scoreboard. If the match is cancelled before the player gets a chance to go to bat, all bets will be voided.

We reserve the right to use our own judgment to calculate the market if ESPNcricinfo provides incomplete or obviously incorrect information.

The time spent in the super-over is not counted.

The bat will be broken.

Bets on this market are calculated depending on whether the bat is visibly and obviously broken during the match, either due to hitting the ball or as a result of normal use.

A bat is considered broken if it splits, visibly cracks, or if any part of it separates (for example, the blade, handle).

Cosmetic damage or small cracks are not taken into account. Only incidents that occur during a live game are taken into account — not during warm-up or after the match.

This market is calculated based on our internal sources and watching official broadcasts. External websites or third-party reports are not used for the calculation. Our decision is final, especially in cases where there is no official confirmation.

The rules of betting on the outcome of the tournament (Outright).

The following rules apply to the outcome markets of the tournament for non-participating players:

Market; T10; T20; One-day; Test; Sixes; 13; 12; 8; Fours; 17; 26; 42; 117; Fifty; Hundreds; Wickets; 14; Run-outs; Ducks; Wounds; 325; 465; Catches; Catches of fielders; Catch and bowled; Stampede; Bowled; LBW; Retired; Left injured; Hit by a wicket; Allocation for a non-runner.

The non-runner allocation applies only to matches that have been interrupted and do not have an official result.

This allocation will not be taken into account in a shortened match if it has an official result.

In case of an interrupted match, a certain number will be added to the markets for the winner of the tournament.

The values for the various formats are shown in the table above.

This market is calculated according to the official result of the tournament.

If the tournament ends with a draw, the "dead-heat" rules apply.

If the tournament is cancelled, the bets are cancelled.

Wounds in the tournament.

This market is calculated after the end of the tournament.

In case of an interrupted match/matches, a non-runner allocation will be applied to calculate this market.

The non-runner allocation applies only to fully interrupted matches, not to shortened ones.

Sixes in a tournament; Fours in a tournament; Wickets in a tournament.

In case of an interrupted match, a non-runner allocation will be applied to calculate this market.

Ducky in the tournament; The best batsman of the tournament.

This market is the player with the most runs in the tournament.

The calculation is based on the official result after the end of the tournament.

The best bowler of the tournament.

This market is the player with the most wickets in the tournament.

The best batsman of the team in the tournament.

This market is the player with the most runs in the specified team in the tournament.

The best bowler of the team in the tournament.

This market is the player with the most wickets in the specified team in the tournament.

The most wins are by lot in the tournament.

The calculation is based on the number of wins in the draw in the tournament.

In case of a tie, the "dead draw" rules apply.

The most runs in the tournament.

The calculation is made according to the team with the most runs in the tournament, according to the official result after the end of the tournament.

If the tournament is cancelled, all bets are off.

The most sixes in the tournament.

The calculation is made for the team with the most sixes in the tournament, according to the official result after the end of the tournament.

Most fours in the tournament.

The calculation is made for the team with the most fours in the tournament, based on the official result after the end of the tournament.

The total number of sixes of a player in the tournament.

The calculation is based on the total number of sixes knocked out by the specified player in the tournament, based on the official result after the end of the tournament.

The total fours of a player in the tournament.

The calculation is based on the total number of fours scored by the specified player in the tournament, based on the official result after the end of the tournament.

The player who scored the most sixes in the tournament.

The calculation is based on the player with the most sixes in the tournament, based on the official result after the end of the tournament.

The player who scored the most fours in the tournament.

The calculation is based on the player with the most fours in the tournament, based on the official result after the end of the tournament.

Comparison of batsmen for the day.

Compares the statistics (wounds/fours/sixes) of the specified players in today's matches and is calculated based on the official result.

If one of the matches is interrupted, all bets are void.

In case of a tie, the "dead draw" rules apply.

The "Winner" market is calculated based on the total number of player runs.

Comparison of bowlers for the day.

Compares the wickets of the specified players in today's matches and is calculated based on the official result.

The "Winner" market is calculated based on the total number of players' vikets.

Total outs in the tournament:; Fielder's Catches; Goalkeeper's Catches; Caught and Bowled; Knocked out by the wicketkeeper; Knocked Out (Bowled); Retired Outs; Out of the game due to injury (Retired Hurts); Hits Wicket; Run Outs.

These markets are calculated after the end of the tournament.

In the case of an interrupted match/matches, a non-runner allocation will be applied to calculate this market.

Fifties; Double hundreds in the tournament.

In case of an interrupted match/matches, non-runner allocation will be applied to calculate this market.

Most runs per over/innings in a tournament; Opening duet; Individual score in a match; Fours in a match; Sixes in a match.

This market is the largest number of runs/fours/sixes scored in any over/innings/match during the tournament.

The calculation will be made according to the official result after the end of the tournament.

Total overs with six sixes in the tournament.

An over must be played in its entirety, unless the team is All Out, declares the innings closed, or reaches its goal within that over.

Only sixes hit with the bat are counted — overballs, all wounds on sixes and extra wounds are not counted.

Sixes scored in the super over are not counted.

The economy of the bowler in the tournament.

Only the matches played by the player are counted.

At least 20 overs must be played for the T20 format.

At least 30 overs must be played for the ODI format.

Team no. wins the match and wins the starting partnership.

In matches with a limited number of overs, bets will be cancelled if at least 80% of the scheduled overs could not be completed in any of the innings due to external factors, including bad weather, after placing the bet, unless the calculation has already been determined.

Any bets placed if there was no more play after that for any reason will be cancelled.

In case of a tie in the initial partnership, the market will be calculated as a loss.

In case of a tie in the match, the market will be cancelled.

Team no. wins the match and wins the draw and wins the starting partnership

If the draw did not take place, the bet will be cancelled.

Team no. wins the match and the total number of run-outs in the match is more than 1.5.

In matches with a limited number of overs, bets will be cancelled if at least 80% of the scheduled overs could not be completed in any of the innings due to external factors, including bad weather, unless a calculation has been determined.

Team # will win the match and the total number of ducks in the match is more than 1.5; Team # will win the match and team #2 will score the most sixes.

Only sixes are counted, overballs knocked out by the bat, all wounds on sixes and extra wounds are not counted.

In case of a tie in the number of sixes, the market will be calculated as a loss.

Team # will win the match and team # will score the most fours.

Only fours, overballs knocked out by the bat are counted, all wounds on fours and extra wounds are not counted.

The fours scored in the super over are not counted.

In case of a tie in the number of fours, the market will be calculated as a loss.

Team no. wins the match and wins the draw and the player's total runs are higher.

If at least one of the mentioned options does not occur, the bets will be canceled.

All four opening batsmen will score more runs each.

The "opener" is one of the two batsmen who start the innings.

All four openers must enter the field to calculate the bet.

The boundary will be reached from all six innings in one over.

Only the boundaries (fours/sixes) struck by the bat are taken into account.

Overballs, all fours and extra wounds do not count.

Serves in the super-over are not counted.

Both teams will make a run-out; each team will score more runs in their first over.

The bets are calculated based on the total number of runs scored in the specified overs.

An over must be played in its entirety, unless the team "All Out", declares the innings closed, or reaches its goal within that over.

Penalty wounds will only be counted if they relate to a specific serve within that over.

Each team will score more than 59.5 runs in their first 6 overs.

Overs must be played in full, unless the team "All Out", declares the innings closed, or reaches its goal within that over.

Each team will knock out more than no. fours; Each team will knock out more than no. sixes; The total boundaries of team no. is greater than no.

Only boundaries (fours/sixes) are counted, overballs knocked out with the bat, all wounds on fours and extra wounds are not counted.

The bids are calculated based on the total number of boundaries scored in the specified overs.

More Sixes & More Fours & More wides; More sixes and wickets; All teams will be "knocked out" by the end of the first innings of the match.

The next minimum number of overs must be scheduled, otherwise all bets will be cancelled unless the settlement has already been determined.

Matches of 20 overs or less (including competitions with 100 balls) — the full limit of overs for each team must be scheduled.

One—day matches - at least 40 overs must be scheduled for each team.

Outs like Bowled, Caught, LBW, Run Out, Stumped in one innings; Any team wins with an advantage of 10 wickets; All 20 wickets fall; A hat trick in the match.

The bets will be calculated as "Yes" if a hat-trick is officially recorded in the match (defined as a bowler who has knocked out three batsmen in a row in the same match).

A wicket will be taken in each of the first # overs of the match.

The over must be completed completely, unless the team "All Out", declares the innings closed, or reaches its goal within this over, unless the outcome of this market has already been determined.

The over with the highest score in the match will be in the innings of team No.; More than 8.5 innings (legal + illegal) in one over; One of the team captains is the "Player of the Match".

One of the team captains must be officially named the "Player of the Match" in order for the bets to be calculated as winning.

The player's strike rate.

The minimum criteria must be met to calculate the strike rate rates:

T20: 8 balls scored or 15 runs scored.

ODI: 15 balls scored or 20 runs scored.

Test match: 20 goals scored or 20 runs scored.

The economy of the player.

The minimum number of overs played by a bowler for the validity of bets:

T20: 2 overs.

ODI: 3 overs.

Test match: 5 overs.

What happens first?

The market will be calculated based on which of the two specified events will occur first. At least one of two events must occur for the calculation.

Any opening batsman will reach the end of an innings; A Caught & Bowled out in a match; a Golden Duck in a match.

The "Platinum Duck" is also calculated as the "Golden Duck".

Dropped out of the game due to injury; Dropped out of the game by decision; Score in the series by draw.

Bets will be cancelled if the scheduled number of draws is not carried out, unless the calculation has already been determined.

Total no-balls; Total dot-balls.

Wickets, bays, and leg-bays are also counted.

Fast markets; Out on the ball.

The specified ball must be served, otherwise all bets are void.

Any wicket scored on the specified ball will be counted.

"Retired outs" and "timed outs" will not be counted.

Example: if an over starts with a wide serve, a wicket, a wide serve, a dot ball, then the wicket will be counted on the first legal serve of the over, but not on the second.

Extra-run in the over.

Will there be an extra run in the specified over?

An over must be played in full, unless the team "All Out", declares the innings closed, or reaches its goal within that over, unless the outcome of that market has already been determined.

Wides, bays, leg-bays, no-pains and penalty wounds are considered as extra wounds if they are counted on a specific serve within this over.

Over Mayhem.

An over must be played in its entirety, unless the batting team is All Out, declares the innings closed, or reaches its goal within that over.

Calculation:.

1 point for each run scored in the over.

2 bonus points for each knocked out border.

10 points for each wicket taken.

Over Booster.

An over must be played in its entirety, unless the batting team "All Out", declares the innings closed, or reaches its goal within that over.

Calculation: 1 point for each run scored in an over multiplied by the number of runs scored from the last ball.

If the last ball was not served because the All Out team declared the innings closed or reached the target, then the last batted ball will be considered the "last ball of the over".

If the last ball was not served for any other reason, all bets will be cancelled.

Over-lottery.

The bets are calculated based on the coincidence of three specific outcomes of the balls within the over.

The specified ball is defined as the legal serve from which the selected event occurred.

Example: If an over starts with a Wide, Wide, Single, then the first legal serve is a Single, and it will be calculated as 3 runs (2 wides + 1 run).

Each outcome of the over corresponds to one of the predefined combinations listed below.

The operator's decision is final.

Over Combinations:; 1, 2, 13, 24, 35, 46 — Dot Ball, One run, Boundary-Four; 3, 14, 25, 36, 47 — Wicket, Border-six; 4, 15, 26, 37, 48 — Two, Border-Four, Border- the six; 5, 16, 27, 38, 49 — Dot ball, Two, Four; 6, 17, 28, 39 — One run, Four, Six; 7, 18, 29, 40 — Three, Four; 8, 19, 30, 41 — Dot ball, One run, Two; 9, 20, 31, 42 — One run, Two, Three; 10, 21, 32, 43 — Two, Six; 11, 22, 33, 44 — Two, Three, Four-Four; 12, 23, 34, 45 — Wicket, One run, Deuce; Whether there will be a Golden Duck out.

This market refers to a situation where a batsman is "knocked out" on the very first serve he faces.

An out on the first ball of a batsman's innings is called a "Golden Duck".

"Platinum duck" (out without hitting the serve) It is also calculated as a "Golden Duck".

Bets are calculated as "Yes" if such an out is officially recorded during the match.

The total number of balls before the out.

The calculation is based on the number of legally played balls that the specified wicket has encountered, as recorded in the official protocol.

Only completed legal filings are counted.

If a batsman leaves the game due to injury and is replaced by another player, it is not considered an out. The market won't be settled until the wicket drops.

If the innings ends naturally (the announcement of the closure or the achievement of the goal by the team), the final number of balls hit will be calculated only if it was possible to exceed the predicted totals. Otherwise, the bets will be cancelled.

Any bet placed if there was no more play after that will be cancelled unless the result has already been determined.

If the game is interrupted due to rain:.

The bets will be calculated if the total has already been exceeded.

Bets will be cancelled if the result has not yet been determined and the game does not resume.

Out on serve.

Will the wicket be taken on the specified feed? Only the wicket officially counted on the specified submission is counted, regardless of whether the submission is legal or illegal.

Illegal submission (for example, "wide ball") is considered self-submission.

Example: An over with 2 wides will consist of 8 serves, not 6 legal balls.

If the specified submission did not take place for any reason, the bets on this submission will be cancelled.

An out or a boundary on the serve.

Will the wicket be taken or will the boundary be knocked out on the specified feed? Only the wicket or border officially counted on the specified submission is taken into account, regardless of whether the submission is legal or illegal.

Only the real boundaries are taken into account, overballs or wounds on fours/sixes are not counted with the bat.

Extra-run on serve.

Will an extra run be scored on the specified pitch?

Vides, bai, leg-bai, no-balls, and penalty wounds are considered extra wounds.

Only the extra run officially counted on the specified submission is counted, regardless of whether the submission is legal or illegal.

An illegal ball (for example, a wade) is considered an independent serve.

The first contact is on the serve.

What will be the first contact after the bowler has served the specified ball?

Will it be a batsman, a batsman, wickets, or something else (i.e. none of the above)?

If it is impossible to determine the first contact (for example, simultaneous contact with the bat and the shield), the bets will be canceled.

The serve does not have to be legal — illegal balls (for example, wade) are considered serves.

An over with 2 wides will consist of 8 serves, not 6 legal ones.

The border is in the over.

Only the boundaries counted towards the batsman's score are counted.

Bai, leg-bai, or vida are not counted.

A boundary struck from a no-ball will be counted only if it is counted towards the batsman's score.

An over must be played in its entirety, unless the team "All Out", declares the innings closed, or reaches its goal within that over, unless the result has already been determined.

Overballs are not credited to the batsman's account and therefore are not counted for this market.

The first effective strike.

How many runs from the bat will be scored by the first effective shot in the over?

1, 2, 3, 4, 6 or "Other".

Only the wounds credited to the batsman's score are counted.

If the first score in the over is "wide", and then 4 is knocked out on the next serve, the market will be calculated as 4.

If a no-ball is served and the wounds are knocked out, only the value credited to the batsman's score is taken into account.

There must be an innings with runs credited to the batsman's score, otherwise the bets will be void.

Overballs will be counted if they count towards the batsman's score.

Example: If a batsman runs 1 run and makes 4 overballs, he is credited with 5 runs, and the market will be calculated as "Other".

The author of the border.

Will the specified player hit the next boundary?

Only the real boundaries, which were beaten out with a bat, are taken into account.

Overballs, wounds on fours and sixes do not count.

If there are no more boundaries after placing a bet, the bets will be cancelled.

The specified player does not have to be on the field when the next boundary is knocked out — it is enough for the next boundary to be knocked out.

The next limit is 4 or 6.

Will the next boundary be 4 or 6?

Overballs, wounds on fours and sixes are not counted.

If no boundaries are broken after placing a bet, the bets will be cancelled.

The side of the border.

Will the next border be stamped on the outside (off side) or inside (leg side) side of the field?

The outside/inside is determined by the batsman's position at the time of the bowler's run-up.

Strikes with a change of stance or reverse sweeps do not change the definition of a side.

If it is impossible to determine which side of the border was knocked out, the bets will be canceled.

The type of extra wound.

What would be the next type of extra-run committed by the throwing team?

Possible outcomes: waid (wide serve), no-ball, easy bye, bye, or even points.

If no more extra runs are allowed, the bets will be cancelled.

If several types of extra runs occur on the same serve, the result is determined by the one that occurred chronologically first.

Example: If a no-ball is followed by a lay-up, the result will be a no-ball.

The player who makes the extra run.

Which player will throw the ball when the next extra run is allowed?

Extra-wounds include: waid (wide serve), no-ball, leg-bye, bye, or straight points.

Penalty wounds will be counted only if they are counted towards a specific pitch made by the designated bowler.

If they are not counted towards submission and the penalty wounds are the next extra-wound, the bets will be cancelled.

If no more extra runs are allowed after placing the bet, the bet will be cancelled.

The type of vide.

On which side of the field will the next Wide be served?

Options: off-side, leg-side, or other (at a level above the head).

The off-side and leg-side sides are determined by the batsman's position at the start of the bowler's run-up.

A stance change kick or a reverse kick does not affect this definition.

If it is impossible to determine the nature of the wade, the bet will be canceled.

The no-ball type.

What will be the type of the next no-ball?

Possible options:; - putting the front foot out of the feed line (Front Foot); - another type of violation (Other).

If there are no more no-balls after placing the bet, the bet will be cancelled.

If it is impossible to determine whether the no-ball was of the Front Foot or Other type, the bet will be canceled.

The player who makes the catch.

What type of player will make the next catch?

Options: wicketkeeper, bowler or fielder.

Reserve fielders and "impact players" are counted in this market.

The calculation is based on the player's role at the time of the catch.

Example: If a regular goalkeeper makes a catch like a standard fielder, the "Fielder" will be the winner.

If no catches are made after placing the bet, the bet will be cancelled.

The number of balls at the time of the catch.

How many legal balls will be served in an innings at the time of the next catcher?

Wides and no-balls are not counted in the total number of balls.

Example: If two moves are served in an over, it still counts as 6 legal balls.

If no catch occurs after placing the bet, the bet will be cancelled.

Which specified player will make the next catch?

Only the specified players are counted — if the catch is made by a reserve fielder or an "impact player", the bets will be canceled.

Boundaries on the serves.

All specified balls in the over must be served, otherwise the bets will be canceled.

Only boundaries are taken into account, overballs knocked out by the bat, fours and extra-wounds are not counted.

The specified ball must be legal and wagered, and the boundary must be knocked off this ball in order for the bet to be considered a winning one.

If there are additional pitches (for example, a wade followed by a 4), it will be considered a win only if the boundary was knocked off the bat on a legal ball.

Singles on innings.

A single is defined as a legal delivery from which 1 run is scored from the bat and counted towards the batsman's score — extra runs are not counted.

The specified ball must be legal and played.

If the pitch is followed by a single, the ball will not be considered a single (2 runs are counted).

If a wade is followed by a dot ball, it will not be considered a single, as 1 run was not scored from the bat and was not counted towards the batsman's score.

Dot-balls on handouts.

A dot ball is defined as a legal pitch from which not a single wound has been scored, including extra wounds.

If the wade is followed by a dot ball, the ball will not be considered a dot ball - 1 run will be counted on this ball.

Total runs from innings no. to no.

The specified number of balls must be served in full, unless the calculation has already been determined, otherwise the bets will be canceled.

If the innings reaches a natural conclusion within the specified number of balls (the "All Out" command or the goal is reached), the bets remain valid and are calculated based on the final score of the innings.

Accumulated penalty wounds will be included in the total for calculation if they were counted on time, but not if added retrospectively.

In case of an interrupted match, the bets will be cancelled, unless the settlement has already been determined.

Statistics provided by the official account provider(s) or the official website of the relevant competition or match will be used to calculate bets.

If statistics from the official account provider(s) or the official website are unavailable, or there is substantial evidence that the official account(s) or the official website are incorrect, we will use independent evidence to support the calculation of bids.

In the absence of consistent, independent evidence or if there is significant conflicting evidence, the rates will be calculated based on our own statistics.

The team's total runs in innings is No. 1 if they bat first.

The calculation is based on the number of runs scored by the team only if it hits first. The bets will be cancelled if the team wins the second one.

In matches with a limited number of overs, the team must be able to beat at least 80% of the originally planned overs in order for the bets to remain valid, unless the calculation has already been determined, otherwise the bets will be canceled.

In First-class matches or Test Matches, only the first innings of the specified team is counted. At least 60 overs must be served in an innings, unless the team has "All Out" or declared the innings closed.

Penalty wounds will be included in the total for calculation if they were counted before the end of the innings, but not if added retrospectively.

In the case of a shortened innings, any bets placed after the last pitch of the shortened innings will be void.

Curling.

All bets are accepted taking into account the extra ends in case of a tie in the main time of the match.

If the match is interrupted for any reason and is not completed within 12 hours of the originally scheduled start time, all uncalculated bets on the markets, the outcome of which was not determined before the interruption, will be canceled.

If the match is postponed or rescheduled for more than 36 hours from the originally scheduled time, all bets will be cancelled.

If the Mercy Rule is applied during the match, all bets will be calculated based on the official result at the time of the rule's application.

Handicaps and totals are given in points, unless otherwise indicated in the betting line.

All bets will be calculated according to the official result of the main time, including extra ends.

If the match was officially ended in a draw, the bets will be cancelled.

If less than 10 ends are played in the match, the bets will be calculated based on the official result.

If the match ends in a complete draw, the bets will be calculated based on the official result.

Total of the match; Total of the match (Even/Odd); An extra end will be played.

All bets will be calculated according to the official result of the match if one extra end has been played.

If for any reason the extra ends were not played and the match ended in a draw, the bets will be cancelled.

Bicycling.

All bets on the race are valid until the end of the stage, regardless of the possible postponement of the start time and date. If the tournament has been cancelled or interrupted for any reason and has not been completed, the bets will be cancelled.

The race rules are determined by the Tournament Federation and indicated in the betting line. If the race rules have been changed, the bets will be cancelled.

The final result of the race is determined by the official race protocol, published immediately after the finish. Further disqualifications of participants or any other changes to the final protocol after the race are not taken into account.

All bets will be calculated according to the official protocol of the race finals.

The participant who takes the first place in the official race protocol is determined as the winner. If there are several winners, the bets on these participants will be canceled.

If the rider has not started (DNS), the bets will be cancelled.

If a rider leaves the race after the start of the race (DNF), the bets will be calculated according to the final race protocol.

Match-Up.

When calculating the bet, the official information about which rider will take a higher place in the final protocol of the race is taken into account.

If one of the riders did not start (DNS), the bets will be cancelled.

If both riders have retired from the race (DNF), the winner is the one who has covered the greater distance.

All bets on the match remain valid until the end of the tournament. If the tournament has been cancelled or interrupted for any reason and has not been completed, the bets will be cancelled.

The rules of the match are determined by the Tournament Federation, unless otherwise specified in the betting line.

If the match rules are changed, bets placed on the winner of the match will be calculated according to the accepted odds, while bets on handicaps or totals will be canceled, except in cases where the calculation of bets was determined earlier.

If one of the players refuses to continue the match for any reason or is disqualified, he loses all unfinished legos, and the bets will be calculated based on the result. If the refusal (disqualification) occurred before the start of the match, all bets will be cancelled.

The winner of the leg (2 outcomes).

All bets will be calculated according to the official result of the match.

If the rules of the match are changed, the bets will be calculated based on the result, except in cases where the match ends in a draw and the bets will be cancelled.

Head start on sets.

If the rules of the match are changed, the bets, the results of which were not determined by the time the interruption began, will be canceled.

Total (Even / Odd); Total of the match of player 1; Total of the match of player 2; Total of sets; Total of legs; Exact score; Total 180 points; Total 180 points of player 1; Total 180 points of player 2; The player who scores more than 180 points; The player who scores the first 180 points.

180 points are awarded to the player who scores the highest possible score (180 points) for 3 shots in one attempt.

If one of the players refuses to continue the match for any reason or is disqualified, the bets, the results of which were not determined by the time the interruption began, will be canceled.

All bets will be calculated according to the official result of the team's qualification for the next stage of the tournament, which is published on the official website of the tournament.

To qualify, a team must play one match or several matches.

Esports.

One-card advantage before the start of the event: in accordance with the decision of the judges/rules, in some cases, the victory of one of the teams may be awarded in 1 card in absentia. In outcomes with a total of cards or a victory in a specific (in order) card, this "correspondence" card is not taken into account. That is, the first card in the betting line is considered to be the first card played by the participants.

The rules of the game: Bo1, Bo2, Bo3, etc. (the total number of playing cards) is determined by the rules of the Tournament and indicated in the betting line. If the rules of the game have been changed, the bets will be cancelled.

If a team has changed its name or been acquired by another organization, but retains 50% of the team, the bids will remain valid.

If 4 or more players from the squad are replaced before the start of the game, the bets will be cancelled. If one or more players are eliminated during the game, but the team continues the game, the bets will be calculated according to the result.

The Duel Players market is calculated based on the number of kills. In order for the bet to remain valid, each player must participate in the match. If one of the players does not participate in the match, all bets on this player and the general comparison market will be canceled.

DOTA 2.

The final results are determined by the official data recorded at the time of the victory of the team that destroyed the opponent's main building (Ancient or Throne) or forced the opposing team to leave the game.

In case of a technical defeat on the map after the creeps leave the barracks on the line, the bets will be calculated according to the result.

In case of a technical defeat on the card before the creeps are released or in the game as a whole, the bets, the results of which were not determined by the time of the technical defeat, will be canceled.

In case of Re-host, Rebuild, rollback of the game situation to the time of auto-save or replay (in case of server failures, network problems, DDOS attacks, etc.), the bets remain valid.

The final result is determined by the official data recorded at the time of the team's victory.

Victory on the map is achieved by winning at least 13 rounds (or according to the tournament rules). In case of a tie on the card (when the score is 12-12 rounds), the organizers can schedule an additional 6 rounds, the so-called "overtime" (OT). An overtime victory is awarded to the team that wins in 4 rounds (for example, when the score is 16-12). In case of a tie (15-15), the judges appoint a second OT — 6 additional rounds. Overtimes are repeated until a winner is determined.

In case of a technical defeat on the card, the bets, the results of which were not determined at the time of the technical defeat, will be canceled.

The final result is determined by the official data recorded at the time of the victory of the team that destroyed the opponent's main building (Nexus).

In case of a technical defeat on the map after the minions leave the barracks on the line, the bets will be calculated according to the result.

In case of a technical defeat on the map before the minions exit or in the game as a whole, the bets, the results of which were not determined by the time of the technical defeat, will be canceled.

Victory on the map is achieved by winning at least 13 rounds (or according to the tournament rules). In case of a tie on the card (when the score is 12-12 rounds), the organizers can schedule additional rounds, the so-called "overtime" (OT). An overtime victory is awarded to the team that achieves a 2-round advantage. Overtimes are repeated until a winner is determined.

Starcraft 2; Starcraft; Arena of Valor; King of Glory; Hearthstone; World of Tanks; PUBG.

The final result is determined by the official data recorded at the end of the round.

The winner of the card (2 outcomes).

All bets will be calculated according to the official result of the game/card.

If the rules of the game are changed, the bets will be cancelled.

All bets will be calculated according to the official result of the game.

Head start on kills in the match; Head start on kills on the map.

All bets will be calculated according to the official number of kills of the main characters on the map.

Total kills in the match; Total kills on the map; Total kills of team 1 in the match; Total kills of team 1 on the map; Total kills of team 2 in the match; Total kills of team 2 on the map; Total kills (Even/Odd).

All bets will be calculated according to the official number of cards played in the game.

If the rules of the game are changed, the bets will be cancelled, except in cases where the calculation of the bets was determined earlier.

Total cards; Total cards of team 1; Total cards of team 2; Total cards (Even/Odd); Exact total cards; Score after the second card; First blood.

All bets will be calculated according to the official result of the card.

When calculating the bet, the first murder of the hero of the game by the heroes of the opposing team is taken into account. The first kill on the map by neutral units or creeps does not count.

Race to N kills.

When calculating the bet, it is taken into account which team will be the first to commit 10 kills of the opposing team's heroes.

Roshan's 1st kill; Roshan's total kills.

Roshan, sometimes also called the Immortal Roshan, is a strong neutral boss crip who easily outperforms almost every hero without the right equipment or level.

Over time, Roshan continues to grow stronger throughout the match and respawns indefinitely after defeat.

The first team to destroy the tower; Total destroyed towers; Total destroyed towers.

The towers are the main line of defense for both factions, attacking any non-neutral enemy unit that comes within their range. Both factions have three lines, each guarded by three towers.

In addition, each faction also has two towers near the Ancient, which adds up to 11 towers per faction.

The first team to destroy the barracks; The total of the destroyed barracks.

Barracks (usually abbreviated to Rax or Racks) are buildings that are protected and located behind towers (Level 3) on each corresponding line. The barracks do not have to be destroyed to make the towers (Level 4) vulnerable.

Each faction has two types of barracks on each line, which adds up to 6 barracks per faction.

Godlike.

A Godlike series is a series of nine or more kills of enemy heroes by one player without death.

Megacreeps.

When all enemy barracks are destroyed, "megacreeps" begin to appear on all lines, and siege creeps receive additional damage.

Rampage.

Rampage is the killing of five or more characters in Dota 2 in a row in a short period of time (the delay between enemy deaths should not exceed 18 seconds).

All bets will be calculated according to the official result of the game/card, including overtime.

The winner of the card without taking into account overtime (3 outcomes).

All bets will be calculated according to the official result of the card, without overtime.

Handicap by rounds in a match; Handicap by rounds on the map; Score difference on the map.

All bets will be calculated according to the official number of rounds played on the map/in the game, including overtime.

Total rounds in the match; Total rounds on the map; Total rounds of team 1 in the match; Total rounds of team 1 on the map; Total rounds of team 2 in the match; Total rounds of team 2 on the map; Total rounds (Even/Odd); Result and total; Result of the first half and cards; Victory in the first half; Victory in the second half.

All bets will be calculated according to the official result of the specified half of the card, without overtime.

The first half includes the first 12 rounds played.

The second half includes rounds starting from the 13th to the end of the map without overtime.

The winner of the round (2 outcomes); The winner of the first N rounds.

All bets will be calculated according to the official result of the winning rounds on the map.

Victory in a round is achieved by killing all opponents on the map, detonating/defusing a bomb, or running out of time on the timer of the round.

Whether overtime will be played.

Overtime will be played in case of a draw (12-12) on the map.

First Blood.

When calculating the bet, the first murder of the hero of the game by the heroes of the opposing team is taken into account.

The first kill on the map by neutral units or minions does not count.

The first Dragon kill; Total Dragon kills.

The Dragon is the second most powerful neutral monster in League of Legends. All types of dragons are counted, including the Elder Dragon.

The first murder of the Baron; The total number of Baron's murders.

Baron Nashor is the strongest neutral monster in League of Legends.

The first destroyed tower.

Turrets, also called "turrets", are powerful fortifications that attack enemy units within their line of sight. Towers are the main element of League of Legends. On Summoner's Rift, each team has 11 towers, and on Howling Abyss, there are 4 towers.

The first inhibitor destroyed; The total number of inhibitors destroyed.

Inhibitors are structures that prevent the appearance of "supergiants" on the corresponding line. Each team has 3 inhibitors at Summoner's Gorge in each of their bases, from which at least one inhibitor must be destroyed to make the Nexus and its defensive towers vulnerable to attack. The re-destroyed inhibitors are not taken into account in the calculation.

Tournament rules; Advance to the semifinals.

In tournament betting, it is suggested to guess which team will take the best place in the tournament based on the official results provided by the specified Organization.

If the tournament has not been played in full, all bets will be cancelled, except in the case when the current results are declared final by the Organization and the bets will be calculated according to the official result.

If the tournament has not been fully played and the winner has not been determined, the bets will be cancelled.

If both teams are eliminated at the same stage of the tournament or occupy the same places, the bets will be cancelled.

Field hockey.

All bets are accepted for regular time, excluding extra time and shootouts.

If the match was interrupted for any reason and was not completed within 12 hours of the originally scheduled start time, all uncalculated bets on the markets, the outcome of which was not determined before the interruption, will be canceled.

All bets will be calculated according to the official result of the regular time. Goals scored in extra time are not counted.

If the rules of the match are changed, the bets will be cancelled.

All bets will be calculated according to the official result of the regular time, excluding extra time. In case of a "hit" in the handicap (when the score, taking into account the handicap, becomes equal), the bets will be canceled.

If the result after applying the handicap is a draw, the bet will be calculated as cancelled.

All bets will be calculated according to the official result of the regular time, excluding extra time. If the total is exactly equal to the specified number, the bet will be calculated as cancelled. A score of 0-0 is considered Even.

If the rules of the match are changed, the betting results that were not determined at the time of the interruption will be annulled.

The team that scores goal number N.

When calculating the bet, the official information about who scored the nth goal in the regular time of the match is taken into account.

To determine the result, information is used about which team will score the nth number of goals first.

To qualify, a team needs to play one match or several matches.

Floorball; Winner taking into account overtime.

All bets will be calculated according to the official result of the regular time, including extra time.

All bets will be calculated according to the official result of the regular time, excluding extra time. If the result after applying the handicap is a draw, the bet will be calculated as cancelled.

Football bets are accepted at regular time, which is determined by the rules of the match/tournament. It includes the compensated time (or stoppage time) set by the referee or match representative at the end of regular time (match/halftime). The minutes of events that occurred during the time compensated/added by the referee are the 45th or 90th minute.

If the format/rules of the match have been changed and have not been provided in advance (and this does not comply with the betting conditions), the bets will be cancelled. (For example, a match is played in 3 halves of 30 minutes each. In this case, the halftime bets will be canceled, and the match bets will be calculated according to the result, since the total duration of the match is still 90 minutes).

Full time is the same as regular time, which includes 90 minutes with the referee's added compensated time, excluding extra time and penalty shootout.

If the home and away teams are mistakenly mixed up, all bets will be cancelled — except in cases where the match is played on a neutral field.

Double chance in full time; Double chance in half-time; Full-time handicap; Half-time handicap; Score difference.

All bets will be calculated according to the official result of the regular time without additional time. If the result after applying the handicap is a draw, the bet will be calculated as cancelled.

Total in full time; Total in half; Total of team 1 (Even/Odd); Total of team 2 (Even/Odd).

All bets will be calculated according to the official result of the regular time without additional time. If the total is exactly equal to the specified number, the bet will be calculated as cancelled. A score of 0-0 is considered Even.

Total goals scored in the 1st/2nd half; Total goals scored by team 1 in the 1st/2nd half; Total goals scored by team 2 in the 1st/2nd half.

All bets will be calculated according to the official result of the regular time without additional time. For calculation, the winning interval is considered to be the interval that corresponds to the number of goals scored in regular time.

The total in both halves is more than 1.5; the total in both halves is less than 1.5.

The official result of each half of the match is taken into account when calculating the bet.

Result and total N (more/less); Half-time result and half-time total; Half-time and full-time result; 1st half result and 2nd half result.

When calculating the bet, the official result of the first half and full time is taken into account.

Most productive half of team 1; Most productive half of team 2; Goal scored in the first half; Goal scored in the second half; Goal scored in the match; Goals scored in both halves; Both teams will score in regular time; Both teams will score in half; Team 1 will score in regular time; Team 1 will score in half; Team 2 will score in regular time; Team 2 will score in halftime; Team 1 will score in both halves; Team 2 will score in both halves; Both teams will score in the 1st half and both teams will score in the 2nd half.

All bets will be calculated according to the official result of the regular time without additional time.

A draw in any half; A draw and both teams will score; A "Dry" match of team 1; A "Dry" match of team 2; The first team to score, and the result of the match.

When calculating the bet, the official information about who scored the first goal and the result of the main match time is taken into account. If the result is 0-0, the "No goals" option is a winning one.

Both teams will score and the result of the match; Both teams will score and the total; More than 1.5 goals scored; Four options are offered:; Only team 1;; Only team 2;; Both teams;.

None of the teams.

Only one option can be advantageous.

Team 1 will score N goals in a row; Team 2 will score N goals in a row; Any team will score N goals in a row.

All bets will be calculated according to the official result of the regular time without additional time. Only goals scored by one team in a row are counted (there should be no goal scored by the other team between the goals of the first team).

Team 1 will win any half; Team 2 will win any half; Team 1 will win both halves; Team 2 will win both halves; Team 1 will win "dry"; Team 2 will win "dry"; Team 1 will win with a difference of 1 goal; Team 2 will win with a difference of 1 goal; Team 1 will win with 1 goal difference or draw; Team 2 wins by 1 goal difference or draw; Number of goals scored; Range of goals scored by team 1; Range of goals scored by team 2; Exact score of the 1st half; Exact score of the 2nd half.

All bets will be calculated according to the official result of the regular time without additional time. If the match ended with a score that was not offered in the betting line, the bet will be calculated as the loser.

The team that scores the 1st goal in the 1st/2nd half; The team that scores goal number N (3 outcomes).

When calculating the bet, the official information about who scored the nth goal in full time of the match is taken into account. An own goal is counted as a regular goal.

The team that scores the last goal.

When calculating the bet, the official information about who scored the last goal in the main time of the match is taken into account. An own goal is counted as a regular goal.

When team 1 scores the 1st goal; When team 2 scores the 1st goal.

The calculation of the bet is based on the official information about when the team will score its first goal in the regular time of the match. An own goal is counted as a regular goal. The minutes of goals scored in the compensated time added by the referee are the 45th or 90th minute.

The team that scores first and wins the match.

Information about which team will score the first goal and the result of the match is used to determine the result.

Team 1 wins by losing during the match; Team 2 wins by losing during the match; Team 1 draws by losing during the match; Team 2 draws by losing during the match; Team 1 wins or draws by losing during the

match; Team 2 wins or draws by losing during the match Team 1 will win without losing during the match; Team 2 will win without losing during the match; Team 1 will lead the match; Team 2 will lead the match.

All bets will be calculated in accordance with the official information and the protocol of the game in full time.

Total minutes of goals (2 goals); Total minutes of goals in a half (2 goals); Range of minutes of total goals.

All bets will be calculated according to the official information about the minutes of goals in regular time. The minutes of goals scored in the compensated time added by the referee are the 45th or 90th minute.

The interval of the first goal; The interval of the second goal; The interval of the last goal.

In case of a 0-0 score, the bets will be cancelled.

Whether there will be a goal before minute N; Whether there will be a goal after minute N; Team 1 will score a goal before minute N; Team 2 will score a goal before minute N; Whether there will be a goal in the interval of minutes; Team 1 will score in the interval of minutes; Team 2 will score a goal in the interval of minutes; When the 1st goal is scored; The winner after N minutes (3 outcomes); Whether there will be a red card; The player from team 1 will receive a red card; The player from team 2 will receive a red card; Whether there will be a penalty; Team 1 will take a penalty; Team 2 will take a penalty; Whether there will be a penalty and a red card; Whether there will be a penalty or a red card; A penalty in both halves; Penalties for both teams; Red cards for both teams; Total red cards; Total penalties.

All bets will be calculated according to the official information about the red cards shown and the penalties awarded in regular time.

A penalty that is cancelled by the referee's decision (VAR) is not counted.

A penalty kick awarded but not implemented is taken into account.

A player is considered removed if he was on the field at the time of the violation. The cards shown to the players on the bench and the staff (coaches, managers, etc.) are not counted.

Whether there will be an own goal.

To determine the result, information about who scored the goals in the match is used, which is posted on the source. whoscored.com .

Whether the substitute player scores; The team that starts the match.

Information about which team will start the match is used to determine the result.

Hitting the bar or crossbar.

When calculating the bet, shots on the goal post or crossbar are taken into account, after which the ball remains in play (touched the player, the referee on the field, another post or crossbar, remained on the field or crossed the sideline).

Hitting the bar or crossbar is not counted if:.

1. The match was stopped before the ball touched the post or the crossbar.

2. After the ball has touched the post or the crossbar, it has gone beyond the goal line without touching the field.

3. The ball flew into the net (a goal was scored).

Total goals of team 1, scored with the right foot; Total goals of team 1, scored with the left foot; Total goals of team 1, scored with the head; Total goals of team 2, scored with the right foot; Total goals of team 2, scored with the left foot; Total goals of team 2, scored with the head; Total goals scored with the right foot; Total goals scored with the left foot; Total goals scored with the head.

All bets will be calculated in accordance with the official information about scoring goals in regular time, which is posted on the source. whoscored.com .

In case of obvious errors on the source, the company can use the broadcast to confirm the result.

Method of scoring goal number N; Method of scoring goal number N (3 outcomes); Method of scoring goal number N of team 1; Method of scoring goal number N of team 2.

If the goal was not scored or was scored by another body part, the bets will be cancelled.

Total goals outside the penalty area; Total goals inside the penalty area; Total goals inside the goalkeeper's area (6-yard); The referee will watch VAR.

All bets will be calculated according to the official broadcast of the match.

The bet wins if the main referee of the match approaches the monitor to view the incident.

Hints to the referee from the VAR team are not taken into account.

All goalless intervals are greater than N minutes; All goalless intervals of team 1 are greater than N minutes; All goalless intervals of team 2 are greater than N minutes; All goalless intervals are less than N minutes; All goalless intervals of team 1 are less than N minutes; All goalless intervals of team 2 are less than N minutes; Rules for goalless time intervals:.

If goals are scored in a match, the minutes in which they were scored divide the time interval of the match (from 0 to 90 minutes) into n + 1 goalless time intervals.

The length of the goalless time intervals is defined as the difference between the minutes of the first goal and the start of the match, the minutes of consecutive goals scored and the minutes of the end of the match and the last goal — the start of the match is 0 minutes.

If there are no goals in a match, it means that there was only one goalless time interval of 90 minutes in the match.

The minutes of goals scored in the compensated time added by the referee are the 45th or 90th minute.

Example 1: If a match ended 0-0 in regular time, there was only 1 scoreless time interval of 90 minutes in the match.

Example 2: If 2 goals are scored in a match: in the 23rd and 62nd minutes. In this case, there were only 3 goalless time slots in the match: 23 minutes (23-0), 39 minutes (62-23) and 28 minutes (90-62).

Example 3: If 3 goals are scored in a match: in the 15th, 45th and 90th minutes. In this case, there were only 4 goalless time slots in the match.: 15 minutes (15-0), 30 minutes (45-15), 45 minutes (90-45) and an interval of 0 minutes (90-90).

The first event is in a 5-minute interval (9 outcomes).

The first event in the 5-minute interval (3 outcomes): Out, Foul, None of the above

The first event in the 5-minute interval (3 outcomes): Goal kick, Corner kick, None of the above

The first event in the 5-minute interval (3 outcomes): Offside, a goal scored, None of the above

It is suggested to guess what will happen earlier in this period: an out, a foul, a goal kick, a corner, an offside, a goal scored or none of the above.

We also offer a pairwise comparison of various statistics, which suggests finding out what will happen earlier in a certain period of the game. For example: out, foul, or none of the above.

The time of each event is taken into account for the calculation:.

Out — the time at the moment of the actual face-off.

Foul — the time at the moment of the actual execution of a free kick or free kick after fixing the violation.

Goal kick — the time when the goal kick is executed.

Angular — the time at the moment of the actual execution of the kick from the corner mark.

Offside — the time at the moment of the actual execution of the free kick after fixing the offside.

Goal — the time on the timer at the moment of scoring (when the ball crosses the goal line).

The calculation will be based on the timer of the television broadcast, which will be indicated in the comments for a specific match in the line. The line timer starts synchronously with the timer of the selected channel.

It is considered a central timer for calculating when the timer is temporarily absent from a television broadcast.

The compensated time added to the 1st half/match is not taken into account for the calculation of the bet.

In case of any disputes, the betting company may use information from internal sources to make a final decision.

The first event in a 5-minute interval (5 outcomes).

The rule applies to bets placed before the start of the match (Pre-match bets).

It is suggested to specify the event that will happen earlier, during the first 5 minutes of the match.:

A goal is scored; A corner is awarded; A penalty is awarded; A card is shown; None of the above.

The bets placed for the first 5 minutes of the match will be calculated based on the events that occurred between the first and fifth minutes inclusive (0:00-5:00).

A goal must be scored within the allotted time for the bet to be considered a winning one. A goal will be ignored if the kick was taken during the allotted period, but the goal was scored outside this period.

The corner must be assigned within the allotted period. A corner kick will be accepted if it has been assigned.

The penalty must be awarded within the allotted time. Penalties will be ignored if the violation occurred during the allotted period, but the penalty was not awarded. A penalty kick will be counted if it was awarded during the allotted period, even if it was awarded later, outside that allotted period.

Red and yellow cards are counted at the moment they are shown, not at the time of the violation. The card is not counted if the violation that caused the card to be shown occurred during the allotted period, but the card was shown later, outside of this allotted period. Only those cards that were shown to the players participating in the match at the time of the penalty are counted.

A penalty kick is considered a winning outcome if it was awarded before the violation card was shown.

All bets will be calculated according to the official result of the match, including extra time and penalty shootout. Passing on means that the team passes to the next stage of the tournament.

The method of qualification.

All bets will be calculated according to the official result of the match, including extra time and penalty shootout. The qualification method is determined depending on how the team progressed to the next stage of the tournament.

Team 1 wins in extra time; Team 2 wins in extra time; Wins in extra time.

All bets will be calculated according to the official result of the match, including extra time.

If there is no extra time in the match or the winner of the match is not determined in extra time, the result of the bet will be "No".

If the rules of the match have been changed and no extra time has been played, the bets will be cancelled.

Team 1 wins by penalty shootout; Team 2 wins by penalty shootout; Wins by penalty shootout.

All bets will be calculated according to the official result of the match, including the penalty shootout.

Total penalty shootout in a penalty shootout.

All bets will be calculated according to the official number of penalties taken by both teams in the penalty shootout.

Total penalties scored in a penalty shootout; Penalty N will be scored.

All bets will be calculated according to the official number of penalties scored by both teams in the penalty shootout.

Any player will score 2 or more goals.

All bets will be calculated according to the official information about the goals scored by the players in regular time. Goals scored by reserve players are also counted.

Total goals of the players.

All bets will be calculated according to the official information about the goals scored by the players in regular time.

In order for the bet to remain valid, each player must participate in the match for more than one second.

The player will score and the result (3 outcomes); The player will score the 1st goal and the result (3 outcomes); The player will score the last goal and the result (3 outcomes).

The player's statistics are valid if the player participates in the match for more than one second.

The player will score and the exact score; The player will score the 1st goal and the exact score; The player will score the last goal and the exact score; Player comparison.

In order for the bet to remain valid, each player must participate in the match for more than one second. If one of the players does not participate in the match, all bets on this player and the general comparison market will be canceled.

The calculation of the bet on statistical data takes into account the official result, which is posted on the website.

If there is no information on this source, the information for calculating the bid will be taken from the source.

If none of these sources provides information about statistical data, the company has the right to make calculations based on internal sources.

The player will receive a card; The player will receive a red card; Total fouls against the player; Total fouls of the player; Total shots of the player on target; Total offsides of the player; Total of all punches of the player.

The cards shown to the players on the bench and the staff (coaches, managers, etc.) are not counted. Statistical data is taken into account only for the main time.

Corners; Yellow cards.

The following markets can be offered for the statistical categories "Corner" and "Yellow Cards":

Victory (3 outcomes); Race to N; The team that takes the corner number N (3 outcomes); The team that takes the 1st corner (2 outcomes); The team that takes the last corner; The time with the most corners; Will there be a corner in the first N minutes; Will the corner be taken; Team 1 will take a corner; Team 2 will take a corner; The team that will receive the yellow card number N (3 outcomes); The team that will receive the 1st card (2 outcomes); The team that will receive the last card; The time with the most yellow cards; The interval of minutes for the card; The interval of minutes for the card team 1; The interval of minutes for team 2's card; Whether there will be a card before minute N; Whether there will be a card after minute N; Team 1 will receive a card before minute N; Team 2 will receive a card before minute N.

Corner kicks that are assigned but not executed are not counted. If the referee does not count the corner and appoints it again, it will be counted only once.

For all bets related to the number of player warnings, the player's removal is not counted. If a player has been eliminated due to two yellow cards, only the first yellow card is counted. A player is considered removed if he was on the field at the time of the violation. The cards shown to the players on the bench and

the staff (coaches, managers, etc.) are not counted. The cards shown after the whistle for the end of the 1st half are considered to be the cards shown in the 2nd half. If two or more players from different teams receive yellow/red cards in a match due to the same gaming incident, bets on the "First Yellow/Red Card" market will be canceled.

Card — the time when the card is fixed by the referee.

Corner kick — the time at the moment when the corner kick is executed from the corner mark.

Fouls; Shots on target; All shots; Offsides; Outs; Shots from goal; Saves.

The following markets can be offered for the statistical categories "Fouls", "Shots on target", "All shots", "Offsides", "Outs", "Shots from goal", "Saves".:

The team that commits the foul; Goal kick number N (3 outcomes); Total interval of minutes; Total interval of minutes of team 1; Total interval of minutes of team 2.

Foul — the time when the referee commits a violation of the rules.

Stroke — the time at the moment of the actual execution of the stroke.

Offside is the time when an offside is detected.

Ball possession.

The following markets can be offered for the statistical category of "Possession of the ball":

The data is taken from the website with one decimal place.

In case of a "hit" in the total, the bets will be canceled.

Substitutions; Distance traveled; Dribbling; Rebounds; Passes; Interceptions; Single combats in the air; Crosses (overhangs); Ball takeaways.

The following markets can be offered for the statistical categories "Substitutions", "Distance traveled", "Dribbling", "Rebounds", "Passes", "Interceptions", "Aerial combat", "Crosses (canopies)", "Ball Takeaways":

If one or more group stage matches are cancelled, all bets on group stage statistics will be cancelled.

If one or more matches are interrupted and not completed before the end of the group stage, all bets on the statistics of the group stage will also be canceled.

The calculation of statistical indicators is based on the official result, which is posted on the website.

If there is no information on this source, the company has the right to make calculations based on internal sources.

All of the above information applies to all tournament betting sections (including suggestions on statistics and the group stage).

The team that wins the tournament; The team that will advance to the finals; The team that will advance to the semifinals; The team that will advance to the quarterfinals; The pair of finalists.

Guess the two teams that will advance to the finals of the tournament.

The top scorer.

Guess the player who will score the most goals in the tournament. If two or more players have scored the same number of goals, the following parameters are taken into account:

the highest number of goals in the tournament;; the highest number of assists in the tournament;.

the least number of minutes played.

The total of the best scorer.

Guess the number of goals scored by the top scorer. Goals scored in extra time are counted. Goals in the penalty shootout are not counted.

The best player of the tournament.

Name the player who will receive the award at the end of the tournament.

The number of goals scored by the winning team; The winning team will win all matches in regular time; The winning team will score the most goals in the tournament; The position of the winning team in the group ranking.

If two or more teams have scored the same number of goals, the bet "The winning team will score the most goals in the tournament" will be lost.

Goals scored in extra time are taken into account for the calculation. Goals in the penalty shootout are not counted.

Tournament statistics; Number of goals scored in the tournament in a match; Number of goals scored in the tournament in the 1st half; Number of goals scored in the tournament in the 2nd half; Number of goals scored in the tournament in extra time; Number of goals scored in the tournament; Number of draws in the tournament; Number of matches with extra time time; Number of penalty shootout matches; When the earliest goal will be scored; Which team will score the most goals in the tournament; Which team will score the fewest goals in the tournament; Which team will concede the most goals in the tournament; Which team will concede the fewest goals in the tournament.

In case of an equal number of goals scored, the winner will be the team that was eliminated last.

If both teams are eliminated at the same stage, the winner is the team that placed higher in the final ranking in the group stage.

If this indicator is also equal, the number of points scored by each team in the group matches is taken into account.

If the number of points is also equal, the difference between goals scored and conceded in the tournament is taken into account.

The team with the best goal difference will be the winner.

Comparison of players by the number of goals scored in the tournament.

Goals scored in extra time are counted.

In the case of an equal number of goals scored, the winner in the comparison will be the player whose team was eliminated last.

If both teams are eliminated at the same stage, the winner is the player whose team placed higher in the final ranking in the group stage.

The winner will be the player whose team has the best goal difference.

Comparison of teams by the number of goals scored in the tournament.

In the case of an equal number of goals scored, the winner in the comparison will be the team that was eliminated last.

The team that will show the best result in the tournament.

This bet is a comparison of two teams, in which the winner is the team eliminated later than its opponent.

The nation's top scorer.

Name the player who will score the most goals among all the players of your nation.

In case of an equal number of goals scored, the following parameters are taken into account:.

The highest number of goals scored.

The highest number of assists.

The least amount of time spent by a player on the field.

Suggestions for the group stage.

If the tournament has not been played in full, all bets will be cancelled, except in cases where the current results have been declared final by the Federation or the League. In such cases, the bids will be calculated according to the official results.

The team that wins the group; The final place of each team in the group; The team that scores the most goals in the group; The team that scores the fewest goals in the group.

In case of an equal number of goals scored, the winner is the team that occupies the higher position in the group.

If the number of points is also equal, the difference between goals scored and conceded in the group is taken into account.

The number of goals scored by the team in the group stage; The number of goals conceded by the team in the group stage; The number of points scored by the team in the group stage; The group with the highest total number of goals scored; The group with the lowest total number of goals scored.

In the case of an equal number of goals scored, the difference between goals scored and conceded is taken into account.

The group with the best goal difference will be the winner.

The number of matches with a score of 0-1, 2-3, 4 or more goals scored; The group with the highest number of yellow cards shown.

In case of an equal number of yellow cards, the winner will be determined by the following parameters::

1. The largest number of red cards shown.

2. The highest number of penalties awarded.

3. The highest number of committed fouls.

The group with the fewest yellow cards shown.

1. The fewest number of red cards shown.

2. The least number of penalties awarded.

3. The least number of committed fouls.

The group with the most red cards shown.

In case of an equal number of red cards, the winner will be determined by the following parameters::

1. The largest number of yellow cards shown.

The group with the fewest red cards shown.

1. The fewest number of yellow cards shown.

Formula 1, Nascar, MotoGP.

The race rules are determined by the Tournament Federation and indicated in the betting line. If the race rules have been changed, the bets will be cancelled.

The winner of the qualification.

The participant who takes the first place in the official race protocol is determined as the winner. If there are several winners, the bets on these participants will be canceled. If the rider did not start (DNS) or left the race during the warm-up lap, the bets will be cancelled. If a rider leaves the race after the start of the race (DNF), the bets will be calculated according to the final race protocol.

In qualifying bets, the winner is the rider who takes the first place in the specified qualification. The best driver in qualifying is the driver who showed the best time on the qualifying lap. If a rider fails to show the qualifying time for the specified qualification, the bets will be cancelled.

Will take N seats; Will take N-Y seats.

If the rider did not start (DNS) or left the race during the warm-up lap, the bets will be cancelled. If a rider leaves the race after the start of the race (DNF), the bets will be calculated according to the final race protocol.

When calculating the bet, the official information about which rider (or team) will take a higher position in the final protocol of the race is taken into account. If one of the riders did not start (DNS) or left the race during the warm-up lap, the bets will be cancelled. If both riders are out of the race (DNF), the winner is the rider

who completed the most laps (if both riders are out of the race on the same lap, the bets will be void).

In the qualification bids, it is necessary to name the rider who will show the best time on the qualifying lap and take a higher position in the specified qualification. If a rider fails to show the qualifying time in the specified qualification, the bets will be cancelled.

The fastest lap.

When calculating the bet, the official information about which rider will complete the fastest lap in the race is taken into account.

Finish the race; The total number of classified riders.

If a rider is classified, he is considered to have completed the race. Non-qualified riders who have completed at least 90% of the winner's laps are considered classified. (NC - not classified).

The total number of riders who will not complete the 1st lap.

Lap 1 is considered the first lap after the start of the race. The specified rider must start the race to be calculated. If a rider leaves the race during the warm-up lap, the bets will be cancelled.

Leader after the 1st lap; Safety car.

A safety car (or "pace car") is a vehicle that limits the speed of competing cars or motorcycles on a race track in the event of a dangerous situation, such as an obstacle on the track or bad weather.

The situation when the riders enter the track after the safety car, or the appearance of a virtual safety car on the track, is not taken into account for the calculation.

The winning team.

All bets will be calculated according to the official race protocol.

The team whose rider took the first place in the official race protocol is determined as the winner of the race. If the rider did not start (DNS) or left the race during the warm-up lap, the bets will be calculated according to the final race protocol.

If one or more riders are replaced in the team competition for any reason, the bets remain valid.

Which team's rider will be the first to leave the race.

All bets will be calculated if the rider starts the race.

If two or more riders from different teams withdraw from the race due to the same racing incident, the bets on these teams will be cancelled.

Futsal.

All bets are calculated based on the result only at the end of regular time. Extra time is not included unless otherwise specified in the betting line.

The difference in the score of team 1; The difference in the score of team 2.

If the total is exactly equal to the specified number, the bet will be calculated as cancelled.

If the rules of the match are changed, all bets will be cancelled, except for those that have already been unconditionally determined.

The result of half-time and regular time; Both teams will score.

If one of the halves has not been played or completed, all bets will be cancelled, except for those that have already been unconditionally determined.

Who will score goal number N; Match result and total; Horse racing.

Bets are accepted at selected racetracks around the world, and the races we cover are listed on our website.

All bets will be calculated based on the official race final protocol. Any subsequent changes, such as disqualifications, amendments or appeals after the publication of the official result, will not affect the calculation of bets.

Cancelled and Rescheduled races: Bets will be cancelled if:; the race is cancelled;; the race is rescheduled and is not held within 24 hours at the same venue;.

The race starts, but is subsequently cancelled or postponed and will not be held again within 24 hours at the same venue.;

the race has been declared invalid;; the final bids are not true;; the race is postponed to another location;.

The race distance has been changed from the originally announced distance of more than one furlong (~200 meters) for horse racing on flat terrain or more than two furlongs (~400 meters) for horse racing according to the rules of the National Hunt (including horse racing on flat terrain according to the rules of the National Hunt);

The race is a "walkover" (victory without rivals).

Withdrawal from participation and "non-runners":.

If a horse is withdrawn before the start of the race or is officially recognized as not participating by the starter, the bets placed on the withdrawn horse will be refunded. This also applies if the horse is withdrawn from participation and does not appear in the final list of applications after completing all registration stages.

Restart of the race:.

If the race is restarted due to a false start, gate malfunction, obstacle on the track or other valid reasons, all participants will return to the starting position. All bets will remain valid on the horses that will participate in the repeat race. Bets on horses that do not participate in the re-run will be cancelled and the bets will be refunded.

"Dead Heat":.

A "dead draw" occurs when two or more participants finish with a tie in the same position. The bets are calculated according to the "dead draw" rules for this event. The payout is divided by the number of participants who have shared this position. This means that the total payout for the bet (including your bet) is divided equally among all the horses who split the position.

Bet: 10 €, placed on the participant with a coefficient of 4.00. The race ends in a "dead draw".

Payout calculation: 10 € (bet) × 4.00 (coefficient) ÷ 2 (number of horses that split the position) = 20 € payout.

A winner is a bet placed on a participant in order to win an event or race.

It will take the nth place.

In betting, "take nth place" means that your choice must finish within a certain number of the best positions (for example, in the top 2, top 3 or top 4).

Takes 1-2 places: the selected participant must finish in 1st or 2nd place in order for the bet to be calculated as a winning one. If several participants finish in the same position, the main criterion for calculating these bets is which two participants crossed the finish line before the others.

1st-3rd place: the selected participant must finish in 1st, 2nd or 3rd place. If several participants finish in the same position, the main criterion for calculating these bets is which three participants crossed the finish line before the others.

1st-4th place: the selected participant must finish in 1st, 2nd, 3rd or 4th place. If several participants finish in the same position, the main criterion for calculating these bets is which four participants crossed the finish line before the others.

If the selected participant finishes outside the specified positions, the bet loses.

It will take N place.

In the ante-post markets, a coefficient is offered for each participant to finish in the specified position. For example, the "take 2nd place" market is a bet on which horse finishes in second position in a race. Similarly, the "take 3rd place" market is a bet on which horse in the race finishes in third position, and so on.

Long-term bets.

Long-term bets, also known as "ante-post" bets, are offered for horse racing before the final bids stage. These bets are accepted on an "all in, run or not, entered or not" basis, which means that bets will be lost if the selected horse does not participate in the race for any reason, including injury, withdrawal or inability to qualify.

If the race is postponed to another day:.

Long-term bids placed before the closing of bids remain valid and will be cancelled only if:

a) The race has been cancelled or declared invalid.

b) The venue has been changed.

Long-term bids placed after the closing of bids will be cancelled, except in cases where:

a) The race is held later at the same place.

b) Applications have not been reopened.

c) The road surface has not been changed (for example, from lawn to ground/all-weather or vice versa).

All bets are accepted for regular time, excluding overtime and shootouts, unless otherwise indicated in the betting line.

If the match is interrupted for any reason and is not completed within 12 hours of the originally scheduled time of the match, all uncalculated bets on the markets, the outcome of which was not determined before the interruption, will be canceled.

If the match was not played on the originally scheduled date for any reason, the bets will be cancelled.

Winner of the period (3 outcomes); Double chance in the period.

All bets will be calculated according to the official result of regular time, excluding overtimes and shootouts.

If the rules of the game have been changed, all bets will be cancelled, except for those that have already been unconditionally determined.

Handicap in a period; Total in a period; Total of team 1 in a period; Total of team 2 in a period.

If the total is exactly equal to the specified number, the bet will be calculated as cancelled. A score of 0-0 is considered Even.

The exact total; The exact total of team 1; The exact total of team 2; The team that scores the 1st goal (2 outcomes).

When calculating the bet, the official information about who scored the first goal in the main time of the match is taken into account. If the result is 0-0 in regular time, the bet will be cancelled.

When calculating the bet, the official information about who scored the last goal in the main time of the match is taken into account. If the result is 0-0 in regular time, the bet will be cancelled.

Will score a goal in the 1st period; Will score a goal in the 2nd period; Will score a goal in the 3rd period.

All bets will be calculated according to the official result of the regular time. Goals scored in overtime are not counted.

The interval of minutes for a goal.

All bets will be calculated according to the official information about the minutes of goals in regular time.

The interval of the 1st goal.

All bets will be calculated according to the official information about the minute of the 1st goal in regular time. If the result is 0-0 in regular time, the bet will be cancelled.

If the match rules are changed, the bet will be cancelled.

All bets will be calculated according to the official information about the minute of the last goal in regular time. If the result is 0-0 in regular time, the bet will be cancelled.

Both teams will score twice; Each team will score less than N goals; In each period less than N goals; Each team will score more than N goals; In each period more than N goals.

All bets will be calculated according to the official result of regular time, without overtime and shootouts.

Goal in each period; Team 1 will score in each period; Team 2 will score in each period.

When calculating the bet, the official result of each period of the match without overtime and shootouts is taken into account.

Any team will make a "comeback" and win; The exact score of period 1; The exact score of period 2; The exact score of period 3; Team 1 will win any period; Team 2 will win any period; Team 1 will win any two periods; Team 2 will win any two periods; Team 1 will win all periods; Team 2 will win all periods; Any period will end in a draw; Any two periods will end in a draw; Team 1 will score first and win the match; Team 2 will score first and win the match; Team 1 will score first and not win the match; Team 2 will score first and not win the match; Team 1 will win and total; Team 2 will win and total; Team 1 will not lose and total; Team 2 will not lose and total; Draw and total; Result of the 1st period and total.

The official result of the 1st period of the match is taken into account when calculating the bet.

The result of the 1st period and the winner of the match.

When calculating the bet, the official result of the 1st period and the main time of the match without overtime and shootouts is taken into account.

The total of the most productive period; The total of the most ineffective period; The most productive period; The most ineffective period.

When calculating the bet, the official result of each period of the match without overtime and shootouts is taken into account. If two or more periods were the most productive/ineffective, the outcome of "None" will be a win.

All bets will be calculated according to the official result of regular time, including overtime, without shootouts.

Whether there will be overtime.

All bets will be calculated according to the official result of the match if one overtime is played.

If for any reason overtime was not played and the game ended in a draw, the bets will be cancelled.

The winner, taking into account the shootouts.

All bets will be calculated according to the official result of regular time, taking into account overtimes and shootouts.

Whether there will be shootouts.

All bets will be calculated according to the official result of the match if shootouts are played.

If for any reason the shootouts were not played and the game ended in a draw, the bets will be cancelled.

All bets will be calculated according to the official result of the match, including overtime and shootouts. The method of winning is determined by the stage at which the game was completed.

If the rules of the game have been changed and overtime has not been played, the bets will be cancelled.

To go further, the team needs to play one match or several matches.

All bets on statistics will be calculated according to the official result of regular time, without overtimes and shootouts.

Shots on goal;.

Penalty minutes — Only two-minute penalties are counted (incl. double minor penalties). A double minor fine is considered as two separate minor fines. Small fine — 2 min.; Double small fine — 4 min.;

Goals in the majority;; Face—offs - only won face-offs are counted;; Power plays;; Blocked shots;.

Each of the above statistical categories may include the following markets:

Player's total; Kabaddi.

All bets are accepted for the main match time.

If the match was interrupted for any reason and was not completed within 48 hours of the originally scheduled match time, all uncalculated bets on the markets, the outcome of which was not determined before the interruption, will be canceled.

If the match has been postponed or rescheduled for more than 48 hours from the originally scheduled time, all bets will be cancelled.

Points or extra-time actions will not be counted in the calculation of any market, with the exception of the "Winner of the Match (2 outcomes)" market, which will be calculated based on the final official result after the completion of any additional time or other qualifying process.

The winner of the draw (2 outcomes).

All bets will be calculated according to the official results of the draw.

The bets will be calculated according to the official result of the match. In case of extra time, the final winner will be determined according to the official result. In case of a tie, all bets will be cancelled.

The bets will be calculated according to the official result of the match. Tied matches will be counted as a draw, regardless of the extra time played.

All methods of scoring points are taken into account.

When calculating the bet, the official result of each half of the match is taken into account, without additional time.

Total points for raids.

When calculating the bet, the official result of the raid points scored by the teams in regular time is taken into account.

Raid Points are defined as points earned by teams through Touch Points and Bonus Points, and do not include capture points, penalty kicks, or All-Out bonuses.

Total points for grabs.

When calculating the bet, the official result of the capture points scored by the teams in regular time is taken into account.

Capture points are defined as points earned by the team that defends against the raid, regardless of the method.

Total raids.

When calculating the bet, the official result of the number of raids committed by the two teams in regular time is taken into account.

Raid No. Glasses.

When calculating the bet, the official result of the number of points scored by the teams in the specified raid is taken into account. All points earned by both teams using any method are taken into account.

Total of successful raids; Total of successful raids of team 1; Total of successful raids of team 2.

When calculating the bet, the official result of the number of successful raids committed by the teams during regular time is taken into account.

A raid is considered successful if the raider has managed to earn at least one point for his team. Touch points, bonus points, and extra points are counted.

Successful raid no.

When calculating the bid, the official result is taken into account if the specified raid is successful.

Total of unsuccessful raids; Total of unsuccessful raids of team 1; Total of unsuccessful raids of team 2.

When calculating the bet, the official result of the number of unsuccessful raids committed by the teams during regular time is taken into account.

A raid is considered unsuccessful if the defending team manages to "knock out" the raider (by successfully capturing or pushing him out of the mat).

Unsuccessful raid no.

When calculating the bid, the official result is taken into account if the specified raid is unsuccessful.

Total "empty" raids.

When calculating the bet, the official result of the number of "empty" raids committed by the teams during regular time is taken into account.

A raid is considered "empty" if it does not score points for any of the teams.

Total bonus points.

When calculating the bet, the official result of the number of bonus points scored by the teams in regular time is taken into account.

A bonus point is awarded only when there are 6 or more defenders on the mat. To do this, the raider must cross the bonus line with one foot touching the mat inside this line, while the other foot is in the air and does not touch the ground outside this area.

The bonus point is not counted if the raider crosses the bonus line after contact with the defenders.

Bonus points in raid no.

When calculating the bet, the official result is taken into account if bonus points are scored in the specified raid.

Total super-raids.

When calculating the bet, the official result of the number of super-raids committed by the teams in regular time is taken into account.

A super raid is counted if a raider gets three or more points (these can be touch points, bonus or technical points) for his team in one raid. Only the number of super-raids is counted, not the points earned.

Super Raid no.

When calculating the bet, the official result is taken into account if the super raid was carried out in the specified raid.

Total super-captures.

When calculating the bet, the official result of the number of super captures made by the teams in regular time is taken into account.

A super capture is counted for a successful capture of a raider if the defending team has three or fewer players on the mat (in this case, the team gets two points instead of one). Only the number of super captures counts, not the points earned.

Total all-outs.

When calculating the bet, the official result of the number of "All Out" committed by the teams in regular time is taken into account.

"All Out" is counted if the team can knock out all seven players of the opposing team (in this case, they receive two additional points). Only the number of "All Out" counts, not the points earned.

Points for player's raids; The most productive raider.

When calculating the bet, the official result of the number of raid points scored by the player in regular time is taken into account.

Player raid points are defined as the points scored by the specified player through Touch Points and Bonus Points. These glasses are not included:

points for grappling (tackling points);; penalty points (penalties);.

bonus points for total defeat (all out bonuses).

Points scored in extra time are not counted.

If a player was not included in the starting line-up of 7 players, all bets on this player and any comparative bets with his participation will be canceled.

If two or more players score the same maximum number of points, their bets will be calculated according to the "Dead Draw" rule.

MMA.

All bets are calculated according to the initial official result. Further changes after the end of the fight (protest, doping, etc.) are not taken into account.

If the number of rounds in a battle is changed, bets on the outcome of the battle and the method of victory remain valid, and bets on the number of rounds are canceled, except in cases where the betting calculation was determined earlier.

If the fight has been cancelled, all bets are off.

If a fight has been declared a "No contest", the bets are cancelled (except for bets whose outcome has already been determined).

The winner of the battle (2 outcomes).

All bets will be calculated according to the official result of the fight.

The result of the fight can be determined by the referee's decision (DEC), knockout (KO), technical knockout (TKO), technical decision (TD), disqualification (DQ), Submission or refusal of the opponent.

In case of a tie, the bets will be cancelled.

A total of 0.5 is calculated as "more" if the round is fully completed.

If the match was interrupted for any reason and was not completed within 12 hours of the originally scheduled time of the match, all uncalculated bets on the markets, the outcome of which was not determined before the interruption, will be canceled.

The difference in the score in regular time; The difference in the score in the half; The range of total points.

All bets on the match are valid until the end of the tournament. If the tournament has been cancelled or interrupted for any reason and has not been completed, the bets will be cancelled.

The number of frames in a match is determined by the tournament rules.

The winner of the frame (2 outcomes).

If one of the players refuses to continue the match for any reason or is disqualified, he loses all unfinished games, and the bet will be calculated based on the result. If the refusal (disqualification) occurred before the start of the match, all bets will be cancelled.

If the rules of the match are changed, the bets will be calculated based on the result, except in cases where the match ended in a draw and the bets will be cancelled.

If the rules of the match are changed, the bets will be calculated based on the result.

Match handicap; Frame handicap.

If the rules of the match are changed, the bets, the results of which were not determined at the time of the interruption, will be canceled.

Total frame number N; Squash.

If the match is postponed or postponed more than 36 hours from the originally scheduled start time, all bets will be cancelled.

If the match was interrupted for any reason and was not completed, the bets, the outcome of which was not determined before the initial interruption, will be canceled.

In team competitions, if for any reason one or more participants are replaced in the team, bets on the outcome of the match and qualification for the next round remain valid. If the players were listed in doubles and one of them was replaced, the bets will be cancelled.

The winner of the match; The winner of the set.

If one of the players refuses to continue the match for any reason or is disqualified, and if at least one set is fully played, the bet on the winner of the match will be calculated based on the result. In other cases, the bets will be cancelled.

If the rules of the game are changed, all bets will be calculated according to the official result of the match, except in the case when the winner of the game has not been determined and the bets will be canceled.

Head start on points in a match; Head start on points in a set.

Handicaps are given in points, unless otherwise indicated in the betting line.

If one of the players refuses to continue the match for any reason or is disqualified, all uncalculated bets on the markets, the outcome of which was not determined before the interruption, will be canceled.

Total points (Even/Odd).

Totals are given in points, unless otherwise indicated in the betting line.

The exact score of the match; The number of sets.

All bets will be calculated according to the official result of which player is the first to score the nth number of points in the set.

Who will score point number N.

When calculating the bet, the official information about which player will score the nth point in the set is taken into account. If no point has been scored, the bet will be cancelled.

If the match is interrupted and one of the players or teams is removed from the game or disqualified:

If at least one set is fully completed:.

All bets on the winner of the match remain valid. The winner of the match is determined by the referee's decision.

All previously calculated bets also remain valid.

If the first set is not completed:.

Only bets with already determined outcomes remain valid.

All other bets will be cancelled.

The match was interrupted in the second set with the score 1:0 (11:9, 9:10). One team withdrew from the game.

The bet "The total of the 2nd set is more (19.5)" is a win.

The bet "The total of the 2nd set is less (19.5)" is a loss.

The bet "The total of the 2nd set is more (20.5)" is canceled.

The "Team 2 wins" bet is a loss.

The bet "Handicap of team 1 in the match (-5.5)" is cancelled.

If the match is interrupted for any reason and is not completed within 12 hours of the originally scheduled time, all uncalculated bets on the markets, the outcome of which was not determined before the interruption, will be canceled.

In doubles competitions, if one or more players are replaced for any reason, all bets will be void.

If the rules of the game are changed, all bets will be calculated according to the official result of the match, except in the case when the winner of the game has not been determined and the bets will be cancelled.

The exact score of the set.

If one of the players refuses to continue the match for any reason or is disqualified, the bets, the results of which were not determined at the time of the interruption, will be canceled.

If a match has been interrupted or suspended and has not been completed within 12 hours of the originally scheduled start time, all outstanding bets will be cancelled.

If the match has been postponed and has not started within 12 hours of the originally scheduled start time, all bets will be cancelled.

All bets on a head start on games will be canceled regardless of the account.

Example 1:.

The Nadal-Djokovic match was interrupted in the first set with the score 5-5.

The "1st set Djokovic handicap (+2.5)" bet is cancelled.

The bet "1st set handicap of Nadal (-2.5)" is cancelled.

The bet "1st set total less than (10.5)" is cancelled.

The bet "1st set total more (10.5)" is cancelled.

The bet "1st set total more (9.5)" is a win.

Example 2:.

The Nadal - Djokovic match was interrupted with the score 1:0 (6:4, 4:4).

The "1st set Djokovic handicap (+1.5)" bet is a loss.

The bet "2nd set total more (7.5)" is a win.

The bet "2nd set total less than (8.5)" is cancelled.

The bet "2nd set total more (9.5)" is cancelled.

The bet "Total match more (19.5)" is cancelled.

The bet "Total match less (17.5)" is a loss (because 18 games have already been played).

Information about the tennis court surface is for informational purposes only. If the coverage is changed, all bets remain valid.

The winner of the game (2 outcomes).

If at least one set is completed and the player is removed from the game or disqualified, the bet remains valid.

If no set is completed, the bet will be cancelled.

If the match format is changed (for example, a match of 5 sets instead of 3, or vice versa), the bets will be calculated according to the result.

Head start on games in a match; Head start on games in a set.

If one of the players is removed from the game or disqualified, all bets on game odds will be canceled regardless of the score. Handicap bets on games in completed sets remain valid.

If the match format is changed (for example, a match of 5 sets instead of 3, or vice versa), bets on the 1st set remain valid, and all other bets will be canceled.

If a "Championship Tiebreak" (a short game of up to 10 points) is used instead of a full deciding set, the 3rd set is considered completed with a score of 1-0 in games. Accordingly, bets on total and head start in a match are calculated based on this 1-0 result for the 3rd set.

If the use of a "Championship Tie-Break" has not been announced before the match, all related bets will be cancelled.

If one of the players is removed from the game or disqualified, all uncalculated bets on the markets, the outcome of which was not determined before the interruption, will be canceled.

If the match format is changed (for example, a match of 5 sets instead of 3, or vice versa), the bets will be canceled.

Total games in a match; Total games in a set; Total games of player 1 in a match; Total games of player 1 in a set; Total games of player 2 in a match; Total games of player 2 in a set; Total games (Even/ Odd); The most productive set.

All bets will be calculated according to the official result of the 1st and 2nd sets.

Player 1 wins at least one set; Player 2 wins at least one set; Wins the 1st set and wins the match; Wins the 1st set and loses the match; Match result and total games; Match result and total sets; Winner of the 1st set and match; Loses the 1st set and will win the match; Any set "dry"; Exact score of the game; Exact score

after the first two sets; Winner of the tie-break (2 outcomes); Exact score of the tie-break; Whether there will be a tie-break in the match; Whether there will be a tie-break in the set; Total tie-breaks; Who will win the point number N in the tiebreak; Who wins point number N; Total points in the 1st game of the 1st set.

All bets will be calculated according to the official result of the 1st game in the 1st set.

Will it be "even" (deuce); Race to N games.

All bets will be calculated according to the official result of which player wins the nth number of games in the set first.

Accurate score after N games of the 1st set.

All bets will be calculated according to the official result of the current score in the 1st set.

The player who makes the 1st break in the 1st set.

All bets will be calculated according to the official result of the match. The loss of one's serve in a tie-break is not counted.

Player 1 wins game N on his serve; Player 2 wins game N on his serve; Number of set points.

Statistical indicators are calculated based on the official result, which is posted on the official website of the tournament or the federation.

Number of match points; Total aces of player 1; Total aces of player 2; Total aces; Player who will serve ace number 1; Ace win; Ace handicap; Player who will make double mistake number 1; Total double mistakes; Total double mistakes of player 1; Total double mistakes of player 2; Victory by double faults; Handicap by double faults; Total % of Player 1's first serve; Total% of Player 2's first serve; % of points won on Player 1's first serve; % of points won on Player 1's second serve; % of points won on Player 2's first serve; % of points won on Player 2's second serve.

In tournament betting, it is suggested to guess the player who will take the best place in the tournament according to the official results provided by the specified Federation/League.

If the tournament has not been played in full, all bets will be cancelled, except in the case when the current results have been declared final by the Federation/League and the bets will be calculated according to the official result.

All bets will be calculated according to the official result of the fight. The result of the fight can be determined by the referee's decision (DEC), knockout (KO), technical knockout (TKO), technical decision (TD), disqualification (DQ), Submission or refusal of the opponent.

A total of 0.5 is considered half of a 5-minute round and is equal to 2 minutes and 30 seconds. If more than 2 minutes and 30 seconds have passed in the round, the 0.5 total will be calculated as "more". If the fight ends at exactly 2 minutes and 30 seconds, the bet will be cancelled.

The number of completed rounds.

Fully completed rounds are taken into account when calculating the bet.

Fighter 1 wins ahead of schedule; Fighter 2 wins ahead of schedule; Wins ahead of schedule.

An early victory means a knockout (KO), technical knockout (TKO), technical decision (TD), disqualification (DQ), Submission or refusal of the opponent.

The winner on points.

A victory on points means the referee's decision (unanimous decision, split decision, majority decision).

In case of a tie, the bets will be calculated as losers.

Victory ahead of schedule" means victory by knockout (KO), technical knockout (TKO), technical decision (TD), disqualification (DQ) or opponent's refusal.

A victory on points includes a unanimous, split, or majority decision.

A draw includes outcomes based on the judges' scorecards:

Unanimous draw (all three judges rate the fight as a draw).

A draw by majority decision (two judges rate the fight as a draw, one judge rates it in favor of one of the fighters).

Split draw (one judge evaluates the fight as a draw, the other two judges evaluate the fight in favor of different fighters).

A technical draw (is declared when a fight is stopped due to accidental injury or other unforeseen event before a certain number of rounds are completed).

The end of the fight.

In betting on winning a round, you must choose the round interval in which the fight will end.

If the fight ends between rounds, the round that just ended is counted.

If all rounds are completed, the "Full Fight" bet is calculated as a win.

In case of a technical draw or disqualification, the last completed round is taken into account.

Fighter 1 wins the round; Fighter 2 wins the round; Wins the round.

Winning on points after completing all rounds does not equate to winning the last round.

Fighter 1 will win in rounds (range); Fighter 2 will win in rounds (range); Will win in rounds (range).

If the fight ends between rounds, the last minute of the last round that just ended is taken into account.

Fighter 1 will win by judges' decision; Fighter 2 will win by judges' decision; Will win by judges' decision; Judges' decision includes:.

Unanimous decision (all three judges rate the fight in favor of the same fighter).

Split decision (two judges evaluate the fight in favor of one fighter, while the third judge evaluates it in favor of the other fighter).

Majority decision (two judges rate the fight in favor of one fighter, while the third judge rates it as a draw).

Fighter 1 wins by unanimous decision; Fighter 2 wins by unanimous decision; Wins by unanimous decision.

A unanimous decision means that all three judges rate the fight in favor of the same fighter.

Fighter 1 wins by split decision; Fighter 2 wins by split decision; Wins by split decision.

Split decision means that two judges evaluate the fight in favor of one fighter, while the third judge evaluates it in favor of the other fighter.

Fighter 1 wins by knockout, technical knockout or disqualification; Fighter 2 wins by knockout, technical knockout or disqualification; Wins by knockout, technical knockout or disqualification.

A knockout is considered any legal blow or a combination of them that makes the opponent unable to continue the fight.

A technical knockout (TKO) is declared when:.

1. The referee stops the fight because the fighter is no longer defending himself from the opponent's punches to prevent further damage.

2. The ringside doctor stops the fight due to excessive bleeding or other physical injury.

3. The fighter's corner stops the fight in the interests of his fighter's safety.

Fighter 1 wins by surrender/capture; Fighter 2 wins by surrender/capture; Wins by surrender/capture; Surrender is announced when:.

1. The fighter clearly taps the floor or his opponent with his hand or foot.

2. The fighter surrenders verbally to the opponent or the judge.

Fighter 1 will win in round number N or by decision of the judges; Fighter 2 will win in round number N or by decision of the judges; Will win in round number N or by decision of the judges; Unanimous decision; Split Decision; Majority decision; Fighter 1 will win by knockout/technical knockout/disqualification in round N; Fighter 2 will win by knockout/technical knockout/by disqualification in round N; Wins by knockout/technical knockout/disqualification in round N; Fighter 1 wins by submission/capture in round N; Fighter 2 wins by submission/capture in round N; Wins by submission/capture in round N; Fight ends within the first minute; Round N begins.

The specified round must start for the calculation.

Fighter 1 wins by knockout, technical knockout, disqualification or points

Fighter 2 wins by knockout, technical knockout, disqualification or points

Fighter 1 will win by surrender/capture or points; Fighter 2 will win by surrender/capture or points; Fighter N will win the title.

All bets will be calculated according to the official result of the evening's fights. The specified fighter must win the title.

All fights will end ahead of schedule.

All bets will be calculated according to the official result of the evening's fights. All fights must end prematurely (by knockout (KO), technical knockout (TKO), technical decision (TD), disqualification (DQ), Submission or opponent's refusal).

If one of the scheduled fights has been cancelled, all bets will be cancelled, except in cases where the settlement was determined earlier.

All fights will end with a decision of the judges; At least one fight will end with a split decision; N number of fights will end with a decision of the judges.

All bets will be calculated according to the official result of the evening's fights. Only fights that ended with a decision of the judges are counted (unanimous decision, split decision, majority decision, unanimous draw, majority decision, split draw).

The number of fights that will end in a knockout/technical knockout will be N

The total number of fights that will end in a knockout/technical knockout/disqualification will be N

All bets will be calculated according to the official result of the evening's fights. Only wins by knockout (KO) or technical knockout (TKO) are counted.

N The number of battles will end in surrender/capture.

All bets will be calculated according to the official result of the evening's fights. Only wins by giving up or rejecting an opponent are counted.

If the rules of the match are changed (1-4 sets are played up to 21 points, or vice versa), then bets on the following markets will be calculated according to the accepted coefficients, while the rest will be canceled.:

The winner of the match;; The winner of the set;; The exact score;.

The Golden Set is not included in the betting calculation.

If the rules of the game are changed and the number of sets is reduced, the bets will be cancelled.

All bets will be calculated according to the official result of which team is the first to score the nth number of points in a set.

Whether there will be additional points.

All bets will be calculated according to the official result of the match. The 26th point in a set played up to 25, the 22nd point in a set up to 21, and the 16th point in a set up to 15 are considered extra points.

When calculating the bet, the official information about which team will score the nth point in the set is taken into account.

If no point has been scored, the bets will be cancelled.

Will there be a tie-break?

All bets will be calculated according to the official result of the match. The 5th set in the match is considered a tie-break.

Total aces of team 1; Total aces of team 2; Total blocks of team 1; Total blocks of team 2; Total blocks; Total errors on the serve of team 1; Total errors on the serve of team 2; Total errors on the serve; Total successful attacks of team 1; Total successful attacks of team 2; Total successful attacks.

In tournament betting, it is suggested to guess the team that will take the best place in the tournament according to the official results provided by the specified Federation/League.

Water polo.

All bets are accepted for regular time.

All bets will be calculated according to the official result of the regular time.

Cyber football.

Bets are accepted on the FIFA computer game (a football simulator with 2 players).

Matches are played with the game settings "2 halves of 3 minutes each" or "2 halves of 4 minutes each" or "2 halves of 5 minutes each" or "2 halves of 6 minutes each", the difficulty level is "beginner".

If a match is stopped for technical reasons (computer failure, shutdown, etc.) and a repeat match is scheduled, bets on the stopped match will be calculated according to the general rules for calculating interrupted events. Bets on a repeat match are accepted as a new event.

If the live broadcast of the event is interrupted due to a technical malfunction (shutdown, DDoS, etc.), this is not a reason to cancel bets, except in situations where it is impossible to know the final result of the match.

Cyberbasketball.

Bets are accepted on the computer game NBA 2K (basketball simulator with 2 players).

Matches are played in two formats with the following game settings:

1. "4 quarters of 5 minutes each, overtime lasts 3 minutes."

2. "4 quarters of 8 minutes, overtime lasts 4 minutes."

The match mode is set to "All-star".

If a match is stopped for technical reasons (computer failure, shutdown, etc.) and a repeat match is scheduled, bets on the stopped match will be calculated according to the general rules for interrupted events.

Bets on a repeat match are accepted as for new events.

If the video broadcast of the event is interrupted due to a technical malfunction (shutdown, DDoS, etc.), this will not be a reason to cancel bets, except in situations where it is impossible to determine the final result of the match.

Cyber hockey.

Bets are accepted on the NHL computer game (a 2-player hockey simulator).

Matches are played with the following game settings: "3 periods of 3 minutes each" or "3 periods of 4 minutes each", the difficulty level and the difficulty level of the goalkeeper are set to "Semi-professional", the game style is set to "Arcade".

If a match is stopped for technical reasons (computer failure, shutdown, etc.) and a repeat match is scheduled, bets on the stopped match will be calculated according to the general rules for interrupted events. Bets on a repeat match are accepted as for new events.

If the live broadcast of an event is interrupted due to a technical malfunction (shutdown, DDoS, etc.), this will not be a reason to cancel bets, except in cases where it is impossible to determine the final result of the match.

Cyber cricket.

If the match is not completed for any reason and there is no official result, the bets will be cancelled.

In case of a tie and the winner is announced by a "Super Over" or something similar, the bets will be calculated based on this announced result. In the event of disruptions due to technical issues where no official winner has been announced, bets will be cancelled unless the match can be resumed within 4 hours of the original start time and the winner is announced.

Wounds in innings.

The innings must be played in full unless the batting team is all out or reaches its goal, otherwise the bets will be void — unless the calculation has already been determined.

The wounds are in the next over.

The over must be played in full, unless the kicking team is "All Out" or reaches its goal within the over, unless the outcome of that market has already been determined. Penalty wounds will only be counted if they relate to a specific serve within that over.

The fall of Wicket.

For calculation purposes, the team's score at the time of the drop of the specified wicket will be taken into account. If the innings is completed or the batting team reaches its goal, then the final score of the innings will be considered the result for calculation purposes.

Fours in an innings; Sixes in an innings.

An innings must be played in full unless the batting team is "All Out" or reaches its goal, otherwise the bets will be void — unless the calculation has already been determined.

Wounds from the ball x.

All wounds scored on this ball are counted; the ball must be legal and played. Any illegal pitches ("wides" and "no balls") will not be considered balls for the purposes of this market. For example, even if two wides were served in this over, there would still be only 6 legal balls in the over. To be clear, if the specified ball is "wide" and then it is followed by a four-point boundary, then the market result will be calculated as 5. The ball must be served legally in order for the bets to remain valid. If the specified ball is a "no ball" and leads to a "free hit", the wounds scored from the "free hit" will be counted. For example, if the ball is a "no ball"

and it is followed by a six with a "free hit", then the market result will be 7.

The out method.

The out methods only include: Bowled, Caught, LBW, Run Out, Stumped, Instructing the Field, Hit the Ball Twice, Hit Wicket and Timed Out — any wicket that is not named will be considered "Different". If a batsman "retires", this is not considered an out for calculation purposes. The market will be calculated using the out method for the specified wicket number, regardless of whether the players are different due to "withdrawal from the game" or for other reasons. If the innings ends and the specified wicket does not fall, then all bets will be canceled.

The largest number of fours; The largest number of sixes.

In order for the bets to remain valid, there must be an official result of the match, unless the calculation has already been determined (the team hitting the second one has already exceeded its goal). Fours/sixes are not counted in the "Super Over".

In order for the bets to remain valid, there must be an official result of the match, unless the calculation has already been determined (the total has already been exceeded). Only the boundaries are taken into account-fours knocked out by the bat, overballs, all wounds on fours and extra wounds are not counted. The fours/sixes scored in the "Super Over" are not counted.

Batsman's fours; Batsman's sixes.

Only the boundaries are taken into account-fours/sixes knocked out by the bat, overballs, all wounds on fours and extra wounds are not counted. Fours/sixes scored in the "Super Over" are not counted.

Four in the next over; Six in the next over.

Only the fours/sixes counted towards the batsman's score are counted. "Byes", "Leg byes" or "Wides" are not counted. Fours struck with a "No Ball" will be counted if the four is counted towards the batsman's score. An over must be played in its entirety, unless the kicking team is "All Out" or reaches its goal within the over, unless the result has already been determined. Overballs are not credited to the batsman's account and therefore are not counted for the purposes of this market. If a total of six runs are scored from a single innings in an over, but it is not a six bowled by the batsman, this is not counted for the purposes of this market.

The Wicket is in the next over.

The over must be played in full, unless the kicking team is "All Out" or reaches its goal within the over, unless the outcome of that market has already been determined.

Cricket with two overs.

The format of each event is as follows: team 1 hits one over (exactly 6 balls), then team 2 hits one over.

A team cannot hit fewer than 6 goals in its over.

If team 1 scores more runs than team 2, then "team 1" is considered the winner.

If team 2 scores more runs than team 1, then "team 2" is considered the winner.

If team 1 and team 2 score the same number of runs, then a "draw" is considered the winner.

A bet without a draw.

If team 1 and team 2 score the same number of runs, the market will be cancelled.

The number of earned runs in the match. Bets are offered on individual team totals and the exact number of earned runs.

The number of dropped wickets in the match. Bets on individual team totals are offered.

Total 4-approx.

The number of 4 points earned in the match. Bets on individual team totals are offered.

Total 6-approx.

The number of earned 6 is ok in the match. Bets on individual team totals are offered.

The method of the first wicket of the command.

It refers to the type of out for the 1st lost wicket in the over of the specified team.

If no wickets are lost in the over, the bet will be canceled.

Virtual Kabaddi.

All bets will be calculated according to the official match results, including extra time.

All bets will be calculated according to the official result of the regular time without additional time. In case of a "hit" in the handicap, the bets will be canceled.

All bets will be calculated according to the official result of the regular time without additional time. In case of "hitting" the total, the bets will be canceled.

All bets will be calculated according to the official result of each half of the match, without extra time.

Replay bids.

Bets on real matches that have already been played in the past.

Random matches are offered for betting. The best moments of the match are provided.

The designation of the teams as "hosts/guests" does not matter. If the teams are listed in reverse order, this is not a reason for a refund.

Replay bets in basketball.

All bets will be calculated according to the Rules for calculating bets for basketball.

Replay bets in Counter-Strike.

A replay of a card from one round of a match.

Killing with a bomb, shooting at your own people, as well as killing after the end of the main time on the timer are not considered murder.

All bets will be calculated according to the Counter-Strike Betting Rules.

Replay bets in football.

All bets will be calculated according to the Rules for calculating bets for football.

Replay bets in cricket.

All bets will be calculated according to the Rules for calculating bets for Cricket.

Cricket roulette.

The event is held in the format of one virtual innings. The virtual field is divided into red and black zones, each of which has its own value of runs (points from 1 to 18). The wicket is equal to 0 wounds. Each team (team No. 1 and team No. 2) serves 6 balls — ball No. 1, ball No. 2, ball No. 3, ball No. 4, ball No. 5 and ball No. 6. The team that scores the most runs wins.

All bets on the match will be calculated according to the final result of the virtual event.

The total number of the team's runs.

The bets are calculated based on the total number of runs (points) scored by the team in innings No. 1.

When calculating the bet, only the wounds (points) scored by one team (team No. 1 or team No. 2) are taken into account.

Head start (0).

The bets are calculated based on the final result of the virtual event.

A handicap bet will be a winner if the game ends with the victory of the chosen team, taking into account the handicap.

The handicap bet will be cancelled if the event ends in a draw.

The color of the ball area is no.

Bets are calculated based on the color of the zone (red or black) into which the ball hit in each serve separately.

All bets will be calculated on the team that serves the ball in innings No. 1.

The exact number of the team's runs from ball no.

The bets are calculated based on the exact number of runs (points) scored in each serve separately.

A wicket is equal to 0 wounds (points).

The number of the team's runs from ball No (Even/Odd).

The bets are calculated based on the total number of runs (points) scored by the team in each serve separately.

All bets will be calculated based on an even or odd number of runs (points).

Zero (wicket) will be considered an even number.

Low or high value from ball no.

All bets are calculated based on the zone where the ball hit.

"Less" zones — from 1 to 9 runs (points).

"More" zones — from 10 to 18 runs (points).

Segments of the team with ball no.

The bets are calculated according to the three selected zones into which the ball must fall.

For a successful bet, the ball must fall into one of the three selected zones.

DISPUTE RESOLUTION; PLAYER COMPLAINTS POLICY; A. PURPOSE AND SCOPE.

This document describes the official procedure by which the company's players can file formal complaints related to the use of the platform. The document was developed in accordance with article 5.3 of the National Gambling Ordinance (LOK) and the regulatory requirements established by the Curaçao Gambling Authority (CGA).

We strive to ensure that all players have access to a timely, structured and impartial grievance process, including the possibility of using a free Alternative Dispute Resolution (ADR) mechanism.

B. Initial contact with customer support.

If you encounter any dissatisfaction or dispute when using our services, please first try to resolve the issue by contacting our customer support team via:

, Email address: support@parimatch.com; Live chat: available around the clock on the website parimatch.com .

If the problem persists after contacting customer support, you can file an official complaint.

C. Filing a formal complaint; C.1. Deadline for filing.

An official complaint must be filed within six (6) calendar months from the date of the problem.

For games involving other players (for example, poker) or bets with fixed odds on future events, the deadline begins after the calculation of the bet or the completion of the event.

For real-time betting, it is recommended to act quickly due to the possible loss of tracking data shortly after the event.

C.2. Who can file a complaint.

Only the account owner associated with the problem can file a complaint. Complaints or claims submitted by third parties (including partners, family members, or agents) will not be accepted.

C.3. Complaint topics; You can file a complaint on the following issues (the list is not exhaustive):; Problems with depositing or withdrawing funds; Disputes related to bonuses or unclear conditions; Game results, logic or fairness of outcomes; Account closure, blocking or restriction; Implementation of responsible gaming

measures (for example, self-exclusion); Discrepancies in account balance; Identity Verification (KYC) procedures; Use, storage or protection of data; Technical failures or errors of the platform; Issues related to AML/fraud; Protection of underage players; Alleged violations of licensing obligations; Conditions that seem unfair or opaque; C.4. Application process.

Download the complaint form.

The form is available in Russian.

You must specify:; Full name and residential address; Your account ID or number; The date of the disputed event and the filing of the complaint; A clear description of the problem; Supporting documents, screenshots or evidence (if available).

Send the completed form using the contact information provided in section B.

D. Complaint handling and deadlines; D.1. Categorization; Complaints are processed according to their type:; I. Cases related to responsible gaming:.

These include self-exclusion, cooling-off periods, or issues affecting player safety.

 Confirmation of receipt: within 2 business days; Target review period: within 5 business days.

 Extension: can be extended up to 2 weeks if additional review is required

An additional 2 weeks may be granted if the delay is caused by the player's actions (for example, a lack of response).

II. Common complaints:.

All other types of complaints.

 Confirmation of receipt: within 7 calendar days; Target review period: within 28 calendar days.

It can be extended up to 4 weeks for difficult cases or in case of a delay in the submission of documents by the player

 Complaints can be closed if the player does not cooperate or does not provide the requested materials within 4 weeks.

E. The final answer.

After reviewing the complaint, the player will receive an official decision by email, which may include:

A clear result; Supporting reasons or evidence; Justification for rejecting the complaint (if necessary); Further steps such as contacting ADR (see below); F. Escalation to an independent ADR.

If the player is not satisfied with the final decision, he has the right to submit the complaint to an independent alternative dispute resolution organization (ADR) free of charge.

 Details about the ADR process, including the eligibility criteria and the submission procedure, are available in our Terms and Conditions

 Note: The ADR decision is binding on both parties. However, players retain the right to legal proceedings or other legal measures, if permitted by law. Complaints can only be submitted to the ADR

once for the same issue.

G. The role of the Curaçao Gambling Authority (CGA).

The CGA does not resolve disputes between players and operators. However, you can report serious regulatory violations such as:

Suspicions of illegal actions of the operator; Violations of license terms; Issues related to the disclosure of violations; E-mail: info@gamingcontrolcuracao.org; H. Record keeping and confidentiality.

We keep secure and confidential records of all complaints for at least five (5) years or longer if required by applicable law. These records are used exclusively for internal audit and reporting to the CGA.

I. Player's Rights; As a registered player, you have the right to:; File a complaint for free; Receive a timely and transparent response; Participate in the free ADR process; Report violations by the operator to the CGA; Seek legal remedies, where applicable; Be always respected and treated fairly; J. Policy changes.

This policy may be updated periodically to reflect changes in legislation, internal procedures, or improvements in complaint management. The current version is always available on our website.

K. Legal confirmation.

By using our services, you confirm that you have read and accepted this Player Complaint Policy, which is part of our legally binding Terms and Conditions.

SELF-EXCLUSION.

Before you start gambling, we want to make sure that you understand the importance of maintaining a healthy perspective. Gambling should not become an obsession, a major source of income, or a means of solving debt problems. We advise both current and potential players to create a budget specifically for gambling. It is very important to keep track of how much money and time is spent on online games, and assess whether this has a negative impact on life.

If you are facing financial or emotional difficulties, we recommend taking a break from gambling to distract yourself and regain control. However, some people find it difficult to control themselves, and they are at risk of developing gambling addiction. In such cases, more drastic measures need to be taken. One option is to request voluntary self-exclusion for a certain period or for an indefinite period.

As part of the responsible gaming policy, an internal system unique to our company is used to identify risky behavior. It identifies clients who often lose, are at potential risk to financial or mental health, and exhibit aggressive or abusive behavior when communicating with our employees. Our customer support team contacts these people to assess the situation and discuss the possibility of activating self-restriction or self-exclusion options.

If you believe that you are at risk, we recommend that you contact us and ask for self-exclusion.

Does gambling prevent you from providing for your family's basic needs?

Have you lost interest in family, friends, or hobbies because of gambling?

Have you been criticized by others for gambling?

Do you have to stay late at work to gamble?

Do you feel depressed or even suicidal because of gambling?

Have you cheated, stolen, or borrowed money to get money to play or pay off gambling debts?

If you answered ”yes“ to any of these questions, you may have a gambling problem. Contact GameCare or GamblersAnonymous for help.