# Betify: further sports, esports and racing rules

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# 10. Futsal; Futsal Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Futsal terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Accumulated Fouls: A system where, after a team commits five fouls in a half, every subsequent foul results in a direct free kick from the second penalty mark (10 meters).

● Clocked Time: Futsal is played with a "stopping clock," meaning the time stops whenever the ball is out of play or play is interrupted.

● Kick-in: The method of restarting play when the ball crosses the touchline (replacing the throw-in used in traditional soccer).

● Natural Conclusion: A settlement principle where a Bet is settled if the outcome was already determined and could not have changed regardless of further play.

● Overtime (Extra Time): Additional periods played to determine a winner in knockout competitions if the match is tied at the end of Regular Time.

● Penalty Shootout: A series of penalty kicks taken to determine a winner if a tie persists after Overtime.

● Regular Time: The official duration of a match, standardly consisting of two halves of 20 minutes each (clocked time).

● Timeout: A one-minute period that each team can request once per half when they are in possession of the ball.

General Futsal Rules; 10.1. Regular Time Settlement:.

All Markets are settled based on the result at the end of Regular Time (standardly 40 minutes of play consisting of two 20-minute halves) only, unless otherwise expressly mentioned in the Market description.

10.2. Postponement and Rescheduling (48-Hour Rule):.

● Resumption: If a match is interrupted but resumes within 48 hours of the initial kick-off time, all unsettled Bets will stand and will be settled based on the final result.

10.3. Abandonment and Natural Conclusion:.

If a match is abandoned and not resumed within the 48-hour window, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void.

● Bets on Markets that have been unconditionally determined (e.g., "1st Half Winner" if the first half is completed) will be settled in accordance with those

10.4. Error Corrections:.

● If an incorrect match time was displayed in Sportsbook, in cases where the discrepancy significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets.

● Incorrect Score/Scoreboard: If a wrong score is entered in Sportsbook, all Markets will be Void for the timeframe during which the incorrect score was displayed.

● Incorrect Information: If team names, participants, or tournament details are displayed incorrectly, the Sportsbook reserves the right to declare Bets Void.

10.5. Disciplinary and Penalty Errors:.

The Sportsbook reserves the right to void Bets for Markets remaining open after a significant Event (goal, red card, or penalty) has already taken place. Additionally, if a Market is opened with missing or incorrect information (e.g. red cards), Bets affected by that error may be Void.

10.6. Half Markets (1st & 2nd Half):.

● 1st Half: Bets on these Markets (Winner, Handicap, Totals) are settled strictly on the result of the first half. If a match is abandoned during the first half, Bets on all unsettled 1st half Markets are declared Void, unless already determined.

● 2nd Half: Bets on these Markets (Winner, Handicap, Totals, Odd/Even) are settled based on the score achieved during the second half only, excluding the first half score and any overtime. If a match is abandoned during the second half, Bets on all unsettled 2nd half Markets are Void, unless already determined.

10.7. Team to Score Next Goal:.

Bet on which team will score the next designated goal in the match.

● Own Goals: For the purposes of this Market, own goals count toward the scoring team and the goal sequence.

● Settlement: Bets on this Market are settled in real-time as soon as the goal is confirmed.

## 11. Badminton; Badminton Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Badminton terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Extra Points: Occurs when a game reaches a 20-20 tie. The game continues until one side gains a two-point lead or reaches the 30-point cap (the first to 30 wins).

● Game: A scoring unit in badminton. Most professional matches are played as "Best of 3" games.

● Natural Conclusion: A settlement principle where Bets on a Market are settled as soon as the outcome relevant to the Market is unconditionally determined, regardless of later retirement.

● Points Deduction: An official penalty where points are removed from a competitor’s score by the referee due to misconduct.

● Retirement: When a competitor officially withdraws from a match while it is in progress (usually due to injury).

General Badminton Rules; 11.1. Settlement Timing and Finality:.

Bets on all Markets are settled as soon as the point or game element that decides the outcome of that Market is confirmed. Points are considered confirmed once the next point has started or the umpire officially announces the score.

11.2. Postponement and Abandonment (48-Hour Rule):.

If a match is postponed or cancelled, all Bets on that match remain valid if the game starts/resumes within 48 hours of the original scheduled time. If the delay exceeds 48 hours, Bet on all unsettled Markets will be Void.

● Interrupted Matches: If a match is abandoned or a player retires, Bets on all Markets that have not reached a Natural Conclusion at that moment will be Void.

11.3. Retirement and Undecided Markets:.

In the event of a retirement or disqualification during a match, Bets on any Markets that have not been unconditionally determined (e.g., "Game 2 Winner" if the player retires while the score is 10-10 in Game 2) will be Void.

11.4. Official Points Deductions:.

Official points deductions are taken into account for Bets on all unsettled Markets. Bets on Markets that have already reached a Natural Conclusion prior to the deduction will be settled based on the score at that moment and will not be revised.

11.5. Error Corrections:.

The Sportsbook reserves the right to void Bets of the affected Markets in the following scenarios:

● Incorrect Score: If Bets on Markets remain open with an incorrect score that significantly impacts the Odds.

● Incorrect Participants: If participants (players or teams) are displayed in Sportsbook incorrectly.

● Match Time: If Odds were offered with an incorrect match time.

11.6. Match Markets (Winner, Handicap, Totals):.

● Match Winner: Bets on this Market are settled after the final point of the match is confirmed.

● Match Game Handicap: Bets on this Market are settled as soon as the handicap outcome mentioned in the Market description has been unconditionally determined.

● Match Point Handicap: Bets on this market are settled after the final point of the match is confirmed.

● Total Games/Points: Bets on these Markets are settled as soon as the outcome mentioned in the Market description has been reached (Natural Conclusion). If a whole number outcome mentioned in the Market description (integer) is offered and the final result equals that outcome, the Bet is declared Void.

11.7. Game-Specific Markets:.

● Game Winner/Total/Handicap: Bets on these Markets are settled after the last point of the specified game is confirmed. If a player retires during the game, Bets on unsettled Markets for that specific game will be Void, unless already determined by Natural Conclusion.

● Game Correct Score: Bets on this Market are settled after the last point of the specified game is confirmed.

11.8. Dynamic Game Markets:.

● Game Extra Points: Bet on whether a game will require extra points (go beyond 21). Bets on this Market are settled as "Yes" once the score reaches 20-20 (40th point) within the specified game.

● Game Lead After "Y" Points: Bet on which competitor that will be leading after a designated number of points as mentioned in the Market description are reached (e.g., Game 1 Lead After 10 Points). Bets on this Market are settled exactly after number of the Y-th point as mentioned in the Market description of the game is confirmed.

● Game Race to "X" Points: Bet on which competitor will be the first to reach the target number of points as mentioned in the description of the Market within a game. Bets on the Market are settled immediately once the target number mentioned in the Market description is reached. Game Numbered Point Winner: Bet on the winner of a specific point mentioned in the Market description (e.g., Game 2 Point 5). Bets on this Market are settled immediately after the point mentioned in the Market description is confirmed. If the point mentioned in the Market description is not reached due to the end of the game or retirement, Bets on the respective Market are Void.

## 12. Rugby union and rugby league; Rugby Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Rugby terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Conversion: A kick at goal after a try has been scored, worth 2 points.

● Drop Goal: A goal scored by kicking the ball through the goalposts after it has touched the ground, worth 3 points.

● Extra Time: Additional periods played to determine a winner in knockout matches. By default, Markets exclude extra time unless stated.

● Natural Conclusion: A principle where a Bet is settled if the outcome of the relevant Market was already determined and could not have changed.

● NRL / State of Origin: Specific Australian Rugby League competitions with unique settlement logic for player participation.

● Penalty Goal: A kick at goal awarded after a penalty, worth 3 points.

● Penalty Try: Awarded if a team would have scored a try but for foul play by the opposition. Worth 5 points (Union) or 4 points (League). Note: These points count for team totals but not for individual player tryscorer Markets.

● Regular Time (80 Minutes): The scheduled 80 minutes of play, including any added injury or stoppage time, but excluding extra time, penalty shootouts, or sudden death.

● Try: The primary method of scoring, worth 5 points (Union) or 4 points (League), achieved by grounding the ball in the opponent's in-goal area.

General Rugby Rules; 12.1. Regular 80 Minutes Settlement:.

All Markets are settled based on the result at the end of a scheduled 80 minutes of play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout, or sudden death.

12.2. Postponement and Rescheduling (48-Hour Rule):; 12.3. Abandonment:.

If a match is abandoned before the completion of Regular Time (80 minutes), Bets on all Markets related to that match will be declared Void, regardless of whether the outcome has already been determined.

● Exception: Bets on Markets that have reached a Natural Conclusion (e.g., First Tryscorer if a try has been scored) will be settled as per applicable

● Tryscorer Specific Abandonment Rule: See Section 12.7.

12.4. Error Corrections:.

● If an incorrect match time was displayed, and this significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets.

● Live Events: If Bets on a Market remain open after significant Events (goals, red cards, or penalties) have already taken place, the Sportsbook reserves the right to void affected Bets.

● Red Cards: If a Market was opened with a missing or incorrect red card information in the Sportsbook, the Sportsbook reserves the right to void Bets on that Market.

12.5. Venue Change:.

If a match is moved to a different venue but the home/away designation remains unchanged, all Bets on that match stand. If the teams are reversed or names or tournament are displayed in the Sportsbook incorrectly, the Sportsbook reserves the right to declare affected Bets Void.

Rugby Statistical & Specific Markets; 12.6. Team and Match Totals:.

● Points/Tries: Bets on this Market are settled based on the score at the end of Regular Time.

● Winning Margin: Bet on the specific point gap between teams at the end of 80 minutes.

● Highest Scoring Half: Bets on this Market are settled based on points scored in each half whichever is higher. If the match is abandoned, these Markets are Void.

12.7. Penalty Tries Logic:.

● Team Markets: Penalty tries count toward Team Totals, First Team to Score, Last Team to Score, and Time of Try Markets.

● Player Markets: Penalty tries do not count toward individual Player Tryscorer Markets (Anytime, First, Last).

12.8. Drop Goal Markets:.

Bet on whether a successful drop goal will be scored during the match. Settlement is based on Regular Time only.

Rugby Player Props (Tryscorer Markets); 12.9. General Participation (Except NRL/State of Origin):.

● Any Selection: Any Bet on a Market of a player who does not take part in the match shall be Void.

● First Tryscorer: The player mentioned in the Market description must be on the field of play at the time of the first try. If the player enters the match after the first try has already been scored, the Bet will be Void.

● Last Tryscorer: If a player mentioned in the Market description takes part in a match at any point during the match ], Bets on the respective Market stand.

12.10. Australian NRL and State of Origin Specific Rule:.

For these specific competitions only, Bets on player selection Markets will be settled as Lost regardless of whether the player mentioned in the respective Market description was on the field of play at the time the try was scored, provided they were part of the match-day squad.

12.11. Tryscorer Abandonment Rules:.

● Abandonment before Half Time: All tryscorer Bets shall be Void , regardless of whether a try was already scored.

● Abandonment during the Second Half: Bets on Markets for players who have already scored a try in the First Half prior to Abandonment, will be settled as Win.

○ Bets on all remaining player Market selections (players who have not scored) will be Void.

12.12. Anytime Tryscorer:.

Bet on if a player will score a try at any point during Regular Time.

● No Tryscorer: This selection is included among Market selections. If no tries are scored, Bets on this Market selection are settled as Win, and Bets on all player Markets are settled as Lost (provided the player mentioned in the

Market selection participated). If the player mentioned in the Market selection did not participate (Non-Runner), the Bets on the affected Markets shall be Void.

12.13. First Tryscorer / Team First Tryscorer:.

Bet on the player to score the first try of the match (or for their specific team).

● If the first try is a Penalty Try, the Market remains open and will be settled based on the next eligible try scored by a player.

12.14. Last Tryscorer:.

Bet on the player to score the final try of the match within Regular Time.

● If the last try is a Penalty Try, the Market is settled based on the player who scored the previous eligible try.

12.15. Player to Score 2+ Tries / Hat-trick:.

Bet on whether a player will score two or more tries (or three for a hat-trick) during Regular Time. Penalty tries do not count toward the player's total. In the event of abandonment, Bets on this Market will be settled as Won if the player has already achieved the required number of tries; otherwise, Bets on this Market will be declared Void.

## 13. Rugby Sevens; Rugby Sevens Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Rugby Sevens terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Conversion: A kick at goal after a try has been scored. In Sevens, conversions must be taken as a drop kick.

● Extra Time: In knockout matches, if the score is tied, "Sudden Death" extra time is played. Standard Markets exclude this unless stated.

● Natural Conclusion: A principle where the outcome described in the Market and these Rules was already finally determined before an abandonment.

● Penalty Try: Awarded for foul play that prevents a certain try. Worth 7 points (no conversion attempt required).

● Regular Time (14/20 Minutes): The scheduled duration of a Sevens match, standardly two halves of 7 minutes each (or 10 minutes for final matches), plus stoppage time.

● Try: The primary method of scoring, worth 5 points.

General Rugby Sevens Rules; 13.1. Regular Time Settlement:.

Bets on all Markets are settled based on the result at the end of Regular Time (standardly 14 or 20 minutes of play, depending on the tournament phase). This includes any added stoppage time but does not include extra time or sudden death unless the market specifically states "incl. Overtime."

13.2. Postponement and Rescheduling (48-Hour Rule):.

Bets on all Markets on a postponed or cancelled match will be Void if the Event is not started and not resumed within 48 hours of the original scheduled start time.

13.3. Abandonment:.

● Bets on Markets that have been unconditionally determined at the time of abandonment (e.g., "First Tryscorer" if a try was already scored) will be settled in accordance with those Market rules.

13.4. Error Corrections:.

● Score/Event Errors: If Bets on a Market remain open after a significant event (e.g. goal, red card, or penalty goals) has already occurred, the Sportsbook reserves the right to void the affected Bets.

13.5. Tournament Changes:.

If the duration of the halves is changed from the standard (e.g., from 7 minutes to 10 minutes) after the Markets have opened, all Bets on the relevant Markets will stand provided the change was made by the official governing body.

Rugby Sevens Statistical & Market Rules; 13.6. Half Markets (1st & 2nd Half):.

● 1st Half: Bets on this Market are settled based on the result of the first half only.

● 2nd Half: Bets on this Market are settled based on the points scored in the second half only (starting from 0-0). This excludes any extra time.

13.7. Penalty Tries Logic:.

● Team Markets: Penalty tries count toward Team Totals, Total Tries, and "Next Team to Score" Markets.

● Player Markets: Penalty tries do not count toward individual Player Tryscorer Markets.

13.8. First/Last Team to Score:.

Bet on which team will score the first or last points/try of the match. If the match is abandoned, Bets on Last Team to Score Markets are Void. Bets on First Team to Score are Void unless an outcome relevant to the Market has already been unconditionally determined prior to abandonment (Natural Conclusion).

13.9. Tryscorer Markets (Anytime / First / Last):.

● Participation: Any player who takes any part in the match is considered a "Runner" for Anytime and Last Tryscorer Markets.

● First Tryscorer: If a player enters the field after the first try has been scored, the Betson Markets for that player are Void.

● Penalty Tries: If a Penalty Try is scored, it is ignored for player-specific tryscorer Markets. Bets on the Market remain open and will be settled based on the next eligible try scored by a player.

● Abandonment: Settlement of tryscorer Markets will follow the general abandonment rules, with outcomes determined only where a Natural Conclusion has been reached.

# 14. Darts; Darts Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Darts terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Bullseye: The circular central area of the dartboard. The outer bull is worth 25 points, and the inner bull (double bull) is worth 50 points. For settlement purposes, the Bullseye counts as a Red checkout color.

● Checkout: The final throw or sequence of throws that reduces a player's score exactly to zero, ending a Leg. The final dart must land in a double or the inner bullseye.

● Leg: A single game of darts (e.g., 501) within a Set or Match.

● Natural Conclusion: A settlement principle where a Market is settled as soon as the outcome is unconditionally determined, even if the match is later abandoned.

● Set: A unit of play consisting of a specific number of Legs (usually the first to win 3 legs wins the Set).

● Walkover: When a player is awarded the win before the match starts or completes because the opponent is unable to participate.

● 180 (Maximum): The highest possible score with three darts in a single visit, achieved by landing all three in the triple-20 bed.

General Darts Rules; 14.1. Match Result and Completion:.

Bets on all full-match Markets (Winner, Handicaps, Totals) are settled at the end of the match. If a match is started but not finished for any reason (e.g., retirement or disqualification), Bets on all Markets that have not reached a Natural Conclusion will be Void.

14.2. Postponement and Abandonment (48-Hour Rule):.

In the event, the match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time or a Walkover, all Markets that have not reached a Natural Conclusion will be Void.

● If the match is resumed from the point of interruption within 48 hours, Bets on all Markets shall stand.

● If an official winner is announced for a tournament stage within the 48-hour window, the Sportsbook will settle the Bets on Match Winner Markets based on the official decision by the governing body for the tournament.

14.3. Error Corrections:.

● Incorrect Score: The Sportsbook reserves the right to void Bets Void on Markets that remain open with an incorrect score that significantly impacts the Odds.

● Incorrect Participants: If the players or teams are displayed in the Market incorrectly, the Sportsbook reserves the right to void Bets on the respective Markets Void.

● Incorrect Match Time/Odds: If Odds were offered based on incorrect match timing or materially incorrect information, the Sportsbook reserves the right to void the affected Bets.

Darts Market Rules; 14.4. Set and Leg Handicaps:.

Bets on Handicap Markets (Set Handicap or Leg Handicap) are settled after the match is completed. If the match is not finished, Bets on these Markets are Void unless the outcome was already unconditionally determined.

14.5. Over/Under (Totals):.

Bet on whether the total number of Sets, Legs, or Match 180s will be over or under the specified Line.

● Bets on these Markets are settled at the end of the match.

● If the match is not finished, Bets on Totals Market will be Void unless the Line mentioned in the respective Market description has already been exceeded (e.g., Total Match 180s Over 5.5 is settled as Won if 6 or more 180s have already been recorded).

● If a whole number Line is offered in the Market description and the final result equals the Line, Bet on the relevant Market are Void.

14.6. Next Leg / Next Set Winner:.

Bet on the winner of a specific designated Leg or Set.

● These Markets are settled immediately upon the completion of the specific Leg or Set.

● If the specific Leg or Set is not completed or is not played due to match abandonment, Bets on the respective Markets will be Void.

14.7. Checkout Color:.

Bet on the color of the segment where the final winning dart lands in a specific Leg or the Match checkout.

● The Bullseye (50 points) is officially counted as Red for settlement purposes.

14.8. Most 180s (1X2):.

Bet on which player will score more 180s during the match. If the match is not finished, Bets on this Market are Void as the trailing player could theoretically have overtaken the leader. If both players record the same number of 180s, Bets on the Market will be settled as a Draw (if Draw market was offered) or Void for 2-way Markets.

## 15. Snooker; Snooker Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Snooker terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Century Break (100 Break): A score of 100 points or more compiled by a player in a single visit to the table without missing a shot.

● Frame: A single unit of play in snooker. A match consists of a designated number of frames (e.g., Best of 19).

● Free Ball: A penalty situation where the referee allows a player to nominate any colored ball as a red. Under our rules, these do not count for "Potted Color" Markets.

● Natural Conclusion: A settlement principle where a Market is resulted as soon as the outcome is unconditionally determined, even if the match is later abandoned.

● Pot: The action of hitting a ball into a pocket.

● Re-rack: When the referee and players agree to restart a frame from the beginning (usually due to a stalemate).

● Walkover: When a player is awarded the match win before the match starts or completes because the opponent is unable to participate.

General Snooker Rules; 15.1. Match Completion and Retirement:.

Bets on all full-match Markets (Winner, Handicaps, Totals) are settled at the end of the match. If a player is disqualified or retires before the match is finished, Bets on all Markets that have not reached a Natural Conclusion will be Void.

15.2. Postponement and Abandonment (48-Hour Rule):.

In the event the Match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time or a Walkover, all Markets that have not reached a Natural Conclusion will be Void after 48 hours.

● If the match resumes from the point of interruption within 48 hours, Bets on all Match Markets shall stand.

● If an official winner is announced for a tournament stage within the 48-hour window, the Sportsbook will settle Bets on the Match Winner Markets based on the official decision by the governing body for the tournament.

15.3. Re-rack Logic:.

If a re-rack occurs, Bets on any Markets that already reached a Natural Conclusion prior to the re-rack (e.g., "First Color Potted") will stand and be settled based on that result. Bets on all other Markets for that specific frame will be settled based on the play in the restarted frame.

15.4. Error Corrections:.

● Incorrect Score: The Sportsbook reserves the right to declare Bets Void if the Bets on a Market remain open with an incorrect score that significantly impacts on the Odds.

● Incorrect Participants: If the players are displayed incorrectly in the Market description, the Sportsbook reserves the right to void Bets on the affected markets.

● Incorrect Match Time/Odds: If Odds in a Market were offered based on incorrect timing or materially incorrect information, Bets on the affected Markets may be Void.

Snooker Market Rules; 15.5. Frame-Related Markets:.

Bets on the outcome of a specific designated frame (e.g., Winner, Total Points, Century Break).

● If a frame starts but is not completed, Bets on all Markets related to that frame will be Void unless the outcome relevant for the Market was already determined.

● Next Frame Total Points (Odd/Even): Bets on this market are settled based on the total points scored by both players in that frame. If the frame is not completed, the Bets on this Market are Void.

15.6. Century Break (100 Break) Markets:.

Bet on whether a player will record a break of 100 points or more in a specific frame or during the match.

● If the match or specific frame is abandoned, Bets on these Markets are Void unless a century break has already been recorded.

15.7. Pot First Ball / Potted-Color Markets:.

Bet on which ball or color will be potted first in a specific frame.

● Foul/Free Ball Exclusion: No fouls or "free balls" are considered for the settlement of Bets on "Potted-Color" or "First Ball Potted" Markets. The Bets on these Markets are settled based on the first legally potted ball.

15.8. Match Totals and Handicaps:.

● Total Frames Over/Under: Bet on the total number of frames played in the match. Bets on this Market are settled at the end of the match. If the match is not completed, Bets on the Markets are Void unless the outcome has already reached the Natural Conclusion. If a whole number Line is offered and the final result equals the Line, the Bet is declared Void.

● Match Handicap: Market applies to the final frame score. If the match is not completed, Bets on this Market are Void.

## 16. Table tennis; Table Tennis Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Table Tennis terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Extra Points (Deuce): Occurs when a game reaches a 10-10 tie. The game continues until one player/team gains a two-point lead.

● Game: A single unit of play in table tennis, standardly played to 11 points. A match is typically "Best of 5" or "Best of 7" games.

● Natural Conclusion: A settlement principle where a Market is settled as soon as the outcome relevant to the Market is unconditionally determined, even if the match is later abandoned.

● Points Deduction: An official penalty where points are removed from a player’s score by the umpire due to misconduct or rule violations.

● Retirement: When a player officially withdraws from a match while it is in progress.

General Table Tennis Rules; 16.1. Settlement Timing and Finality:.

Bets on all Markets are settled as soon as the point or game element that decides the outcome of that Market is confirmed. Final match results (Winner, Correct Score, Match Handicaps) are settled after the last point of the match is confirmed.

16.2. Postponement and Abandonment (48-Hour Rule):.

If a match is postponed, cancelled, or not completed, Bets on all Markets remain valid if the game starts/resumes within 48 hours of the original scheduled time. If the delay exceeds 48 hours, Bets on all unsettled Markets will be Void.

● Interrupted Matches: If a match is abandoned or a player retires, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void.

16.3. Retirement and Undecided Markets:.

In the event of a player retirement or disqualification, Bets on any Markets that have not reached the Natural Conclusion (e.g., "Game 2 Winner" if the player retires during Game 1) will be Void.

16.4. Official Points Deductions:; 16.5. Error Corrections:; The Sportsbook reserves the right to void bets in the following scenarios:.

● Incorrect Participants: If the players or teams are displayed in the Markets incorrectly.

● Incorrect Match Time/Odds: If Odds were offered in the Market based on incorrect match timing or materially incorrect information.

Table Tennis Market Rules; 16.6. Point and Game Handicaps:.

● Match Point Handicap: Bets on this Market are settled after the last point of the match and final score are confirmed.

● Match Game Handicap: Bets on this Market are settled as soon as the handicap Line mentioned in the Market description has been unconditionally determined (Natural Conclusion).

● Game Handicap: Bets on Point handicaps Markets for a specific game are settled as soon as the Line mentioned in the Market description is reached within that game.

16.7. Over/Under (Totals):.

Bets on Total points (Match, Team, or Game) or Total Games Markets are settled as soon as the Line specified in the Market description has been reached.

● Integer Lines: If a whole number Line is offered in the Market description (e.g., 85.0) and the final result equals that Line, Bets on that Market shall be Void.

16.8. Correct Score Markets:.

Bets on Match and Game Correct Score Markets are settled after the last point of the relevant period is confirmed. If a specific game is not played, Bets on all related Correct Score Markets will be Void.

16.9. Game Extra Points:.

Bet on whether a game will require extra points to be decided (i.e., go beyond 11 points).

● Settlement: Bets on this Market are settled as "Yes" once the score reaches 10-10 (20th point) within the specified game.

● If the game is not played or is abandoned before reaching 10-10, Bets on this

Market are Void.

16.10. Lead After "Y" Points:.

Bets on which player will be leading in a specific game after a designated number of points as mentioned in the Market description (e.g., Game 1 Lead After 4 Points). Bets on this Market are settled exactly after the Y-th point of the game as mentioned in the Market description is confirmed.

16.11. Race to "X" Points:.

Bet on which player will be the first to reach the target number of points as mentioned in the Market description (3, 5, 7, etc.) within the game. Bets on this

Market are settled immediately once the target mentioned in the Market description is reached. If the target is not reached due to the end of the game or match abandonment, Bets on the Market are Void.

16.12. Numbered Point Winner:.

Bet on which player will win a specific designated point as mentioned in the Market description (e.g., Game 2 Point 5). The Market is settled immediately after the point mentioned in the Market description is confirmed. If the point is not reached due to the end of the game or retirement, Bets on the Market are Void.

## 17. Bowls; Bowls Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Bowls terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● End: A unit of play where all players have delivered all their bowls in one direction.

● Jack: The small white or yellow target ball.

● Match: A competition between players or teams, usually played as a "Best of" sets format or a fixed number of ends.

● Natural Conclusion: A settlement principle where a Market is settled as soon as the outcome mentioned in that Market description or these Rules is unconditionally determined, even if the match is later abandoned.

● Set: A group of ends (usually 7, 9, or 11 ends) played to determine a set winner.

● Tie-break: Additional ends played to determine a match winner if the sets are tied.

General Bowls Rules; 17.1. Settlement Timing and Finality:.

Bets on all Markets are settled based on the official score confirmed by the governing body or tournament officials. Bets on the Markets are settled as soon as the point or end that decides the outcome is confirmed.

17.2. Postponement and Abandonment (48-Hour Rule):.

In the event, the Match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time, Bets on all Markets that have not reached a Natural Conclusion will be Void.

● Interrupted Matches: If a match is interrupted, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void.

17.3. Retirement and Walkovers:.

In the case of a player retirement, disqualification, or Walkover, Bets on all Markets that have not reached a Natural Conclusion will be Void.

● If a player retires during a set, the winner of the match is determined by the official result, but Bets on set-specific Markets that were not completed are Void.

17.4. Error Corrections:.

The Sportsbook reserves the right to void Bets on the affected Markets in the following scenarios:

● Incorrect Participants: If the players or teams are displayed in the Market description incorrectly.

● Incorrect Match Time/Odds: If Odds in the Market were offered based on incorrect timing or materially incorrect information.

Bowls Market Rules.

17.5. Match and Set Winner: Bet on the winner of the match or a specific set.

● Match Winner: Bets on this Market are settled based on the final official result, including any tie-break ends if applicable.

● Set Winner: Bets on this Market are settled after the last end of the designated set is completed. If a set is not completed due to retirement, Bets on the affected Market are Void.

17.6. Race to "X" Points / Xth Point Winner: Bet on which player or team will be the first to reach a target number of points, or who will score a specific designated point (e.g., Set 1 Point 5).

● Target Not Reached: If a set or match ends before the Xth point is reached, all Bets on "Race to X points" or "Numbered Point Winner" Markets for that specific period will be Void.

17.7. Set Handicaps and Totals:.

● Set Handicap: Bets on the Market are settled based on the final set score of the match.

● Total Sets/Ends: Bets on the Market are settled as soon as the Line mentioned in the Market description has been reached. If a match is abandoned before the Line mentioned in the Market description is reached,

Bets on the Market are Void . If a whole number Line is offered in the Market description and the final result equals that Line, Bets on that Market are Void.

## 18. Cricket; Cricket Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Cricket terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Boundary: A shot that reaches the edge of the field. A "Four" (4 runs) or "Six" (6 runs).

● Delivery: A single ball bowled by a bowler to a batter.

● Dot Ball: A legal delivery from which no runs (including extras) are scored. Wickets do not count as dot balls.

● Duck: When a batter is dismissed for zero runs.

● Extra: Runs awarded to the batting team not scored off the bat (Wides, No Balls, Byes, Leg Byes, Penalty Runs).

● First Class Match: A match of three or more days' duration (e.g., Test Matches).

● Impact Sub / Concussion Sub: Players who enter the match as official replacements for named players.

● Innings: A team's turn to bat.

● Limited Overs: A match where each team bats for a fixed number of overs (e.g., T20, One Day Internationals).

● Natural Conclusion: When an innings ends because a team is All Out, declares, or reaches its target.

● Over: A set of six legal deliveries (5 in "The Hundred").

● Super Over (Bowl-off): An extra period used to determine a winner in tied matches.

General Cricket Settlement Rules; 18.1. Match Result and Adverse Weather:.

● All Bets are settled based on the official match result. This includes results determined by the Duckworth-Lewis-Stern (DLS) method or any other official competition rules.

● Ties (2-Way): If a match ends in a tie and a Super Over/Bowl-off decides the winner, that result stands. If no winner is determined by official rules, Bets on the affected Markets are Void .

● Ties (3-Way & First Class): In 3-way Markets, a tie is settled as a Dead Heat between the two teams (NOT as a Draw). In First Class/Test matches, a tie is a Dead Heat; Bets on the "Draw" Market are settled as Loss.

● Forfeits & Abandonment: If a winner is declared via forfeit, Bets on Match Winner Bets are Void. If abandoned due to outside interference (not weather) before a ball is bowled, Bets on all Markets are Void.

18.2. Postponement (48-Hour Rule):.

● If the match is resumed from the point of interruption within 48 hours, all Bets on that match stand.

18.3. Super Over Exclusion:.

Unless expressly stated (e.g., "Super Over Winner"), statistics recorded during a Super Over do not count toward match totals, innings totals, or player prop Markets.

Format-Specific Thresholds (Minimum Play).

18.4. Limited Overs Thresholds: For Bets on this Market to stand, the team must have had the technical opportunity to face a minimum percentage of scheduled overs, unless game element mentioned in the Market description reached a Natural Conclusion (All Out/Target reached):

● Match Totals (Runs, Fours, Sixes, Extras, Wickets, Run Outs, Wides, Ducks): At least 80% of the scheduled overs in each innings must be completed.

● Match Top Batter / Top Bowler: At least 40% of the scheduled overs in that team's innings must be bowled.

● In-Play Batsman/Bowler Markets: The team must have the opportunity to face at least 80% of allocated overs at the time the Bet was accepted.

18.5. First Class / Test Match Thresholds:.

● Drawn Matches: In matches ending in a Draw, statistical Markets (Fours, Sixes, Extras, etc.) shall be Void if fewer than 200 overs have been bowled.

● Innings Totals: At least 60 overs must be bowled in the innings unless the team is All Out or Declares.

Market-Specific Rules; 18.6. Boundary Markets (Fours and Sixes):.

● Scoring: Only boundaries scored from the bat (legal or illegal delivery) count.

● Exclusions: Overthrows, all-run fours (where players physically run 4), and extras do not count.

18.7. Extras and Wides:.

● Match/Innings Extras: Includes Wides, No-Balls, Byes, and Leg Byes. Penalty Runs are excluded unless specifically stated. If runs are scored off the bat alongside an extra from the same ball, the runs off the bat are excluded from the Extras total.

● Wides: Any runs resulting from a wide delivery (except penalty runs) count towards the Wide total.

18.8. Delivery and Over Markets:.

● Hierarchy of Outcomes: If multiple events occur from one delivery, the winner is: 1. Wicket, 2. No Ball, 3. Wide, 4. Bye/Leg Bye, 5. Runs.

● Runs off Delivery: Illegal balls count as deliveries. (e.g., if ball 1 is a Wide, it results as "1", and the next ball is Delivery 2).

● Runs off Ball: Refers to Legal Balls only. Wides/No-Balls do not count as a ball for these Markets.

● Over Completion: An over must be completed unless the innings ends naturally. If an over is not started, all Bets on this Market are Void.

18.9. Partnership Markets:.

● Fall of Wicket: Bets on this Market are settled based on the score at the fall of the specified wicket. A batter Retiring Hurt does not count as a wicket. If a team declares or reaches its target before the wicket falls, the final score is the result.

● Next Man Out: Both named batters must be at the crease when the dismissal occurs; otherwise, Bets on this Market are Void.

Player Prop Rules; 18.10. Participation and Substitutions:.

● Action: Players must be in the Starting XI or enter as an official. Impact/Concussion Substitute: If a player is in the XI but does not bat or bowl, the Bets on the Market involving the player stand and are settled on the recorded statistics (e.g., 0 runs).

● Impact Sub Specific: If an Impact Sub (not in the starting XI) wins or ties for Top Batter, the Market selection 'Other' is deemed the winner for in-play Markets.

18.11. Top Batter / Top Bowler:.

● Top Batter: Highest individual score in the innings/match. If tied, Dead Heat rules apply.

● Top Bowler: Most wickets taken.

○ Tie-breaker: 1. Most Wickets. 2. Fewest runs conceded. 3. Dead Heat.

○ No Wickets: If no bowler takes a wicket in the innings, Bets on the; 18.12. Player Dismissal Methods:.

● Includes Bowled, Caught, LBW, Run Out, Stumped, and Other.

● Retired Hurt: For the purpose of this Market Retired Hurt will be considered as a dismissal and Bets on the relevant player Markets will be settled as Void.

● Retired Out / Sent Off: Counted as a Wicket.

18.13. Player Performance Scoring:.

● 1 point per run scored.

● 10 points per catch.

● 20 points per wicket.

● 25 points per stumping (wicket-keeper only).

Specialized Markets; 18.14. Session Betting:.

Bets are this Market are settled on the runs scored in a specific session regardless of the team. At least 20 overs must be bowled in the session for Bets to stand on this Market, unless settlement is already determined.

18.15. Bingo / Mayhem / Lottery:.

● The designated over must be completed for Bets on this Market to have an action. If the over is not completed, affected Bets will be Void.

● Next Over Mayhem: 1 pt/run, +2 pts/boundary, +10 pts/wicket.

● Captain Fantastic: The selected player (mentioned in the Market description) must be the team captain and must win the toss AND be the top run-scorer for their team. In the event of a tie for top run-scorer, Dead Heat rules apply. If the captain does not bat, Bets on this Market are declared Void.

Tournament Markets; 18.16. Non-Runner Allocation:.

For completely abandoned tournament matches (no play), the following values are added to tournament totals:

| Market | T10 | T20 | DAY | FULL |
|---|---|---|---|---|
| Sixes | 13 | 12 | 8 | 8 |
| Fours | 17 | 26 | 42 | 117 |
| Fifties | 2 | 2 | 3 | 8 |
| Centuries | 0 | 0 | 1 | 3 |
| Wickets | 9 | 12 | 14 | 33 |
| Run Outs | 1 | 1 | 1 | 1 |
| Ducks | 1 | 1 | 2 | |

18.17. Milestones:.

For milestone Markets, a score of 100 or more will count as both a 50 and a 100 for the purposes of total match or innings milestone counts (e.g., total 50s/100s).

## 19. Squash; Squash Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Squash terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Extra Points: Occurs when a game reaches a 10-10 tie. The game continues until one player gains a two-point lead.

● Game: A single unit of play in squash, standardly played to 11 points. A match is typically "Best of 5" games.

● Natural Conclusion: A settlement principle where Bets on a Market are settled as soon as the outcome mentioned in the Market description of these Rules is unconditionally determined, even if the player later

retires.

● Penalty Point: A point awarded by the umpire due to a code violation or interference. These count toward the score and settlement.

● Points Deduction: An official penalty where points are removed from a player's score by the umpire.

General Squash Rules; 19.1. Settlement Timing and Confirmation:.

Bets on all Markets are settled as soon as the point that decides the outcome of that

Market is confirmed. Bets on Final match results Markets (Winner, Correct Score, Match Handicaps) are settled after the last point of the match and the final score are officially confirmed.

19.2. Postponement and Abandonment (48-Hour Rule):.

In the event, the Match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time, all Markets that have not reached a Natural Conclusion will be Void.

● Interrupted Matches: If a match is interrupted or a player retires, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void.

19.3. Retirement, Forfeit, and Disqualification:.

In the event of a player retiring, forfeiting the match, or being disqualified, Bets on all Markets that have not reached Natural Conclusion will be Void.

19.4. Points Deductions and Penalty Points:.

● Official Points Deductions: Taken into account for Bets on all unsettled Markets. Bets on Markets that reached a Natural Conclusion prior to the deduction will not be revised.

● Penalty Points: If penalty point(s) are awarded by the umpire, all Bets on this

Market for the game or point will stand and be settled according to the updated score.

19.5. Error Corrections:.

The Sportsbook reserves the right to declare Bets on affected Markets Void in the following scenarios:

● Incorrect Score: If Bets on the Markets remain open with an incorrect score that significantly impacts the Odds.

● Incorrect Participants: If the players or teams are displayed incorrectly in the

Market description.

Squash Market Rules; 19.6. Point and Game Handicaps:.

● Match Game Handicap: Bets on this Market are settled as soon as the handicap Line mentioned in the Market description has been unconditionally determined.

19.7. Over/Under (Totals):.

Bets on Total points (Match, Competitor, or Game) or Total Games Markets are settled as soon as the Line specified in the Market description has been reached.If the match or game is not completed, Bets on the Market are Void unless the outcome has already been determined.

● Integer Lines: If a whole number line is offered in the Market description and the final result equals that mentioned Line, Bets on that Market are Void .

● Unplayed Games: If a specific game is not played, Bets on all related Over/Under Markets for that game will be Void.

19.8. Correct Score Markets:.

Bets on Match and Game Correct Score Markets are settled after the last point of the relevant period is confirmed.

19.9. Game Extra Points:.

● If extra points are not required in the game to be decided, Bets on the Market are Void.

19.10. Lead After "Y" Points:.

Bet on which player will be leading in a specific game after a designated number of points (e.g., Game 1 Lead After 6 Points) as mentioned in the Market description. Bet on the Market are settled immediately after the Y-th point of the game as mentioned in the Market description is confirmed.

19.11. Race to "X" Points / Numbered Point Winner:.

● Race to X: Bet on which player will be the first to reach the target number of points (3, 5, 7, etc.) mentioned in the Market description within a game. Bets on this Market are settled immediately when the target number mentioned in the Market description is reached.

● Point Winner: Bet on which player will win a specific designated point (e.g., Game 3 Point 5) mentioned in the Market description. Bets on this market are settled immediately after the point mentioned in the Market description is confirmed. Target Not Reached: If the game ends before the point specified in the Market description is reached, Bets on that Market are Void.

## 20. Aussie rules football; Aussie Rules Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Aussie Rules terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Behind: A score worth 1 point, achieved by the ball passing between a goal post and a behind post, or hitting a goal post.

● Goal: A score worth 6 points, achieved by kicking the ball between the two inner (goal) posts without it being touched.

● Natural Conclusion: A settlement principle where Bets on a Market are settled as soon as the outcome relevant for that Market is unconditionally determined, even if the match is later abandoned.

● Overtime (Extra Time): Additional periods played in certain knockout matches to determine a winner. Only specific Markets include this.

● Regular Time (80 Minutes): The scheduled duration of a match, standardly consisting of four 20-minute quarters plus stoppage time.

● Term (Quarter): One of the four periods that make up a standard match.

General Aussie Rules Rules; 20.1. Regular Time Settlement (80 Minutes):.

Unless otherwise stated in the Market name or specific rules below, Bets on all Markets are settled based on the result at the end of a scheduled 80 minutes of play. This includes any added injury or stoppage time but does not include Overtime.

20.2. Match Winner (2-Way) & Overtime Logic:; ● Winner (2-Way): For the purposes of settlement of Bets on this specific.

Market result of the game include Overtime if played.

● Draw Scenario: In the event of a draw in a competition where no Overtime format is provided, Bets on the 2-Way Match Winner Market will be Void.

20.3. Postponement and Abandonment (48-Hour Rule):.

● Postponement: Bets on ll Markets on a postponed match will be Void if the event is not resumed within 48 hours of the original scheduled start time.

● Abandonment: If a match is abandoned before the completion of the Regular Time (80 minutes), Bets on all Markets that have not reached a Natural Conclusion will be Void.

20.4. Error Corrections:.

● Match Time: The Sportsbook reserves the right to void the affected Bets if Odds were offered in the Market with an incorrect match time involving an error of more than 2 minutes.

● Incorrect Participants: If the team names or the tournament category are displayed incorrectly in the Market description, the Sportsbook reserves the right to void the affected Bets.

Aussie Rules Market Rules; 20.5. Handicap and Totals:.

Bets on Match Handicaps and Total Points (Over/Under, Odd/Even) are settled based on the score at the end of Regular Time (80 minutes) only. If a match is abandoned before 80 minutes, Bets on these Markets are Void regardless of the current score.

20.6. Quarter and Half Markets:.

● 1st Quarter: Bets on this Market are settled based on the result at the end of the first quarter.

● 1st Half: Bets on this Market are settled based on the result at the end of the second quarter (sum of Q1 + Q2).

● 2nd Half: Bets on this Market are settled based on the points scored in the third and fourth quarters only (sum of Q3 + Q4).

● Abandonment: If a match is abandoned during a specific quarter or half , Bets on all Markets for that period of the game (if not yet completed) and subsequent periods will be Void.

20.7. Highest Scoring Quarter / Half:.

● Bet on which quarter or half will produce the most points.

● Dead Heat Rule: If two or more quarters (or both halves) result in the same highest score, Bets on this Market will be settled under Dead Heat rules (Section 6.7.2).

20.8. First Team to Score:.

● Bet on which team will record the first score (Goal or Behind) of the match.

● Natural Conclusion: If the game is abandoned after a team has already scored, Bets on the Market stand and are settled according to these Rules. If the game is abandoned before any score, Bets on the Market are Void.

20.9. Half-Time / Full-Time (Double Result):.

Bet on the result at half-time and the result at the end of the Regular Time. If the game is abandoned before completion of 80 minutes, Bets on the Market are Void.

## 21. Boxing; Boxing Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Boxing terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Decision: A result determined by the judges' scorecards at the end of the scheduled number of rounds. This includes Unanimous, Split, and Majority decisions.

● DQ (Disqualification): When a fighter is declared the loser for repeatedly or significantly breaking the rules.

● Go the Distance: A scenario where the fight completes all scheduled rounds and is decided by the judges' scorecards.

● KO (Knockout): When a fighter is unable to stand up and resume fighting before the referee's count of ten.

● No Contest: A ruling made when a fight is stopped prematurely due to an accidental injury (usually in the early rounds) or other outside interference, resulting in no winner being declared.

● TKO (Technical Knockout): When the referee, doctor, or a fighter's corner stops the fight because the fighter is deemed unable to safely continue.

● Technical Decision/Draw: A result determined by the scorecards when a fight is stopped after a minimum number of rounds (due to an accidental foul/injury) but before the full scheduled duration.

General Boxing Rules; 21.1. Official Result and Finality:.

All Bets are settled based on the official result declared by the governing body or ring announcer at the end of the bout. Subsequent appeals or changes to the result (e.g., due to drug testing or technical errors discovered later) are not recognized for settlement purposes.

21.2. Postponement and Abandonment (48-Hour Rule):.

If a fight is postponed or cancelled, all Bets remain valid if the fight takes place within 48 hours of the original scheduled start time. If the delay exceeds 48 hours, all unsettled Bets will be declared Void.

● Interrupted Matches: If a match is interrupted after it has started, Bets on all Markets that have not reached a Natural Conclusion will be Void.

21.3. No Contest:.

In the event of a fight being officially declared a "No Contest," all Bets on the match will be Void.

21.4. Changes to Scheduled Rounds:.

If the scheduled number of rounds is changed before the fight starts, all Bets on "Total Rounds," "Exact Round Betting," "Method of Victory," and "Inside the Distance" Markets will be Void . Bets on Match Winner Market will remain valid.

21.5. Failure to Answer the Bell:.

If a fighter fails to answer the bell for the next round, their opponent will be deemed to have won the fight in the previous round for the settlement purposes.

Boxing Market Rules; 21.6. Match Winner (2-Way vs. 3-Way):.

● Winner (2-Way): Bet on the winner of the fight. If the fight ends in a Draw (including Majority or Technical Draw), all Bets on this Market are Void.

● 1X2 (Fight Result): Bet on the result including the Draw. If the fight ends in a Draw, Bets on the "Draw (X)" Market selection is the winner.

21.7. Total Rounds (Over/Under):.

Bet on the round and time in which the fight will end.

● The "Half-Round" Rule: For settlement of this Market, a "half-round" is defined as exactly 1 minute and 30 seconds of the respective round.

○ Under 9.5: For this Market the fight must end before 1:30 of the 10th round.

○ Over 9.5: For this Market the fight must end at or after 1:30 of the 10th round.

● Specific Example: If a fight ends at 2:29 of the 2nd round, it is settled as Under 1.5. If it ends at 2:30 or later in the 2nd round, it is settled as Over 1.5.

21.8. Method of Victory:.

● KO/TKO/DQ: Includes a knockout, technical knockout, or disqualification.

● Decision/Technical Decision: A win based on the judges' scorecards.

● Draw: Includes a Majority Draw or Technical Draw.

● Disqualification (DQ): For settlement purposes, a win by disqualification is counted as a KO/TKO.

21.9. Winner & Exact Round:.

Bet on the fighter and the specific round in which they win by KO, TKO, or DQ.

● If the fight is decided by a Technical Decision before the scheduled end, all Bets on this Market are settled as Loss.

21.10. Will the Fight Go the Distance?

Bet on whether the fight will complete all scheduled rounds. Technical Decision Exception: If a fight is stopped and decided by a Technical Decision (judges' scorecards) before the full number of rounds is completed, the fight is deemed NOT to have gone the distance.

## 22. MMA; MMA Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common MMA terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Decision: A result determined by the judges' scorecards at the end of the scheduled rounds (Unanimous, Split, or Majority).

● KO (Knockout): When a fighter is rendered unconscious or unable to defend themselves due to legal strikes.

● No Contest: A ruling made when a fight is stopped prematurely due to an accidental injury (early in the fight) or other outside interference, resulting in no winner.

● Submission: When a fighter signals they want to stop the fight by tapping the opponent or the canvas, or by making a verbal submission.

● TKO (Technical Knockout): When the referee, doctor, or corner stops the fight because a fighter can no longer safely defend themselves.

● Technical Decision: When a fight is stopped due to an accidental injury after a sufficient number of rounds have passed for the judges to score the fight.

● Technical Submission: When the referee stops the fight because a fighter is caught in a submission and is either unconscious or in imminent danger of serious injury.

General MMA Rules; 22.1. Settlement Timing and Finality:.

Bets on all Markets are settled based on the official result declared immediately after the fight. Subsequent appeals, disqualifications, or amendments to the result by athletic commissions (e.g., due to drug testing or technical errors discovered later) are not recognized for settlement purposes.

22.2. Failure to Answer the Bell (Stool Retirement): If a fighter fails to answer the bell for the next round (e.g., retires on the stool during the break), their opponent will be deemed to have won the fight in the previous round for settlement purposes.

● Example: If a fighter retires after the end of Round 2 and before the start of Round 3, the official winning round is Round 2.

22.3. Postponement and Abandonment (48-Hour Rule): If a fight is postponed or cancelled, all Bets on that fight remain valid if the fight takes place within 48 hours of the original scheduled start time. If the delay exceeds 48 hours, all unsettled Bets on that fight will be Void.

● Interrupted Matches: If a fight is interrupted after it has started, Bets on all Markets that have not reached a Natural Conclusion will be Void.

22.4. Withdrawals and Substitutions:.

Should there be a withdrawal or a substitution of one of the fighters concerned, all Bets on the fight will be Void.

22.5. No Contest:.

In the event of a fight being officially declared a "No Contest," all Bets on the match will be declared Void.

22.6. Changes to Scheduled Rounds:.

If the scheduled number of rounds is changed before the fight starts, all Bets on "Total Rounds," "Winner & Exact Round," and "Winning Method" Markets will be Void . Bets on Match Winner (2-Way/3-Way) Markets will remain valid.

MMA Market Rules; 22.7. Match Winner (2-Way vs. 3-Way):.

● Winner (To Win the Fight): Bet on the winner. If the fight ends in a Draw (including Majority or Technical Draw), all Bets on this Market are Void.

● 1X2 (Fight Result): Bet on the result including the Draw. If a Draw is declared, Bets on the "Draw (X)" Market selection are the winner.

22.8. Total Rounds (Over/Under): Bet on the round and time segment in which the fight will end.

● The "2:30" Rule: For settlement purposes of this Market, a "half-round" is defined as exactly 2 minutes and 30 seconds of the respective round.

○ Over 2.5 Rounds: The fight must end after the 2:30 mark of the 3rd round. If it ends at exactly 2:30, it is settled as Over.

○ Under 2.5 Rounds: The fight must end before the 2:30 mark of the 3rd round.

● Point-Five (.5) Lines: If a finish occurs at 2:29 or before, it is Under 0.5 of that round. If it occurs at 2:30 or later, it is Over 0.5.

22.9. Winning Method (Detailed): Bet on the specific way the fight will be decided:

● KO/TKO: This includes:.

○ Referee stoppage due to strikes (standing or on the canvas).

○ Stoppage by the ringside Doctor.

○ Stoppage by a fighter's Corner/Team.

○ A fighter retiring during the break due to injury.

○ Disqualification (DQ): For settlement purposes, a DQ is counted as a KO/TKO.

● Submission: This includes:.

○ Physical tap-out.

○ Technical submission (referee stoppage).

○ Verbal submission (including those made due to strikes).

● Decision: Includes Unanimous, Split, or Majority Decision. Also includes Technical Decisions.

22.10. Winner & Exact Round (Detailed): Bet on the fighter and the specific round in which the fight ends.

● Winning Conditions: For a Bet on this Market to win, the fighter must win by KO, TKO, DQ, or Submission within that round.

● Failure to Answer the Bell: If a fighter fails to answer the bell for the next round, the opponent is deemed the winner in the previous round (as per Rule 22.2).

● Decisions and Technical Decisions: In the event of a Technical Decision (stoppage before the end of the fight where the winner is determined by judges' scorecards) or a Decision at the end of the full scheduled distance, all Bets on specific rounds Markets will be settled as Losses.

● Clarification: For settlement purposes of this Market, a Technical Decision is treated as a victory on points (scorecards). Since it is not a finish (stoppage) within the round, it does not count as a victory in any specific round, regardless of when the fight was stopped.

22.11. Will the Fight Go the Distance? Bet on whether the fight will go to the judges' scorecards.

● Technical Decision Rule: If a fight is stopped and decided by a Technical Decision before the full number of rounds is completed, the fight is deemed NOT to have gone the distance.

## 23. Golf; Golf Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Golf terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● 2-Ball / 3-Ball: Betting on which player in a specific group will achieve the lowest score over a designated round.

● Dead Heat: A settlement rule applied when two or more players finish with the same score for a specific position.

● First Round Leader: The player who leads the tournament at the end of the first 18 holes.

● Make/Miss the Cut: Bet on whether a player will qualify for the final rounds of a tournament (usually the top 65 players and ties after 36 holes).

● Play-off: Extra holes played to determine a winner in the event of a tie after the scheduled number of holes.

● Tee-off: The act of hitting the first shot of a round or tournament.

● Tournament Outright: Betting on the winner of the entire tournament (including any play-offs).

General Golf Rules; 23.1. Player Participation (Tee-off Rule):.

A player is deemed to have played in a tournament or a specific round once they have teed off.

● Withdrawals: If a player withdraws, retires, or is disqualified after having teed off, all Bets on that player Markets will be settled as Lost, provided the Market is settled.

● Non-Runners: If a player does not take part (does not tee off), all Bets on that player Market selection will be Void.

23.2. Result Finality and Trophy Presentation:.

Bets on all Markets are settled based on the official results provided by the relevant tour's official site (e.g., PGA Tour, European Tour) at the time of the trophy presentation.

● Any subsequent disqualifications or amendments made after the official result/trophy presentation will not be recognized for settlement purposes.

23.3. Delays and Suspensions:.

In the case of any delay (e.g., rain, darkness), Bets on all unsettled Markets remain unsettled and trading will continue as soon as the round or tournament resumes. Bets stand as long as the event is completed within the official tournament structure.

23.4. Abandonment and Reduction of Holes:.

● Tournament Abandoned: If a tournament is officially abandoned before the scheduled number of holes is completed, Bets on all Markets that have not reached a Natural Conclusion will be Void. Any Bets placed after the last completed round will also be Void.

● Reduced Format: In tournaments affected by bad weather or similar reasons, Bets will be settled on the official result regardless of the number of rounds played, provided an official winner is declared by the tournament organizer.

● Outright Exception: If a tournament is reduced, outright Bets placed prior to the final completed round will be settled on the player awarded the trophy.

23.5. Error Corrections:.

● Incorrect Score: If Bets on Markets remain open with an incorrect score that significantly impacts the Odds, the Sportsbook reserves the right to void the respective Bets.

Market description, the Sportsbook reserves the right to void the respective Bets.

Golf Market Rules.

23.6. Tournament Winner (Outright): Bet on the winner of the entire tournament.

● Play-offs: The result of official play-offs is taken into account for settlement purposes. The player awarded the trophy is the winner.

23.7. Match-ups (2-Ball, 3-Ball, 4-Ball):.

Bet on which player will shoot the lowest score in the listed round.

● 2-Ball: Bets on this Market are Void if both competitors achieve the same score for the affected round (unless a "Tie" or "Draw" Market option was offered). If both players retire at the same hole, Bets on the Market are Void.

● 3-Ball: Bet on the lowest score among three players. Dead Heat rules (Section 6.7.2) apply if two or more players tie for the lowest score.

● Abandonment: If the designated round is abandoned before completion, all Bets on that specific Market shall be Void.

23.8. Place Markets (Top 5, Top 10, Top 20, etc.):.

Bet on that a player that will finish within a specified range of positions in the final classification.

● Dead Heat Rule: If multiple players finish with the same position, resulting in more winners than the designated "Top X" spots available, Dead Heat rules (Section 6.7.2) will be applied only to the tied players.

● Abandonment: If the tournament is abandoned before completion, Bets on these Markets will be Void.

23.9. Finishing Position of a Named Player:.

Bet on the exact or range of finishing positions for a specific player mentioned in the

● In the event of a tie for a finishing position, the tied position counts.

● Example: A tie with 4 other players for 7th place will count as a finishing position of 7th.

23.10. End of Round Leader:.

Settlement for this Market is based on the official tournament score at the end of the specified round. Dead Heat rules apply if two or more players lead the round with the same score. A player must hit a shot in that specific round for Bets on this Market to stand. If the round is not completed, Bets on the Market are Void.

23.11. Miss the Cut:.

Bet on whether a player will fail to qualify for the final rounds.

● Bets on this Market are settled at the end of the 2nd round (or whenever the cut is officially made).

● If the tournament is abandoned before the completion of the 2nd round, Bets on this Market will be Void.

23.12. Group Betting:.

Bet on the winner is the player achieving the highest placing at the end of the tournament among the specified group.

● Dead Heat rules apply unless the winner is determined by a play-off.

● If only one competitor from the group starts the tournament, all Bets on Markets for that group will be Void.

23.13. Hole and Stat Markets:.

● Hole & Hole Groups: If a player listed in the group retires, all related and unsettled "Hole" and "Hole X to Y" Markets will be Void. Penalty Points: Any penalty strokes awarded are included in the player's score for settlement purposes.

24.Motorcycle Racing; Motorcycle Racing Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Motorcycle Racing terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Classification: The official final positions of riders as determined by the governing body (e.g., FIM) at the end of the race.

● DNF (Did Not Finish): A rider who started the race but failed to cross the finish line or complete the required number of laps.

● DNS (Did Not Start): A rider who was scheduled to race but did not start the warm-up lap.

● Podium: The top three finishers in a race who participate in the official trophy ceremony.

● Pole Position: The first grid position on the starting line, awarded to the rider with the fastest qualifying time.

● Warm-up Lap: The lap taken by riders immediately before the start of the race to bring tires and engines to operating temperature.

General Motorcycle Racing Rules; 24.1. Official Result and Podium Presentation:.

Bets on all race Markets are settled based on the official classification of the governing body at the time of the podium presentation.

● Subsequent disqualifications, penalties, or amendments to the results (e.g., due to technical infringements discovered hours or days later) will not be recognized for settlement purposes.

24.2. Postponement and Abandonment (48-Hour Rule):.

If an event is postponed or abandoned, all Bets on that event remain valid provided the event is resumed within 48 hours of the original scheduled start time.

● If the event is rescheduled more than 48 hours in the future, Bets on all Markets that have not reached a Natural Conclusion will be Void.

24.3. Race Start and Participation:.

A rider is deemed to have started the race once they begin the warm-up lap.

● If a rider fails to start the warm-up lap, they are considered a Non-Runner, and all Bets on that rider's Market will be Void.

● If a rider starts the warm-up lap but fails to start or finish the race, Bets on that rider's markets will be settled as Loss.

24.4. Interrupted Races:.

If a race is stopped (red-flagged) and an official result is declared by the governing body, Bets will be settled based on that result, regardless of the number of laps completed prior to the stoppage. If no official result is declared by the governing body, Bets on all unsettled Markets will be Void.

Motorcycle Racing Market Rules; 24.5. Race Winner:.

Bet on the rider who will win the race. Settlement of this Market is based on the podium presentation. If the rider does not start the warm-up lap, all affected Bets are Void.

24.6. Top X Finish Markets (Top 3, 5, 10, etc.): Bet on whether a named rider will finish within the specified top "X" positions in the official final classification.

● Dead Heat Application: If the number of riders finishing in the specified "Top X" positions exceeds the number of winning slots available (e.g., if two riders are credited with the same finish time/position and tied for the final Top 10 spot), Dead Heat rules (Section 6.7.2) will be applied to the tied selections.

● Official Ranking: Settlement of this Market is strictly based on the official classification of the governing body at the time of the podium presentation. If the official result lists multiple riders at the same rank, they are all considered to have finished in that position.

● Abandonment Rule: If a race is abandoned after starting, Bets on any "Top X" Markets that have not been officially determined by the governing body’s classification at the time of race stoppage will be Void.

● Disqualifications: Subsequent disqualifications or penalties applied after the podium presentation will not be recognized for settlement purposes.

24.7. Head-to-Head (H2H) Match-ups:.

Bet on which of the two named riders will achieve the higher classification.

● Both riders must start (begin the warm-up lap) for Bets on this Market to stand.

● If one rider fails to finish (DNF) while the other completes the race, the rider who completed the race is the winner.

● If both riders fail to finish (DNF), the rider who completed the most laps is deemed the winner. If both riders retire on the same lap, Bets on the Market is Void.

24.8. Group Betting:.

Bet on which rider from a specified group will achieve the highest finishing position.

● Dead Heat rules (Section 6.7.2) apply if two or more riders in the group finish with the same classification or retire on the same lap.

24.9. Prop Markets (Fastest Lap / Pole Position):.

● Fastest Lap: Bets on this Market are settled based on the official lap times recorded by the governing body during the race. Pole Position: Bets on this Market ar settled based on the final results of the qualifying session. Any grid penalties applied after the end of the qualifying session are not considered for settlement purposes.

25.Athletics; Athletics Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Athletics terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Did Not Start (DNS): A participant who is listed for an event but does not cross the start line or enter the starting blocks.

● Disqualification (DQ): When an athlete is removed from an event for a technical violation (e.g., false start, lane infringement).

● Final: The deciding race or attempt in an event that determines the medalists and final classification.

● Heat/Qualifying: Preliminary rounds used to determine which athletes advance to the Final.

● Medal Ceremony: The official presentation of Gold, Silver, and Bronze medals. This is the primary point of settlement.

● Personal Best (PB): The best result (time, distance, or height) achieved by an athlete in their career.

● Season Best (SB): The best result achieved by an athlete within the current calendar year or season.

General Athletics Rules; 25.1. Official Result and Finality:.

All Bets are settled based on the official results confirmed by the governing body (e.g., World Athletics, IOC) at the time of the medal ceremony or podium presentation.

● Any subsequent disqualifications or changes to results (e.g., due to retrospective doping tests or technical appeals filed days later) will not be recognized for settlement purposes.

25.2. Postponement and Abandonment (48-Hour Rule):.

If an event is postponed or cancelled, all Bets on the event remain valid provided the event is resumed within 48 hours of the original scheduled start time.

● If the event is not resumed within 48 hours, Bets on all Markets that have not reached a Natural Conclusion will be Void.

25.3. Participation (Non-Runner No Bet):.

● If an athlete does not start the event (DNS), all Bets on that athlete are Void.

● An athlete is deemed to have started once they have crossed the start line or entered the starting blocks for their specific heat or final. Once an athlete starts, all Bets on Markets for the athlete stand regardless of whether they finish the race or are disqualified.

Athletics Market Rules; 25.4. Event Winner:.

Bet on the athlete who will win the gold medal or finish first in the official classification.

● If the event is decided over multiple heats and a final, the winner is the athlete who wins the Final, regardless of times recorded in previous heats.

25.5. Top X Finish Markets (Top 3, 5, 10, etc.):.

Bet on whether a named athlete will finish within the specified top "X" positions in the official final classification.

● Dead Heat Application: If the number of athletes finishing in the specified "Top X" positions exceeds the number of winning slots available (e.g., two high jumpers sharing the same height and recording a "Joint 3rd" place when only one Top 3 slot remains), Dead Heat rules (Section 6.7.2) will be applied to the tied selections.

● Official Ranking: Settlement of this Market is strictly based on the official results confirmed by the governing body at the time of the medal ceremony or official podium presentation. If the official results list multiple athletes at the same rank, they are all considered to have finished in that position for settlement purposes.

● Disqualifications: Disqualifications or amendments to results occurring after the official medal ceremony or final classification has been published will not be recognized for settlement purposes.

25.6. Head-to-Head (H2H) Match-ups:.

Bet on which of the two named athletes will achieve the higher finishing position.

● Advancement Logic: If the athletes are competing in different heats, the one who advances to the furthest stage (e.g., makes the Final) is the winner.

● Same Stage Elimination: If both athletes are eliminated in the same round (e.g., both fail to advance past the semi-finals), the one with the faster official time/better distance in that specific round is deemed the winner.

● Dead Heat: If both athletes record the exact same time/distance in the same round and neither advances, Bets on the Market will be Void unless Dead Heat rules are applicable.

● Start Requirement: Both athletes must start the event for Bets on this Market on the relevant athletes to stand. If one athlete is a DNS, Bets on this Market are Void.

25.7. Group Betting:.

Bet on which athlete from a specified group will achieve the highest finishing position.

● Dead Heat rules (Section 6.7.2) apply if two or more athletes in the group are eliminated at the same stage with the same result or finish with the same result in the Final.

25.8. Special Markets (Records/Stats):.

● To Break World Record: Bets on this Market are settled as "Yes" only if the official governing body ratifies that a new World Record has been set during the specified event.

● Over/Under Results: For Markets like "Winning Time Over/Under," settlement is based on the official time of the winner as provided by the governing body.

26.Winter sports.

(Alpine Skiing, Biathlon, Cross-Country Skiing, Ski Jumping, Nordic Combined, Freestyle, Snowboarding)

Winter Sports Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Winter Sports terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Classification: The official final ranking issued by the governing body (e.g., FIS, IBU) immediately after the Event.

● DNF (Did Not Finish): A participant who started the Event but failed to complete the course or cross the finish line.

● DNS (Did Not Start): A participant who was listed for the Event but did not cross the start line or leave the starting gate.

● Gate/Start Line: The official point where an athlete begins their timed run or race.

● Medal/Podium Ceremony: The official presentation of awards to the top finishers, which serves as the primary point for settlement.

● Run/Heat: A single timed attempt or round of a competition.

General Winter Sports Rules; 26.1. Official Result and Finality:.

All Bets are settled based on the official results and classification confirmed by the relevant governing body (FIS, IBU, etc.) at the time of the medal/podium ceremony.

● Subsequent disqualifications or amendments to the results (e.g., due to equipment violations or retrospective doping tests discovered later) will not be recognized for settlement purposes.

26.2. Postponement and Abandonment (48-Hour Rule):.

If an Event is postponed, abandoned or cancelled, all Bets relevant to the Event remain valid provided the Event is resumed within 48 hours of the original scheduled start time.

● If the Event is rescheduled more than 48 hours in the future, Bets on all Markets that have not reached a Natural Conclusion will be Void.

26.3. Athlete Participation:.

● Start Requirement: An athlete is deemed to have started once they have crossed the start line or left the starting gate (or, for Ski Jumping, once they have started their jump).

● Non-Runners: If a participant is a DNS, all Bets on the Market selection for that participant are Void.

● Withdrawal after Starting: If an athlete starts the Event but fails to finish (DNF), all Bets on the Market selection for that athlete are settled as Loss.

26.4. Interrupted Events:.

If an Event is shortened (e.g., only one run of a two-run race is completed) and an official result is declared by the governing body, Bets on that Event will be settled based on that official result. If no official result is declared, Bets on all unsettled Markets will be Void.

Winter Sports Market Rules; 26.5. Event Winner:.

Bet on the participant or team that will win the Event. Settlement is based on the official classification at the time of the podium ceremony.

26.6. Podium Finish (Top 3) / Top X Finish:.

Bet on whether an athlete will finish within the top 3, top 6, or top 10 positions.

● Dead Heat Rules (Section 6.7.2): Apply if two or more athletes are tied for a position and no tie-breaking official classification is provided.

26.7. Head-to-Head (H2H) Match-ups:.

Bet on which of the two named participants will achieve the higher official classification.

● Start Rule: Both athletes must start for Bets on Market for the athletes to stand. If one of the two athletes is a DNS, Bets on the Market are Void.

● Finish Rule: If one athlete completes the event and the other does not (DNF), the athlete who completed the Event is deemed the winner.

● Both DNF: If both athletes fail to finish, Bets on the Market are Void, unless the Result for the sport is decided over multiple runs (see below).

● Multi-Run Events: If both athletes mentioned in the Market description are DNF in the second run, the winner is determined by the results/ranking of the first run.

26.8. Group Betting:.

● Dead Heat Rules apply if two or more participants in the group finish with the same result or are eliminated at the same stage.

26.9. Shooting Markets (Biathlon):.

● Total Misses Over/Under: Bets on this Market are settled based on the official shooting statistics.

● Head-to-Head Misses: Bet on which athlete mentioned in the Market description will record the fewest missed targets. Both athletes mentioned in the Market description must start the Event for Bets on the Market to stand.

# 27. Formula1; Formula 1 Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Formula 1 terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Classification: The official final ranking issued by the FIA at the conclusion of the race.

● DNF (Did Not Finish): A driver who retires from the race and does not cross the finish line after the winner has completed the final lap.

● DNS (Did Not Start): A driver who does not start the formation lap.

● Formation Lap: The lap taken by the cars from the grid to their starting positions immediately before the race start.

● Overtaking: A maneuver where one car passes another on track for a position, which must be maintained until the end of the lap.

● Pit Lane Start: When a car starts the race from the pit lane instead of its assigned grid position due to technical changes or penalties.

● Podium Presentation: The official ceremony following the race where the top three finishers are awarded trophies.

● Retirement: When a car/driver is forced to stop racing due to mechanical failure, an accident, or any other reason before the end of the race. General Formula 1 Rules

27.1. Official Result and Podium Presentation:.

Bets on all race Markets are settled based on the official result at the time of the podium presentation.

● Subsequent disqualifications, penalties (such as time penalties added after the podium), or amendments to the results are not recognized for settlement purposes.

● Shortened Races: If a race is shortened due to weather or other circumstances but is deemed official by the FIA, Bets will be settled according to the official classification, provided full or partial points are awarded.

27.2. Postponement and Abandonment (48-Hour Rule):.

If a race is postponed, abandoned or cancelled, all Bets remain valid provided the Event is resumed within 48 hours of the original scheduled start time.

● If the Event is rescheduled more than 48 hours in the future or to a different circuit, Bets on all Markets that have not reached a Natural Conclusion will be Void.

27.3. Race Start and Participation:.

● Formation Lap: A driver is deemed to have started the race once they begin the formation lap. If a driver retires in or before the formation lap, Head-to-Head (H2H) and specific driver Markets involving that participant will be Void . If a driver does not start the formation lap, the driver is considered a Non-Runner

and all Bets on that driver Markets shall be Void, unless otherwise stated.

● Pit Lane Starts: Drivers starting from the pit lane are ranked at the end of the starting grid for settlement purposes (e.g., for "Grid Position" or "Starting Rank" Markets).

27.4. Dead Heat Rule:.

Unless otherwise stated, the Dead Heat rule (Section 6.7.2) will be applied if the number of winners exceeds the expected amount of winning selections for a specific

Market (e.g., multiple drivers retiring on the same lap for "First Retirement"). Formula 1 Specific Rules

27.5. Head-to-Head (H2H) and Group Betting:.

● Bet on which driver will achieve the higher position in official classification.

● Both drivers must start (begin the formation lap) for Bets on the Market for the drivers to stand.

● Comparative Laps: If both drivers retire, the driver who completed the most laps is deemed the winner.

● Same Lap Retirement: If both drivers retire on the same lap, Bets on the.

Market for those drivers will be Void.

27.6. Team Markets:.

● Winner (Team) / Top X (Team): Bets on this Market are settled based on the highest-ranked car belonging to that team in the official final result.

● First Team to Retire: Bets on this Market are settled based on the team that has a car retire first. If cars from different teams retire on the same lap, Dead Heat rules apply.

● First Pit Stop (Team): Bets on this Market are settled based on which team’s car enters the pit lane first.

● Team Total Overtakes: The combined total of successful overtakes performed by both cars of the specified team.

27.7. Overtaking Markets:.

A maneuver is only counted as a successful overtake if it meets the following criteria:

● The pass must be maintained until the end of the lap.

● Exclusions: Overtakes during the first lap do not count.

● Pit Stop Exclusions: Overtakes occurring in the same lap when a driver enters or exits the pit lane do not count.

● Retirement Exclusion: Overtakes of a car in the lap of its retirement do not count.

● Lapping: Lapping or unlapping a car is not considered an overtake.

27.8. Retirement Rules:.

● Definition: A car is considered "retired" if it does not cross the finish line when the session is completed, unless the driver is officially disqualified (DQ is not a retirement). Disqualified drivers are not considered retirements and are settled based on their official classification.

● First Retirement: If multiple drivers retire on the same lap as the first retirement, Dead Heat rules apply.

● Pit Retirement: If a car retires in the pit lane, the last started lap is used for settlement purposes.

27.9. Pit Stop Markets:.

● First Pit Stop: The car that enters the pit lane first is considered the winner.

● Retirement in Pits: If a car enters the pit lane and subsequently retires, it is still counted as a pit stop for settlement purposes.

27.10. Fastest Lap Markets:.

● Bet on which driver will achieve the fastest lap time during the race (or a specific cluster of laps).

● Settlement of this Market is based on official FIA timings, including milliseconds.

27.11. Total Finishers:.

● A driver is counted as a "finisher" only if they pass the finish line after the race winner has completed the final lap and the session has ended.

## 28. Chess; Chess Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Chess terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Castling: A special move involving the King and either Rook. It is the only time two pieces can move in one turn.

● Checkmate: A position where a King is in check and there is no legal way to get out of it. This ends the game immediately.

● En Passant: A special pawn capture that can only happen immediately after an opponent’s pawn moves two squares forward from its starting position, landing beside your pawn.

● Move: For betting purposes, a "move" is defined as a full turn. One move is counted every time the player with the White pieces completes their turn.

● Pawn Promotion: When a pawn reaches the 8th rank and is replaced by a Queen, Rook, Bishop, or Knight.

● Stalemate: A situation where the player whose turn it is has no legal moves available, but their King is not in check. The game ends in a draw.

General Chess Rules; 28.1. General Notes.

● All Bets refer to a single game unless stated otherwise.

● Unfinished Games: If a game is forfeited or abandoned, Bet on all affected Markets will be Void unless they have reached the Natural Conclusion.

● Official Protocol: All moves and events are settled based on the official game protocol.

28.2. Move Counting Logic Unless specified otherwise, each move is counted when White makes a move.

● Example: If White has made 10 moves, the game is considered to have lasted 10 moves, regardless of Black's response.

28.3. Will there be a checkmate?

● The Bet is settled as Won: If the game ends in a physical checkmate on the board.

● The bet is settled as Lost: If the game ends by draw, resignation, timeout, or stalemate.

28.4. Total number of castlings.

The Bets on ths Market are settled on the total number of castlings by both players combined (0, 1, or 2). Includes both kingside and queenside.

28.5. First move.

Bet on which specific move will be played first (e.g., e4, d4).

28.6. First piece to move.

Bets on this Market are settled based on the type of piece (Pawn or Knight) that moves first by either player.

28.7. First captured piece.

Bet on the first piece type to be removed from the board (Pawn, Knight, Bishop, Rook, or Queen).

28.8. Will there be a pawn promotion?

Bets on this Market are settled as "Won" if any pawn is promoted by either player.

28.9. Will there be an en passant?

Bets on this Market are settled as "Won" if an en passant capture occurs. (Note: Only valid immediately after an opponent's double-square pawn move).

28.10. Will there be a stalemate?

Bets on this Market are settled as "Won" only if the game officially ends in a stalemate position.

28.11. Who will have more pieces at the end?

Bets on this Market are settled based on the count of remaining pieces (including pawns) for each player.

● If equal, the market is settled as a Draw (X).

28.12. Final number of pieces.

Bets on this Market are settled based on the combined total of all pieces left on the board from both players.

28.13. Number of checks.

Bets on the total number of times any player gives a check throughout the game.

28.14. Total moves.

Bets on this Market are settled based on the move counting logic defined in Section

28.2.

28.15. Checkmate before move {X}.

Bets on this Market are settled as "Won" if checkmate occurs strictly before the specified move number (based on White's moves).

28.16. Game will end before move {X}.

Bets on this Market are settled as "Won" if the result (checkmate, resignation, or draw) happens before move X.

28.17. First to check.

Bet on which player (White or Black) will deliver the first check.

28.18. Who will finish higher in the final standings?

Bets on this Market are settled based on the official tournament leaderboard.

● Tie-breaks: For the purposes of settlement of this market official tie-break rules (e.g., Chess.com - Play Chess Online - Free Games ) apply. If no tie-break is used and positions are shared, Bets on this Market are Void.

● Non-Runner: If a player plays 0 games, Bets on this player Markets are Void.

28.19. Who will win more games with White?

Bet on which player gets more wins while playing with the White pieces. If equal, the result is Draw (X).

28.20. Who will win more games with Black?

Bet on which player gets more wins while playing with the Black pieces. If equal, the result is Draw (X).

28.21. Total number of wins combined.

Bet on the sum of wins by both specified players in the tournament.

28.22. Player Total Wins (Individual).

Bet on the total number of wins by a player (both colors) mentioned in the Market description. If the player does not start the tournament, Bets on the player Markets are Void.

28.23. Player Total Wins with White / Black.

Bet on specific counts for wins achieved the player only with the color designated in the Market description. If no games are played by that player with that color, Bets on the affected Market are Void.

28.24. Player Total Points & Milestones (e.g., Start 3-0).

● Points: Win = 1, Draw = 0.5, Loss = 0. Technical/forfeit results are included.

● 3-0 Start: Player must win the first three consecutive games. A loss or draw in any of these games results in a "Lost" Bet.

## 29. Kabaddi; Kabaddi Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Kabaddi terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● All Out: When an entire team is put out, the opposing team receives 2 extra points.

● Empty Raid: A raid where no points are scored or lost.

● Raider: The attacking player who enters the opponent's half.

● Raid Points: Points earned by a raider (by touching defenders and returning safely). Includes "Bonus Points."

● Successful Raid: A raid where the raider scores at least one point (Raid point or Bonus point) and returns to their half safely.

● Super Raid: A successful raid where the raider scores 3 or more points (including bonus points).

● Super Tackle: A successful tackle performed by the defending team when they have 3 or fewer defenders on the mat. This earns the defending team 2 points.

● Tackle Points: Points earned by the defending team for successfully stopping a raider.

● Technical Points: Points awarded by the officials for rules infractions or other coaching/technical reasons.

General Kabaddi Rules; 29.1. Official Result and Data Sources:.

All Bets are settled based on the official results provided by the official league websites (e.g.,Pro Kabaddi League | Official Website). In the event of a discrepancy, the official league governing body's data takes precedence.

29.2. Regular Time (40 Minutes):.

Unless otherwise stated, all match Markets are based on the result at the end of scheduled 40 minutes of play (two halves of 20 minutes each), including any stoppage time added by officials, but Overtime (Golden Raids, etc.).

29.3. Postponement and Abandonment (48-Hour Rule):.

If a match is postponed, abandoned or cancelled, al match relevantBets remain valid provided the match is resumed within 48 hours of the original scheduled start time.

● If the match is rescheduled more than 48 hours in the future, all Markets that have not reached a Natural Conclusion will be declared Void.

● If a match is abandoned after it has started, Bets on Markets that have not reached the Natural Conclusion are Void.

29.4. Error Corrections:.

● Incorrect Score/Time: The Sportsbook reserves the right to void Bets on Markets that remain open with a significantly incorrect score or match time that impacts the Odds.

● Incorrect Participants: If the team names or tournament categories are displayed incorrectly in the Market, Bets will be Void.

Match and Half Markets; 29.5. 1X2 (Match Result):.

Bet on the result of the match at the end of regular time (40 minutes). In league formats where draws are possible, the "Draw" selection is offered.

29.6. Totals (Over/Under) & Handicaps:.

Bet on this Market are settled based on the final total points scored by both teams (including technical points and All Out points) at the end of 40 minutes of play.

29.7. Individual Team Totals:.

Bet on the total points scored by a specific team. This includes all Raid points, Tackle points, All Out points, and Technical points.

29.8. 1st Half Markets:.

Bets on all 1st Half markets (Winner, Totals, Handicaps) are settled based on the score and statistics at the conclusion of the first 20 minutes of play.

Specific and Prop Markets; 29.9. Total Tackle Points:.

Bet on the total number of points earned by both teams specifically through Tackles. This does not include All Out points or Technical points.

29.10. Total Super Raids:.

Bet on the combined number of Super Raids (raids worth 3+ points) performed by both teams during the match.

29.11. Total Super Tackles:.

Bet on the combined number of Super Tackles (successful tackles by 3 or fewer defenders) performed by both teams.

29.12. Total Successful Raid Points (Team/Individual):.

Bets on this Market are settled based on the points earned during Successful Raids only. This is the sum of touch points and bonus points scored by raiders.

29.13. Total Successful Tackle Points (Team/Individual):.

Bets on this market are settled based on the total points earned through successful defensive stops. Note: A Super Tackle earns 2 points toward this total.

29.14. H2H Successful Raid Points (1X2):.

Bet on which team or named player will record more Successful Raid points during the match.

● Dead Heat rules (Section 6.7.2) apply if no "Draw" Market option is offered and the results are tied.

● Both players named in the player-specific H2H Market description must participate in the match for Bets on this Market to stand.

## 30. Cycling; Cycling Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Cycling terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Classification: The official ranking provided by the governing body (e.g., UCI) at the end of a stage or the entire race.

● DNF (Did Not Finish): A rider who starts a stage or race but fails to cross the finish line.

● DNS (Did Not Start): A rider who is listed on the start sheet but does not cross the official start line.

● General Classification (GC): The primary ranking in a multi-stage race (e.g., Tour de France), usually determined by the lowest cumulative time.

● Peloton: The main group or pack of riders in a road race.

● Podium: The top three finishers of a race or stage who participate in the official ceremony.

● Stage: An individual day of racing within a larger multi-day event.

● Time Trial: A race where riders or teams start individually and compete against the clock.

General Cycling Rules; 30.1. Official Result and Podium Presentation:.

All Bets are settled based on the official classification of the governing body (UCI or race organizers) at the time of the podium presentation.

● Subsequent disqualifications, time penalties added after the ceremony, or result amendments (e.g., due to doping violations discovered later) will not be recognized for settlement purposes.

● If a race is shortened or neutralized by officials, Bets on that race shall stand provided the official result for that race is declared.

30.2. Postponement and Abandonment (48-Hour Rule):.

If a race or specific stage is postponed, abandoned or cancelled, all Bets remain valid provided the event is resumed within 48 hours of the original scheduled start time.

● If the delay exceeds 48 hours, all Markets that have not reached a Natural Conclusion will be declared Void.

30.3. Participation and Race Start:.

● A rider is deemed to have started the race/stage once they cross the official start line.

● If a rider fails to start (DNS), all Bets on that rider (Winner, H2H, Props) Markets are Void.

● If a rider starts but fails to finish (DNF), Bets on that rider's Markets will be settled as Loss.

Cycling Market Rules; 30.4. Race / Stage Winner:.

Bet on the rider or team that will win the specified race or stage.

● Settlement of this Market is based on the first rider to cross the finish line (or the lowest time in a Time Trial) as confirmed by the official podium classification.

30.5. Head-to-Head (H2H) Match-ups:.

● Both riders must start the race/stage for Bets to stand.

● Finish Logic: If one rider crosses the finish line and the other does not (DNF), the rider who finished is the winner.

● Both DNF (Single Stage): If both riders mentioned in the Market description fail to finish a single-stage race, Bets on that Market are Void.

● Both DNF (Multi-Stage/Grand Tours): If both riders retire during a multi-stage race, the rider who completed more stages is the winner. If both riders retire during the same stage, Bets on the affected Market are Void.

30.6. Classification Markets (Jerseys):.

Bet on the winner of specific jerseys (e.g., Yellow/GC, Green/Points, Polka Dot/Mountains, White/Young Rider).

● Markets are settled based on the official final standings at the end of the entire race (e.g., on the final podium in Paris for the Tour de France).

● For "End of Stage" classification leader Markets, Bets are settled based on the rider who is officially awarded the jersey to wear during the next stage.

30.7. Top X Finish Markets (Top 3, 5, 10, 20, etc.):.

Bet on whether a named rider will finish within the specified top "X" positions in the official final classification.

● Dead Heat Application: If the number of riders finishing in the specified "Top X" positions exceeds the number of winning slots available (e.g., three riders tie for the final two spots in a Top 10), Dead Heat rules (Section 6.7.2) will be applied to the tied Market selections.

● Official Ranking: Settlement is strictly based on the official classification ranking provided by the governing body at the time of the podium ceremony. If the official result lists multiple riders at the same rank (e.g., "Tied 5th"), they are all considered to have finished in that position.

● Disqualifications: If a rider is disqualified after the official podium presentation, it will not affect the settlement of "Top X" markets.

30.8. Team Classification:.

Bet on which team will win the Team Classification. Settlement is based on the official final standings, which are typically calculated by the cumulative times of the top three riders from each team.

## III. Esports special rules; Definitions & Interpretations; For the purposes of these rules:.

● Tournament Organizer means the individual, entity, or consortium of entities that is responsible for the planning, coordination, management, and execution of an esports tournament or competition. The Tournament Organizer holds authority over the event's rules, schedule, gathering results, competitive format, participant eligibility, venue or platform logistics, enforcement of discipline, and the operation of tournament infrastructure, whether conducted online, offline, or in a hybrid format.

● Map or Game refers to one discrete playable segment of a match, as defined by the respective tournament rules for that title.

● Round refers to a sub-unit of a map or game as per tournament rules.

● Match refers to the full contest as defined by the tournament rules.

● Key event or Significant event means any in-game action or occurrence that meaningfully changes the competitive status, position, or probability of match outcome, including but not limited to kills, deaths, objective captures, structure destruction, round wins, power spikes, map or side changes, and any other action that materially affects the likely result of the match.

● Game crash means an unintended termination, shutdown, or failure of the game software or underlying system during an active match, resulting in the inability of one or more players to continue normal gameplay, loss of game state information, or interruption of match integrity. A Game Crash includes any event in which the game application freezes, forcibly closes, disconnects a player unexpectedly, or otherwise ceases to function in accordance with expected gameplay..

● Restart refers to a situation where a round is reset before it has been completed and played again from the beginning, usually due to technical issues such as player disconnection, hardware malfunction, or administrative error. The match score remains unchanged, and the restarted round is treated as a continuation of normal gameplay once resumed.

● Replay means a situation where a match, map, game, or round is played again in full, as decided by the Tournament Organizer, due to technical issues, rule violations, or other circumstances that prevent the original result from being upheld. A replay differs from a restart in that it involves repeating the entire segment of play (e.g., full map or match) rather than resuming or reloading an ongoing round. In case of a replay, rule 1.12. is applied.

● Integrity Violation refers to any act or omission that intentionally or negligently compromises the fairness, legitimacy, or integrity of an esports competition. Such violations include, but are not limited to:

1. Cheating through the use of unauthorized software, hardware, or other methods that provide an unfair advantage;

2. Intentional exploitation of in-game bugs or mechanics not permitted by official game rules (bug abuse);

3. Match-fixing or manipulation of results, including deliberate loss of a match for financial or other external gain;

## 4. Use of prohibited substances that affect player performance;.

5. Any other form of misconduct or fraudulent behavior intended to distort fair competition. The following do not constitute an Integrity Violation - situations where a team deliberately concedes or withdraws from a match for legitimate logistical or scheduling reasons (e.g., to participate in another event or avoid time conflicts), provided such actions are not associated with financial gain, manipulation, or deceitful intent. If a team or player is disqualified from a tournament for other reasons (e.g., behavioral or rule violations) and conclusive evidence of integrity-related misconduct is established, the Sportsbook shall treat the case as an Integrity Violation, and Rule

1.7 shall apply. Integrity-related violations are distinct from technical or operational issues (e.g., server outages, broadcast failures, or player accidents), which are governed separately under Rules 1.12. and 1.15. Technical Loss (Tech Loss / Disqualification) means a situation where the Tournament Organizer awards a loss to a team for reasons unrelated to Integrity Violation , but such as no-show, rule violation, technical malfunctions, inappropriate behavior, or external circumstances beyond the player’s or team’s control. For the purposes of these Rules, the terms “retires”, “forfeits”, “withdraws”, “walkover” or any similar designations shall be considered equivalent to a Technical Loss, where a player or team ceases participation in a match or tournament before its natural conclusion, and the organizer officially records the result as a loss for the affected team and a win for the opposing team. Verified external or technical circumstances that may lead to a Technical Loss include, but are not limited to:

a) Critical server or platform outages confirmed by the game publisher or Tournament Organizer;

b) Loss or corruption of official match data or broadcast feed preventing verification of outcomes;

c) Administrative cancellations or postponements officially declared by the Tournament Organizer;

d) Force majeure events such as power failures, natural disasters, or comparable disruptions. If the organizer uses a different term or provides no explicit clarification, Rule 1.8. (Technical Loss) will apply.

# 1. General rules applicable to esports, conflict of rules.

1.0. These Esports Betting Rules supplement the General Sportsbook Rules. Where not specifically addressed below, the provisions of the General Sportsbook Rules apply in full. In the event of any conflict, these Esports Rules shall prevail only where expressly stated.

1.1. In case of any contradictions: game-specific rules take precedence over the esports general rules, which take precedence over the general sportsbook rules. Where the game-specific rules do not address a particular situation, the esports general rules shall apply;otherwise, the general sportsbook rules shall apply.

1.2. All eSports markets and settlement determinations offered by the Sportsbook are based exclusively on the official in-game scoring system, in-game logs or algorithms, publicly recognized game data sources, and tournament statistics as confirmed by the Tournament Organizer or game developer. All markets will be settled strictly according to the final scores and results recorded by these official sources. No adjustments will be made for events not counted or not recognized by the official in-game system. Unless otherwise specified, the following primary sources shall apply for verification and settlement of in-game events, roles, characters, and other relevant information: Dota 2: DOTABUFF - Dota 2 Statistics , Dota 2: Live Score with no delay, statistics, schedule, results - DLTV , cyberscore.live Counter-Strike 2 (CS2): HLTV.org - The home of competitive Counter-Strike League of Legends: gol.gg. Valorant: Valorant esports coverage | VLR.gg .. Overwatch: Overwatch , Blizzard official match data. Call of Duty / Warzone: Call of Duty® | Best-Selling Video Game Franchise , Activision official event statistics All esports (general): Liquipedia

If a game or tournament is not listed above, or if the official data source is unavailable, the Sportsbook will rely on the match results, statistics, or confirmations provided by the Tournament Organizer, official broadcast, or governing body, which shall serve as the sole authoritative source.

1.3. All information displayed for eSports matches, including but not limited to match start dates and times, player/team/tournament names, participants, format, map, or tournament stage, is provided for informational purposes only. Minor typographical errors or display inconsistencies that do not affect the actual identity of the event, participants, or tournament (e.g. spelling mistakes, formatting errors) shall not impact bet validity, and bets on the relevant markets shall stand. Material errors or discrepancies that could mislead End Users regarding the actual tournament, participants, or schedule may result in bets on affected markets being voided at the sole discretion of the Sportsbook.

1.4. If a match is paused/postponed and not rescheduled to a later time within 24 hours of the actual scheduled start time, then bets on all markets of that match will be voided. Terms of this clause shall not apply in the case of matches with placeholder times, where the official times are yet to be announced.

1.5. If a team changes its name or competes under a different organization but retains the same roster of officially registered competitors for the tournament, bets on all markets involving that team will stand, regardless of whether the change results from team leaving an organization, joining another organization, or from an official change of team name. If a full team change occurs, bets on markets involving the original team will be void. A full team change is deemed to occur in any of the following situations:

a) More than 50% of the team’s officially registered competitors are replaced;

b) The team merges with another or ceases to exist as a separate entity, and its tournament slot is taken over by a new team;

c) The team is removed or disqualified from the tournament and a different entity inherits its slot, even if some players remain.

1.6. If the Tournament Organizer of the event allows one or more stand-in or substitute players, and the match produces an official result, bets on all relevant markets will stand. “Stand-in” refers to a temporary substitute player approved by the Tournament Organizer to replace an unavailable roster member for one or more maps. If more than 50 % of a team’s starting roster (as registered with the Tournament Organizer) is replaced by stand-ins or substitutes, bets on all markets involving match will be void, and the sportsbook may treat the fixture as a new event.

1.7. If there is conclusive evidence of Integrity Violation that has directly affected the outcome of a match (including but not limited to the use of cheats, bug abuse, match-fixing, use of prohibited substances, or any other unsporting behavior), and such Integrity Violation is officially confirmed by the Tournament Organizer or a recognized esports integrity authority (e.g., ESIC) or any relevant state authority within 72 hours of the match completion, bets on all markets involving that match will be voided . Exception: if, as a result of confirmed Integrity Violation, a team is disqualified or assigned losses for all matches within a tournament, bets will be voided only for markets involving matches where clear evidence exists that the Integrity Violation occurred; for other matches, bets will remain settled as normal.

1.8. If a team is awarded a Technical Loss for reasons unrelated to Integrity Violation, all bets on markets whose outcomes were determined before the Technical Loss will stand. The Match Winner market, all undecided match-level markets (e.g., Map Handicap, Total Maps), and all other undecided map markets affected by the Technical Loss will be voided. A Technical Loss applied to one map does not affect the settlement of map markets for subsequent maps played and completed as scheduled. If the Tournament Organizer uses terms such as “disqualification,” “technical loss,” or similar without specifying that the reason was an Integrity Violation and there is no conclusive evidence of an Integrity Violation - this rule 1.8. applies.

1.9. All markets consider overtime, unless expressly stated otherwise in the market name.

1.10. In the event of an official change to match format by the Tournament Organizer (for example, from Best-of-Five to Best-of-Three), bets on all map-level markets shall remain valid, while bets on all match-level markets (including but not limited to Match Winner, Map Handicaps, Total Kills for all maps, etc.) shall be voided.

1.11. If a match is played before the scheduled start date/ time, the Sportsbook reserves the right to void all bets placed on the match relevant markets after the actual start of the match. All bets placed on the match relevant markets before the actual start of the match will stand.

1.12. An annulled period refers to a specific portion of a match, map, or round that has been officially rolled back or declared invalid by the Tournament Organizer or the official data source (for example, when the score changes from 10–10 to 5–5, rounds 11–20 are considered annulled). All live bets placed on markets involving the affected match, map or round (as applicable) within the annulled period shall be voided. Live bets placed on markets involving the affected match, map or round (as applicable) before the start of the respective annulled period shall stand. If a market (pre-match or live) has been settled before the official announcement or confirmation of the replay or rollback, and the corresponding part of the game (match) is subsequently declared annulled, such settlements shall be canceled and bets on affected markets shall be

voided. The start and end of an annulled period shall be determined based on official tournament logs, protocols, or data provider records (e.g., round ID, timestamps). In the event of discrepancies between sources, the Sportsbook shall apply the narrowest time interval clearly confirmed by the official data source.

Example: Score rollback from 10–10 → 5–5: Bet placed at 6–6 → voided Bet placed at 2–2 → stands

1.13. If a map starts with fewer players than the number required under the official tournament regulations, all bets on that map or match will be voided. The required number of players shall be determined in accordance with the respective tournament's rules or regulations.

1.14. If a match is determined to be pre-recorded, the sportsbook reserves the right to void all bets placed on markets involving the relevant match. A match may be deemed pre-recorded based on official confirmation from a recognized esports integrity body (e.g. ESIC), credible broadcast or data discrepancies, or verified technical evidence.

1.15. If an official match broadcast, in-game data feed, or tournament stream is interrupted, corrupted, or unavailable, the Sportsbook will attempt to verify the final result using tournament records provided by the Tournament Organizer. If the result cannot be verified within 24 hours of the scheduled match end, bets on all affected markets will be void. This rule covers interruptions caused by server crashes, data-feed failures, or other verified technical malfunctions.

1.16. All eSports markets offered by the Sportsbook are based on the official rules, formats, and terminology established by the respective game developers and Tournament Organizers. The Sportsbook does not restate, reinterpret, or redefine these in-game rules or mechanics. Any references to specific game elements are used solely within the context of the official game structure and shall be understood according to the definitions and rules provided by the game itself. All in-game events and outcomes, including but not limited to First Blood, Double Kill, and similar occurrences, are determined exclusively by the in-game logs and systems of the respective title. The Sportsbook has no control over, and bears no responsibility for, how such events are defined, triggered, or recorded within the game.

1.17. If a specific in-game event or condition forming the basis of a betting market does not occur during the applicable map, match, or series, all bets on that market will be void.

1.18. Certain esports market titles contain gameplay elements, terminology, and objectives that may include references to violence, weapons, or acts of conflict. Such content forms part of the official game rules and structure established by the game developers and Tournament Organizers and is used solely for the purpose of identifying in-game roles, objectives, and results within the esports environment. The Sportsbook does not endorse, promote, or condone any form of real-world violence, terrorism, or unlawful activity. References to such terms within betting markets are purely descriptive of the in-game context and do not represent the views or values of the Sportsbook.

## 2. Rules applicable to esports outrights.

2.1. If a team or participant listed in the outright market does not take part in the tournament, all bets placed on markets involving that team/participant will be void. If a team or player competes in at least one official match, all bets on the relevant markets will stand.

2.2. If the start of the tournament is postponed, the Sportsbook reserves the right, at its sole discretion, to either void bets on all affected markets or allow such bets to stand, depending on the circumstances. If the tournament is rescheduled and completed within 7 days of the original start date, bets on the affected markets will stand; otherwise, bets on the respective markets will be voided.

2.3. If the tournament is cancelled, all bets on the markets involving that tournament will be voided.

2.4. If a team uses one or more officially approved stand-in or substitute players during a tournament, bets on all outright markets involving that team will stand, provided the team remains an officially recognized participant in the event. If more than 50% of a team's registered starting roster (as confirmed by the Tournament Organizer before the event) is replaced by stand-ins or substitutes at any point during the tournament, bets on all outright markets involving that team will be void.

2.5. In the event there is more than one winner, the dead-heat rule will apply. Payouts will be divided proportionally based on the number of declared winners.

2.6. If the tournament format is changed by the Tournament Organizer after markets are offered (e.g., from double elimination to single elimination), the Sportsbook reserves the right to void bets on all affected outright markets.

2.7. If a player is replaced or removed from competition before playing any official match, bets on all markets involving that player that have not yet been settled shall be voided. Bets on markets involving the affected player that have already been settled prior to the respective replacement or removal shall remain valid. If the player is replaced or removed from competition after participating in at least one official match, all bets or markets on such player, whether previously settled or pending, shall stand.

General markets for esports.

Winner - A bet on the winner of the match. 1x2 - Similar to the Winner result, but a draw is considered as a possible outcome. Offered in matches where a draw is possible (for example, in bo2 format matches or in bo1 format matches without overtime). X map winner - A bet on the winner of the specified map, including overtime. Map Handicap - A bet on whether a team wins the match after applying the stated map handicap to the final map score. Total Maps - A bet on whether the total number of maps played in the match will be over or under the stated line. Correct score (in maps) - A bet on the exact final map score of the match (e.g., 2–0, 2–1). Team N wins at least one map - A bet on whether the specified team will win at least one map in the match. Odd/even maps - A bet on whether the total number of maps played in the match will be odd or even. Both to win a map and Team N to win a match - A bet on whether each team will win at least one map in the match and Team N will win the whole match. Both to win a map - A bet on whether each team will win at least one map in the match. Leading after 2 maps - A bet on whether Team 1, Team 2, or neither (X – draw) will be leading in maps after the first two maps have been completed. Match winner & total maps - A bet on whether a specified team will win the match and whether the total number of maps played in the match being over or under the stated number. X map - round handicap - A bet on whether a team wins the specified map after applying the stated round handicap to the final round score, including overtime. X map - total rounds - A bet on whether the total number of rounds played in the specified map will be over or under the stated number, including overtime. Total rounds - A bet on whether the total number of rounds played across all maps in the match will be over or under the stated number, including overtime. Rounds handicap - A bet on whether a team wins the match after applying the stated round handicap to the total number of

rounds won across all maps, including overtime. X map - will there be overtime - A bet on whether the specified map will require overtime to determine the winner. X map - odd/even rounds - A bet on whether the total number of rounds played in the specified map will be odd or even, including overtime. X map - correct score - A bet on the exact final round score of the specified map, excluding overtime. X map - first pistol round winner - A bet on whether Team 1 or Team 2 wins the first pistol round of the specified map. X map - second pistol round winner - A bet on whether Team 1 or Team 2 wins the second pistol round of the specified map. X map - winner & total rounds - A bet on whether a specified team will win the chosen map and whether the total number of rounds played in that map will be over or under the stated line. X map - pistol rounds correct score - A bet on the exact score of the pistol rounds in the specified map. X map - winner & 1st pistol round winner - A bet on whether a specified team will win the chosen map and also win the 1st pistol round of that map. X map - Team N total rounds - A bet on whether Team N will win over or under the stated number of rounds in the specified map. X map - winning margin - A bet on the margin of victory in rounds for the specified map. X map - to be scored 1:1 - A bet on whether the score in the specified map will reach 1:1 at any point. X map - race to N rounds - A bet on whether a specified team will be the first to win N rounds in the chosen map. X map - 1st half round handicap - A bet on whether a specified team will win the 1st half of the chosen map after applying the stated round handicap to the half-time round score. X map - winner & 1st half - 1x2 - A bet on whether a specified team will win the chosen map and on whether Team 1 , Team 2 , or neither (X – draw) will win the 1st half of that map. X map round N - winner - A bet on whether Team 1 or Team 2 will win a specific round (Round N) of the specified map. X map - race to N kills - A bet on which team will be the first to reach the stated number of kills in the specified map, as recorded in the official match statistics published by the Tournament Organizer . If neither team reaches the stated number of kills, all bets on this market shall be void. X map - first blood - A bet on which team will achieve the first kill (First Blood) in the specified map. The first kill is determined according to the official in-game statistics or logs. Only kills officially credited to an opposing team/player count toward this market. Kills or deaths caused solely by neutral elements, structures, or environmental effects do not count, unless officially credited to a player or team. If the first kill is not recorded or cannot be verified in the official game data, all bets on this market will be void. X map - Player N total headshots - A bet on whether Player N will finish the specified map with over or under the stated number of headshots that resulted in a kill. All bets on this market will be settled according to official and publicly recognized game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. If a player is substituted before completing the full map, bets on all undecided markets on the chosen player shall be voided. If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. X map - Player to get (nr.)+ kills - A bet on whether a specified player will achieve at least the stated number of kills in the specified map. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. If a player is substituted before completing the full map, bets on all undecided markets on the affected player shall be voided. If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. X map - kill handicap - A bet on whether a team denoted in the market will get more kills in the specified map after applying the handicap stated in the market, as recorded in the official match statistics published by the Tournament Organizer. X map - winner & map duration - A bet on whether a specified team will win the chosen map and on whether the total duration of that map will be over or under the stated time line (e.g., 00:00–35:59 minutes or 36:00 minutes and above) according to the official in-game timer. X map - winner & total kills - A bet on whether a specified team will win the chosen

map and on whether the total number of kills in that map will be over or under the stated number as recorded in the official match statistics published by the Tournament Organizer. X map - match winner & map winner - A bet on whether a specified team will win both the match and the specified map. Draw no bet - A bet on which team will win the match. If the match ends in a draw, all bets on this market shall be voided. X map - kills draw no bet - A bet on which team will record more kills in the specified map according to the official post-match statistics. If both teams finish with the same number of kills, all bets on this market shall be voided. Kills draw no bet - A bet on which team will record more kills across all maps, according to the official post-match statistics. If both teams finish with the same number of kills, all bets on this market shall be voided. X map - Team N total kills - A bet on whether Team N will record over or under the stated number of kills in the specified map according to the official post-match statistics. Team N total kills - A bet on whether Team N will record over or under the stated number of kills across all maps according to the official post-match statistics. X map - Team N kill range - A bet on whether the total number of kills recorded by Team N in the specified map will fall within the stated range according to the official post-match statistics. X map - kill range - A bet on whether the total number of kills recorded by both teams in the specified map will fall within the stated range according to the official post-match statistics. Total kills - A bet on whether the total number of kills recorded by both teams across all maps in the match will be over or under the stated number according to the official post-match statistics. Kills 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will record more kills across all maps in the match according to the official post-match statistics. X map - kill handicap within 15 minutes - A bet on whether a team will lead on the number of kills in the specified map at 15:00 of in-game time once the stated handicap is applied. X map 1st half - 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will win the 1st half of the specified map. X map 2nd half - 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will win the 2nd half of the specified map. X map - who will make kill № N - A bet on which team will be credited with the Nth kill in the specified map (e.g., 5th kill, 10th kill) as defined by the official post-match statistics. X map - duration - A bet on whether the duration of the specified map will be under or over the stated time line (e.g., 00:00–35:59 minutes or 36:00 minutes and above) according to the official in-game timer. X map - total kills - A bet on whether the total number of kills recorded by both teams in the specified map will be over or under the stated number according to the official post-match statistics. Bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. X map - kills odd/even - A bet on whether the total number of kills recorded by both teams in the specified map will be an odd or even number according to the official post-match statistics. Double chance - A bet on whether the outcome of the match will be either of two specified results: Team 1 to win or Draw, Team 2 to win or Draw, or Team 1 to win or Team 2 to win. X map - kills 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will record more kills in the specified map according to the official post-match statistics. X map - most kills Player 1 vs Player 2 - A bet on whether Player 1 or Player 2 will achieve the most kills in the specified map. If both players finish with the same number of kills, all bets on this market will be voided. If either player is substituted before completing the full map, all bets on this market shall be voided. If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. X map - Player N total kills - A bet on whether Player N will finish the specified map with over or under the stated number of kills. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. If a player is

substituted before completing the full map, bets on all undecided markets involving the chosen player shall be voided. If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. Kills handicap - A bet on whether a team will get more kills across all maps after applying the stated handicap according to the official post-match statistics. X map - 1x2 (excl. overtime) - A bet on whether Team 1 wins, the map ends in a draw (X), or Team 2 wins at the end of regulation time only. For the purposes of this market overtime does not count.

X map - Team N to win both pistol rounds & win the map - A bet on whether.

Team N will win both pistol rounds (Round 1 in both halves) and also win the specified map. If the specified team loses at least one of the pistols, or loses the map, the bet on this market will be settled as “Lost”.

General outright markets.

Winner - A bet on whether a specified team will win the tournament. Bets are settled according to the official results declared by the Tournament Organizer. To Reach Final - A bet on whether a specified team will qualify for the final of the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer. Not To Win The Tournament - A bet on whether a specified team will not win the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer. Not To Reach The Final - A bet on whether a specified team will not qualify for the final of the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer. Group X Winner - A bet on whether a specified team will finish first in its respective group (X). Bets on this market are settled according to the official standings published by the Tournament Organizer including any applicable tiebreakers. Highest Placement - Team 1 vs Team 2 - A bet on which of the two specified teams will achieve the higher final placement in the tournament. Bets on this market are settled according to the official standings published by the Tournament Organizer. If both teams are eliminated at the same stage, all bets on this market will be void. Total Number of 2-Map Series in Playoffs - A bet on whether the total number of playoff series ending with a 2–0 scoreline will be over or under the stated number. Bets on this market are settled according to the official results declared by the Tournament Organizer. Total Playoff Maps - A bet on whether the total number of maps played across all playoff matches will be over or under the stated number. Bets on this market are settled according to the official results declared by the Tournament Organizer. Most Picked Hero - A bet on which hero will be picked the most times across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest number of picks, dead-heat rules apply. Most Banned Hero - A bet on which hero will be banned the most times across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest number of bans, dead-heat rules apply. Most Popular Hero (Picks + Bans) - A bet on which hero will have the highest combined total of picks and bans across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest total, dead-heat rules apply. Total Heroes Not Picked or Banned - A bet on whether the total number of heroes that are neither picked nor banned across all maps in the tournament will be over or under the stated number according to the official tournament statistics. Region of Winner - A bet on which region of the world the overall tournament winner will come from according to the official final standings of the tournament. Regions are defined by the Tournament Organizers. MVP - A bet on which player will be named the Most Valuable Player (MVP) of the tournament according to the official announcement by the Tournament Organizer. Winners Group - A bet on which group the overall tournament winner will come from according to the official final standings of the tournament. Top 3 Finish -

A bet on whether a specified player or team will finish in the top three positions in the tournament according to the official final standings.

## 3. Esports game specific rules; 3.1. Counter-Strike 2 rules:.

3.1.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then bets on all affected markets on that map, match and match side markets will be voided. For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.1.2. If a round is restarted by the Tournament Organizer before it is completed, all bets on markets related to the respective round will stand. Bets on all affected markets shall be settled based on the official score.

3.1.3. Matches in Counter-Strike 2 may be played in various formats (e.g., MR12, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered in the betting line take into account the format used in a specific match and are based on the official tournament data.

3.1.5. Counter-Strike 2 Duels (Berserk League) specific rules:.

3.1.5.1. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all affected bets shall be voided.

3.1.5.2. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or the official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be voided. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be voided. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets on including pre-match and live markets.

3.1.5.3. Game Crashes: In case of a Game Crash, Bets on the markets settled before the Game Crash shall stand, bets on unsettled markets shall be voided.

3.1.5.4. Round Restarts: In case of a round restart, bets on the markets of the respective round shall stand and shall be settled based on the official in-game score of the replayed round.

3.1.5.5. Player is Absent: In case a player is absent bets on all markets of the affected match will be voided.

3.1.5.6. Internet issues: This rule applies to situations where a player, a team, or a tournament studio experiences connectivity or network problems that interrupt gameplay. If such an issue occurs and no Key/Significant Event has taken place in the respective game, and odds remain unchanged, the game may be restarted and all bets on the relevant markets will stand. If a Key Event or Significant Event in the respective game has occurred, bets on all unsettled markets shall be voided, while bets on markets settled

before the Internet issue occurred will stand. Counter-Strike 2 markets: X map - zeus x27 kill - A bet on whether a kill will be made using the Zeus x27 taser during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills resulting from team-inflicted (teamkill) damage won't be considered valid, and won't count towards the market being settled as "Win". X map - will be killed by knife - A bet on whether a knife kill will occur during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills resulting from team-inflicted (teamkill) damage won't be considered valid and won't count towards the market being settled as "Win".. X map - will be killed by Molotov - a bet on whether a kill will be made using a Molotov cocktail or incendiary grenade during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills caused by the grenade impact itself will be considered valid and will result in bets on the market being settled as "Won". Kills resulting from self-inflicted (suicide) or team-inflicted (teamkill) damage won't be considered valid and won't count towards the market being settled as "Win". X map - will be killed by HE grenade - a bet on whether a kill will be made with a high-explosive (HE) grenade during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills caused by the grenade impact itself will be considered valid and will result in bets on the market being settled as "Won". Kills resulting from self-inflicted (suicide) or team-inflicted (teamkill) damage won't be considered valid and won't count towards the market being settled as "Win". X map - total rounds ending with bomb defusing - A bet on the total number of rounds in the specified map that end with the bomb being defused by the Counter-Terrorists. X map - total rounds ending with bomb detonation - A bet on the total number of rounds in the specified map that end with a successful bomb explosion planted by the Terrorists. X map - total AWP kills - A bet on whether the total number of kills made with the AWP in the specified map will be over or under the stated number. All bets on this market will be settled according to official game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. X map - total headshots - A bet on whether the total number of headshot kills recorded in the specified map will be over or under the stated number. All bets on this market will be settled according to official game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. Team with the Highest HLTV Rating - A bet on which team will finish the tournament with the highest average HLTV rating across all official maps played, as published by HLTV.org - The home of competitive Counter-Strike. Bets on this market shall be settled according to the final statistics provided by HLTV. Player with the Highest HLTV Rating - A bet on which player will finish the tournament with the highest average HLTV rating across all official maps played, as published by HLTV.org - HLTV.org - The home of competitive Counter-Strike. Bets on this market shall be settled according to the final statistics provided by HLTV. HLTV MVP - A bet on whether a specified player will be awarded the HLTV MVP (Most Valuable Player) title for the tournament. Bets on this market shall be settled according to the official announcement published by HLTV.org - The home of competitive Counter-Strike. Most Played Map - A bet on which map will be played the most times during the tournament. Bets on this market are settled according to the official match data published by the Tournament Organizer. In the event of a tie between two or more maps, dead-heat rules apply. Map with Highest T Win % - A bet on which map will record the highest percentage of rounds won by the Terrorist side during the tournament. Bets on this market are settled according to the final statistics provided by HLTV. Map with Highest CT Win % - A bet on which map will record the highest percentage of rounds won by the Counter-Terrorist side during the tournament. Bets on this market are settled according to the final statistics provided by HLTV.

3.2. Dota 2 rules:.

3.2.1. If a map starts with fewer than 10 competitors, all bets on markets involving the map (and associated match markets) will be voided.

3.2.2. If one of the players disconnects within the first 10 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 10th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.2.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the markets involving the respective map will be settled according to the official result.

3.2.4. Dota 2 Duels (Berserk League) specific rules:.

3.2.4.1. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all bets on the affected markets shall be voided.

3.2.4.2. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be voided. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be voided. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all relevant bets including pre-match and live markets.

3.2.4.3. Game Crashes: In case of a Game Crash, bets on markets settled before the game crash stand, bets on unsettled markets shall be voided.

3.2.4.4. Neutral Creep Kills: For the purposes of bet settlement Neutral Creep Kills are counted as kills by the opposing team.

3.2.4.5. Internet Issues: Where a player, team, or tournament studio experiences connectivity or network problems that interrupt gameplay and no Key/Significant Event in the game has taken place, and odds remain unchanged, the game may be restarted and all bets placed on markets related to this game will stand. If a Key Event or Significant Event has occurred in the game, bets on all unsettled markets shall be voided, while bets on already settled markets will stand.

3.2.4.6. Simultaneous Deaths: In case of simultaneous death, the winner is determined by who of the competitors in the game was alive longer or who killed their opponent first, according to the official game log.

3.2.4.7. Incorrect Heroes Selected: If incorrect heroes are selected prior to the beginning of the match and a Significant iEvent occurs (e.g., a kill or substantial tower damage), all bets on markets related to this match will be void. If no Significant Event occurred, the fixture will be restarted with correct heroes and the bets on markets to this fixture will stand. Dota 2 markets X map - Nth aegis - A bet on which team will claim the stated (Nth) Aegis of the Immortal in the specified map. If the stated (Nth) Aegis is not claimed, all bets on

this market are voided. X map - Nth barracks - A bet on which team will destroy the stated (Nth) barracks in the specified map. If a team destroys its own barracks, it counts in favor of the opposing team. If the stated (Nth) barracks are not destroyed, all bets on this market are voided. X map - Nth tower - A bet on which team will destroy the stated (Nth) tower in the specified map. If a team destroys its own Nth tower, it counts in favor of the opposing team.If the stated (Nth) tower is not destroyed, all bets on this market are voided. X map - First Roshan - A bet on which team will kill the first Roshan in the specified map. If a Roshan is not killed in the respective map, all bets on this market are voided. X map - who will make kill № N - A bet on which team will be credited with the Nth kill in the specified map (e.g., 5th kill, 10th kill), as defined by the official post-match statistics. X map - mega creeps - a bet on whether one team will destroy all enemy barracks, causing mega creeps to spawn in the specified map. Bets on this market will be settled as won if all barracks of the opponent team are destroyed, even if the game ends before the first mega creep wave appears. X map - ultra kill - a bet on whether an Ultra Kill (4 consecutive kills by the same hero) will occur in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market. X map - beyond godlike - a bet on whether a player will achieve a Beyond Godlike streak (10 or more consecutive kills without death of the player) in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market. X map - rampage - a bet on whether a Rampage (5 consecutive kills by the same hero) will occur in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market. X map - total Roshans - A bet on whether the total number of Roshans killed by both teams in the specified map will be over or under the stated number. X map - Team N total Roshans - A bet on whether Team N will kill over or under the stated number of Roshans in the specified map. X map - Roshans handicap - A bet on whether a team will kill more Roshans in the specified map after applying the stated handicap. X map - Roshans 1x2 - A bet on whether Team 1 , Team 2, or neither (X – draw) will kill more Roshans in the specified map. If both teams kill the same number of Roshans, the result is a draw. X map - Roshan range - A bet on whether the total number of Roshans killed by both teams in the specified map will fall within the stated range. X map - Team N Roshan range - A bet on whether the total number of Roshans killed by Team N in the specified map will fall within the stated range. X map - total towers - A bet on whether the total number of towers destroyed by both teams in the specified map will be over or under the stated number. X map - Team N total towers - A bet on whether Team N will destroy over or under the stated number of towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - towers handicap - A bet on whether a team will destroy more towers in the specified map after applying the stated handicap. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - total Roshans - A bet on whether the total number of Roshans killed by both teams in the specified map will be over or under the stated number. X map - Team N total Roshans - A bet on whether Team N will kill over or under the stated number of Roshans in the specified map. X map - Roshans handicap - A bet on whether a team will kill more Roshans in the specified map after applying the stated handicap. X map - Roshans 1x2 - A bet on whether Team 1 , Team 2, or neither (X – draw) will kill more Roshans in the specified map. If both teams kill the same number of Roshans, the result is a draw. X map - Roshan range - A bet on whether the total number of Roshans killed by both teams in the specified map will fall within the stated range. X map - Team N Roshan range - A bet on whether the total number of Roshans killed by Team N in the specified map will fall within the stated range. X map - total towers - A bet on whether the total number of towers destroyed by both teams in the specified map will be over or under the stated number. X map - Team N total towers - A bet on whether Team N will destroy over or under the stated number of towers in the specified map. If a team destroys its own tower, it shall be counted in favor of

the opposing team. X map - towers handicap - A bet on whether a team will destroy more towers in the specified map after applying the stated handicap. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - Team N tower range - A bet on whether the total number of towers destroyed by Team N in the specified map will fall within the stated range. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - towers draw no bet - A bet on which team will destroy more towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. If both teams destroy the same number of towers, all bets on this market shall be voided. X map - towers 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - tower range - A bet on whether the total number of towers destroyed in the specified map will fall within the stated range. If a team destroys its own tower, it shall be counted in favor of the opposing team. Towers total - A bet on whether the total number of towers destroyed by both teams across all maps in the match will be over or under the stated line. If a team destroys its own tower, it shall be counted in favor of the opposing team. Towers handicap - A bet on whether a team will destroy more towers than the opposing team across all maps in the match after applying the stated handicap. If a team destroys its own tower, it shall be counted in favor of the opposing team. Towers 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more towers across all maps in the match. If a team destroys its own tower, it shall be counted in favor of the opposing team. Towers draw no bet - A bet on which team will destroy more towers across all maps in the match. If both teams destroy the same number of towers, all bets on this market shall be voided. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - total barracks - A bet on whether the total number of barracks destroyed by both teams in the specified map will be over or under the stated number. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - barracks handicap - A bet on whether a team will destroy more barracks in the specified map after applying the stated handicap. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - barracks draw no bet - A bet on which team will destroy more barracks in the specified map. If both teams destroy the same number of barracks, all bets on this market shall be voided. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - barracks 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more barracks in the specified map. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - Team N total barracks - A bet on whether Team N will destroy over or under the stated number of barracks in the specified map. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - barrack range - A bet on whether the total number of barracks destroyed in the specified map will fall within the stated range. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - Team N barrack range - A bet on whether the total number of barracks destroyed by Team N in the specified map will fall within the stated range. If a team destroys its own barracks, it shall be counted in favor of the opposing team. Barracks handicap - A bet on whether a team will destroy more barracks across all maps in the match after applying the stated handicap. If a team destroys its own barracks, it shall be counted in favor of the opposing team. Barracks 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team. Barracks draw no bet - A bet on which team will destroy more barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team. If both teams destroy the same number of barracks, all bets on this market shall be voided. Team N total barracks - A bet on whether Team N will destroy over or under the stated number of barracks across all maps in the match. If a team destroys its

own barracks, it shall be counted in favor of the opposing team. X map - total intelligence heroes picked - A bet on the total number of heroes with Intelligence as their primary attribute picked by both teams on the specified map. X map - role of first picked hero - A bet on whether the first picked hero on the specified map fulfills a core or support role. X map - melee hero will be picked first - A bet on whether the first picked hero during the draft will be a melee hero on the specified map. X map - draw first blood within N minutes - A bet on whether the First Blood in the specified map will occur within the specified number (N) of minutes. First Blood is awarded only when the kill is credited to an enemy hero. If a hero is damaged by an enemy hero and then dies to a tower, neutral creep, or allied unit, the kill is still credited to the enemy hero and counts as First Blood. Deaths caused solely by neutral creeps and towers, for example, do not count. For the avoidance of doubt, whether the situation of First Blood took place or not will be determined based on the game statistics. X map - total Melee heroes picked by Radiant side- A bet on the number of melee heroes picked by the Radiant side on the specified map. X map - primary attribute of last picked hero - A bet on the primary attribute of the hero last picked on the specified map: Strength, Agility, Intelligence, or Universal. X map - support role will be killed first - A bet on whether the first death on the specified map will be a hero that fulfills a support role. In case the game statistics did not award the support role to anyone in the specified map, bets on this market shall be voided. X map - support role to draw First Blood - A bet on whether the First Blood will be awarded to a hero assigned a support role on the specified map. First Blood is awarded only when the kill is credited to an enemy hero. If a hero is damaged by an enemy hero and then dies to a tower, neutral creep or allied unit, the kill is still credited to the enemy hero and counts as First Blood. Deaths caused solely by neutral creeps and towers, for example, do not count. X map - First Black King Bar - A bet on which team' player will assemble the first Black King Bar (BKB) on the specified map at the moment the item is fully assembled regardless of its location (inventory, courier, or base stash). In case the Black King Bar (BKB) was not assembled on the specified map the bets on this market will be voided. X map - total range heroes picked by Dire side - A bet on the total number of ranged heroes picked by the Dire side on the specified map. X map - acquired most Bounty Rune - A bet on which team will collect more Bounty Runes on the specified map. X map - occurrence time of 10th kill - A bet on whether the 10th kill in the specified map will occur during daytime or nighttime. The day cycle can be seen just above the in-game timer and is determined by the game algorithm.

3.3. Valorant rules:.

3.3.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then all affected bets on that map, match and match side markets will be voided. For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.3.2. Round Restarts: In case of a round restart, bets on the markets of the respective round shall stand and shall be settled based on the official in-game score of the replayed round.

3.3.3. Matches in Valorant may be played in various formats (e.g., MR12, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All

markets offered in the betting line take into account the format used in a specific match and are based on the official tournament data.

3.4. League of Legends rules:.

3.4.1. If a map starts with fewer than 10 competitors, all bets on markets related to that map will be voided.

3.4.2. If one of the players disconnects within the first 10 minutes of in-game time and is unable to reconnect or be replaced within 3 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 10th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.4.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on markets related to the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official result.

3.4.5. League of Legends markets:.

X map - Nth baron - A bet on which team will kill the number specified Baron Nashor on the specified map. X map - Nth inhibitor - A bet on which team will destroy the number specified inhibitor on the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - quadra kill - A bet on whether an ultra kill (4 consecutive kills by the same hero) will occur on a specified map. Only streaks confirmed by the in-game system are considered for settlement of this market. X map - penta kill - A bet on whether a Rampage (5 consecutive kills by the same hero) will occur on a specified map. Only streaks confirmed by the in-game system are considered for settlement of this market. X map - total turrets - A bet on whether the total number of turrets destroyed by both teams in the specified map will be over or under the stated number. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. X map - will (type) dragon be slain? - A bet on whether the stated type of Elemental Dragon (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be slain in the specified map. If the stated dragon type is slain during the specified map, bets predicting it will be slain are settled as winning, and bets predicting it will not be slain are settled as losing. If the stated dragon type does not appear or is not slain during the specified map, bets predicting it will not be slain are settled as winning, and bets predicting it will be slain are settled as losing. X map - Nth dragon type - A bet on which Elemental Dragon type (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be the Nth dragon to spawn in the specified map. X map - dragon soul type - A bet on which Elemental Dragon type (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be granted as the Dragon Soul in the specified map. If the Dragon Soul is not achieved during the map, all bets on this market will be void. X map - total barons - A bet on whether the total number of Barons killed by both teams in the specified map will be over or under the stated number. X map - total dragons - A bet on whether the total number of Dragons killed by both teams in the specified map will be over or under the stated number. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - Nth dragon - A bet on which team will slay the number specified dragon on the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - total inhibitors - A bet on whether the total number of inhibitors destroyed by both teams in the specified map will be over or under the stated number.

Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - both teams to slay a dragon - A bet on whether both teams will slay at least one dragon each in the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - both teams to slay a baron - A bet on whether both teams will slay at least one baron each in the specified map. X map - both teams to destroy an inhibitor - A bet on whether both teams will destroy at least one inhibitor each in the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. Which team to score a quadra kill - A bet on whether the specified team will get an ultra kill (4 consecutive kills by the same hero) across all maps. Only streaks confirmed by the in-game system are considered for settlement of this market. Which team to score a penta kill - A bet on whether the specified team will get a rampage (5 consecutive kills by the same hero) across all maps. Only streaks confirmed by the in-game system are considered for settlement of this market. X map - Team N total barons - A bet on whether Team N will slay over or under the stated number of Baron Nashors in the specified map. X map - Team N total turrets - A bet on whether Team N will destroy over or under the stated number of turrets in the specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. X map - Team N total dragons - A bet on whether Team N will slay over or under the stated number of dragons in the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - Team N total inhibitors - A bet on whether Team N will destroy over or under the stated number of inhibitors in the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. Team N total barons - A bet on whether Team N will slay over or under the stated number of Baron Nashors across all maps. Team N total turrets - A bet on whether Team N will destroy over or under the stated number of turrets across all maps. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. Team N total dragons - A bet on whether Team N will slay over or under the stated number of dragons across all maps. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. Team N total inhibitors - A bet on whether Team N will destroy over or under the stated number of inhibitors across all maps. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. Turrets total - A bet on whether the total number of turrets destroyed by both teams across all maps will be over or under the stated number. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. Turrets handicap - A bet on whether a team will destroy more turrets across all maps in the match after applying the stated handicap. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. Turrets draw no bet - A bet on which team will destroy more turrets across all maps in the match. If both teams destroy the same number of turrets, all bets on this market shall be void. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. Turrets 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more turrets across all maps in the match. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. X map - Nth turret - A bet on which team will destroy the specified turret on the specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower

destruction counts individually, including repeated destructions of the same tower after it respawns. X map - Turrets handicap - A bet on whether a team will destroy more turrets on a specified map after applying the stated handicap. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. X map - Turrets draw no bet - A bet on which team will destroy more turrets on a specified map. If both teams destroy the same number of turrets, all bets on this market shall be void. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. X map - Turrets 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will destroy more turrets on a specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. Dragons handicap - A bet on whether a team will slay more dragons across all maps in the match after applying the stated handicap. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. Dragons draw no bet - A bet on which team will slay more dragons across all maps in the match. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. If both teams slay the same number of dragons, all bets on this market shall be void. Dragons 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will slay more dragons across all maps in the match. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - Dragons handicap - A bet on whether a team will slay more dragons on a specified map after applying the stated handicap. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - Dragons draw no bet - A bet on which team will slay more dragons on a specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. If both teams slay the same number of dragons on the specified map, all bets on this market shall be void. X map - Dragons 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will slay more dragons on a specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. Inhibitors handicap - A bet on whether a team will destroy more inhibitors across all maps in the match after applying the stated handicap. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. Inhibitors draw no bet - A bet on which team will destroy more inhibitors across all maps in the match. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. If both teams destroy the same number of inhibitors, all bets on this market shall be void. Inhibitors 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more inhibitors across all maps in the match. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - Inhibitors handicap - A bet on whether a team will destroy more inhibitors on a specified map after applying the stated handicap. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - Inhibitors draw no bet - A bet on which team will destroy more inhibitors on a specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. If both teams destroy the same number of inhibitors, all bets on this market shall be void. X map - Inhibitors 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more inhibitors on a specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - dragon range - A bet on whether the total number of dragons slayed in the specified map will fall within the stated range. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - inhibitor range - A bet on whether the total number of inhibitors destroyed in the specified map will fall within the

stated range. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - baron range - A bet on whether the total number of barons slayed in the specified map will fall within the stated range. X map - kill range - A bet on whether the total number of kills recorded by both teams in the specified map will fall within the stated range, according to the official post-match statistics. X map - turret range - A bet on whether the total number of turrets destroyed in the specified map will fall within the stated range. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. X map - Team N dragon range - A bet on whether the total number of dragons slayed by Team N in the specified map will fall within the stated range. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - Team N inhibitor range - A bet on whether the total number of inhibitors destroyed by Team N in the specified map will fall within the stated range. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - Team N baron range - A bet on whether the total number of barons slayed by Team N in the specified map will fall within the stated range. X map - Team N kill range - A bet on whether the total number of kills recorded by Team N in the specified map will fall within the stated range, according to the official post-match statistics. X map - Team N turret range - A bet on whether the total number of turrets destroyed by Team N in the specified map will fall within the stated range. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

3.5. King of Glory (Honor of Kings and Arena of Valor):.

3.5.1. If a map starts with fewer than 10 competitors, all bets on markets of that map (and associated match markets) will be voided.

3.5.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.5.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.6. Mobile Legends:Bang Bang:.

3.6.1. If a map starts with fewer than 10 competitors, all bets placed on markets involving the map (and associated match markets) will be voided.

3.6.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.6.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being

played, the bets on the relevant markets will be settled according to the official results.

3.7. Wild Rift:.

3.7.1. If a map starts with fewer than 10 competitors, all bets placed on markets involving the map (and associated match markets) will be voided.

3.7.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.7.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets placed on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.8. Free Fire & PUBG & PUBG Mobile & Fortnite & Apex Legends & Call of; Duty: Warzone (Battle Royale Esports):.

3.8.1. The round winner is determined based on the last player or team remaining alive (as per applicable game logic). A “round” is considered one map played.

3.8.2 If the specified round is not completed, all bets on markets involving that round shall be void.

3.8.3. The tournament winner is determined based on the official final standings after all scheduled rounds of the tournament are completed. Bets on the relevant markets are settled according to the official results provided by the Tournament Organizer.

3.8.4. Round Markets:.

Round X winner - A bet on which team or player will win the specified round. Top 3 Finish in Round X - A bet on whether a specified player or team will finish in the top three positions in the stated round.

3.9. Deadlock:.

3.9.1. If a map starts with fewer than 10 competitors, all bets on markets involving the map (and associated match markets) will be voided.

3.9.2. If one of the players disconnects in the first 8 minutes and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets related to that map and match will be voided. If a competitor disconnects or quits after the 8th minute of the map being played, the bets on the relevant markets will be settled according to the official results.

3.9.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on the markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.10. Rainbow Six: Siege:.

3.10.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 2 full rounds with 4v5 configuration, and if the 5th player does not return during 2 rounds, then all affected bets on that map, match and match side markets will be voided. For the avoidance of doubt, the two-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 2 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.10.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

3.11. GeoGuessr rules:.

3.11.1. All bets on Geoguessr matches will be settled based on the official results as determined by the Tournament Organizer on the official website: GeoGuessr - Let's explore the world! . This includes any in-game decisions or modifications made by the Tournament Organizer during the match.

3.12. Call of Duty & Call of Duty Mobile rules:.

3.12.1. These rules do not apply to Call of Duty: Warzone. Terms of settlement of markets of Call of Duty: Warzone are covered by the Battle Royale Esports rules.

3.12.2. A match may be played in different formats depending on the title or tournament rules (e.g., 4v4 in Call of Duty League, 5v5 in Call of Duty Mobile, or historical 5v5 in past CDL titles). Bets on the relevant markets are settled according to the official tournament results, regardless of the team format used.

3.12.5. Call of Duty & Call of Duty Mobile markets:.

X map - round handicap - A bet on whether a team wins the specified map after applying the stated round handicap to the final round score, including overtime. This market is only available on round-based modes (e.g., Search & Destroy, Control). If the scheduled map is changed to a mode that does not use rounds (e.g., Hardpoint), all bets on this market are void.

3.13. Marvel Rivals:.

3.13.1. If one of the players disconnects within the first 2 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 2nd minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.14. Crossfire & Crossfire Mobile:.

3.14.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 2 full rounds with 4v5 configuration, and if the 5th player does not return during 2 rounds, then all affected bets on that map, match and match side markets will be voided. For the avoidance of doubt, the two-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward

this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 2 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.14.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

3.14.3. Matches in Crossfire may be played in various formats (e.g., MR9, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered take into account the format used in a specific match and are based on the official tournament data.

3.15. Tekken:; 3.15.3. Tekken markets:.

Winner - A bet on which player will win the match. A match is equivalent to a set in Tekken terms. X map winner - A bet on which player will win the specified map in the series. A map is equivalent to a game in Tekken terms. A map is won by the player who first achieves 3 KOs (knock-outs) in that map (game). Map Handicap - A bet on which player will win the match (set) after applying the stated map (game) handicap to the final score. The handicap is applied to the number of maps (games) won by each player. Total Maps - A bet on the total number of maps (games) played in the match, settled as over or under the stated number. Correct score (in maps) - A bet on the exact final score of maps (games) won in the match (set). The winner is determined by the first player to reach the required number of map (game) wins (e.g., 2 in Bo3, 3 in Bo5).

3.16. Street Fighter:; 3.16.4. Street Fighter markets:.

Winner - A bet on which player will win the match. A match is equivalent to a set in Street Fighter terms. X map winner - A bet on which player will win the specified map in the series. A map is equivalent to a game in Street Fighter terms. A map is won by the player who first achieves 2 KOs (knock-outs) in that map (game). Map Handicap - A bet on which player will win the match (set) after applying the stated map (game) handicap to the final score. The handicap is applied to the number of maps (games) won by each player. Total Maps - A bet on the total number of maps (games) played in the match, settled as over or under the stated number. Correct score (in maps) - A bet on the exact final score of maps (games) won in the match (set). The winner is determined by the first player to reach the required number of map (game) wins (e.g., 2 in Bo3, 3 in Bo5).

3.17. Overwatch 2:.

3.17.1. If one of the players disconnects within the first 2 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 2nd minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.18. Rocket League:.

3.18.1. If a game (map) or match is abandoned or awarded by Tournament Organizer decision within the first 2 minutes of in-game time (i.e. from 00:00 up to 1:59), all bets on all markets involving that map and match shall be void. If the abandonment or awarding occurs at the 2nd minute or later, all bets on markets

affected by that map or match shall be settled according to the official result.

3.18.2. Rocket League markets:.

Winner - A bet on the winner of the match. A match is equivalent to a series in Rocket League terms. X map winner - A bet on the winner of the specified map. A map is equivalent to a game in Rocket League terms. Map Handicap - A bet on whether a team wins the match (series) after applying the stated map (game) handicap to the final map (game) score. Total Maps - A bet on whether the total number of maps (games) played in the match (series) will be over or under the stated number. Correct score (in maps) - A bet on the exact final map (game) score of the match (series) (e.g., 2–0, 2–1).

3.19. Age of Empires & Starcraft 2 & Starcraft: Brood War & Warcraft III:.

3.19.1. If a match or map is abandoned or awarded by Tournament Organizer's decision within the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59), all bets on all markets involving that map and match shall be void. If the abandonment or awarding occurs at the 10th minute or later, all bets on markets affected by that map or match shall be settled according to the official result.

3.20. Standoff 2:.

3.20.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then all affected bets on that map, match and match side markets will be voided. For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.20.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

3.21. FC 26 specific rules:.

3.21.1. All Markets will be settled as set out in accordance with the General Sportsbook Rules and Soccer Market Rules.

3.21.2. Matches in this category may be played using different football simulation titles, irrespective of game developer, e.g. including EA Sports FC or eFootball (formerly PES). Additionally, different game versions may be used (for example, FC 24, FC 25, etc.). Such differences are purely informational and do not constitute grounds for voiding bets.

3.21.3. The stated match duration (e.g. 2x4 or 2x5 minutes) refers to in-game time settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.21.4. Wrong Odds/Players/Teams: If bets are placed on markets with incorrect odds/players/teams, all affected bets shall be voided.

3.21.5. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, all settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.21.7. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets, including pre-match and live markets.

3.21.8.Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, game crashes, or internet/network outages affecting a player, team, or tournament studio. If such a malfunction occurs and no Key or Significant Event has taken place, and odds remain unchanged, the game may be restarted and bets on all relevant markets will stand. If the malfunction occurs after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on all unsettled markets shall be void, while bets on all settled markets will stand. If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while bets on the remaining unsettled markets shall be void.

3.21.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

3.22. NBA 2K26 specific rules:.

3.22.1. All Markets will be settled as set out in the General and Basketball Market Rules.

3.22.2. Matches in this category may be played using different game versions, including NBA 2K24, NBA 2K25, or NBA 2K26. Such differences are purely informational and do not constitute grounds for voiding bets.

3.22.3. The stated match duration (e.g. 4x5 minutes) refers to in-game time settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.22.4. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all affected bets shall be voided.

3.22.5. Wrong Teams/Players: If the game is stopped early and there has been no Significant Event (such as a basket), the match may be restarted. If a Significant Event has already occurred, bets on all affected markets will be void.

3.22.6. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, bets on all settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.22.7. Stream Issues: the official stream refers to the primary broadcast of the match available to users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the

entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets on including pre-match and live markets.

3.22.8. Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, Game Crashes, or internet/network outages affecting a player, team, or tournament studio. If such a malfunction occurs during a match and no Key or Significant Event has taken place yet, and odds remain unchanged, the game may be restarted and all bets on the relevant markets will stand. If the malfunction occurs during a match after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on all unsettled markets shall be void, while bets on the settled markets will stand. If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while bets on the remaining unsettled markets shall be void.

3.22.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

3.23. Cricket 24 specific rules:.

3.23.1. Bets on all Markets will be settled as set out in the General and Cricket

Market Rules.

3.23.2. Matches in this category are generally played in a 5-over format (each side bats for a maximum of 5 overs). The stated format refers to in-game settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.23.3. Matches may be played using different game versions, including Cricket 23 or Cricket 24. Such differences are purely informational and do not constitute grounds for voiding bets.

3.23.4. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, bets on all affected markets shall be voided.

3.23.5. Wrong Teams/Players: If the game is stopped early and there has been no Significant Event (such as a basket), the match may be restarted. If a Significant Event has already occurred, all bets will be void.

3.23.6. Camera Failure: If a player’s camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, bets on all already settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.23.7. Stream Issues: the official stream refers to the primary broadcast of the match available to users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was

unavailable. This rule applies to all bets, including pre-match and live markets.

3.23.8. Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, game crashes, or internet/network outages affecting a player, team, or tournament studio. If such a malfunction occurs in a match and no Key or Significant Event has taken place yet, odds remain unchanged and the game may be restarted and bets on all markets related will stand. If the malfunction occurs in a match after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on markets unsettled after the disruption or malfunction shall be void, while bets on markets already settled will stand. If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while the bets on remaining unsettled markets shall be void.

3.23.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

## IV. Esports solution betting rules; 1. General Rules; 1.1 General Provisions.

1.1.1. The Sportsbook reserves the right to cancel any Bet placed on a Market with incorrect Odds (including but not limited to typographical errors, technical/back-office errors, or obvious pricing mistakes), as well as Bets placed after the Event has started, or during technical malfunctions.

1.1.2. All Bets will be settled once the outcome of the relevant Market has been unconditionally determined.

1.1.3. The availability of video streaming or archive is not guaranteed.

1.1.4. Terms of Section III do not apply to Esports mentioned in this section IV.

1.2 Market Definitions; 1.2.1 Match (1X2).

A Market where it is possible to bet on the outcome of a match or event.

● 1 — Home team or the team listed on the left; ● X — Draw (if applicable); ● 2 — Away team or the team listed on the right; 1.2.2 Correct Score.

A Market where it is possible to bet on the exact score (partial or final) of a match or event.

1.2.3 Over/Under (Totals).

A Market where it is possible to bet on whether the total number of predefined occurrences (e.g., goals, points, corners, rebounds, penalty minutes, etc.) will be over or under the Line specified in the Market description. If the total number of occurrences equals the betting Line specified in the Market description, Bet on that Market will be Void.

Example: If the Line is 128.0 points and the match ends 64–64 (total 128), all affected Bets are Void.

1.2.4 Odd/Even.

A Market where it is possible to bet on whether the total number of predefined occurrences is:

● Odd — 1, 3, 5, etc.

● Even — 0, 2, 4, etc. Zero is considered an even number.

1.2.5 Half Time / Full Time.

A Market where it is possible to bet on the result at halftime and the final result.

Example: If the halftime score is 1–0 and the final score is 1–1, the winning outcome is 1/X. If the match format differs from the structure described in the Market (e.g., not played in two halves), all affected Bets will be Void.

1.2.6 Period Betting.

A Market where it is possible to bet on the outcome of a specific period within a match/event.

1.2.7 Draw No Bet (DNB).

A Market where it is possible to bet on either “1” or “2” only. If the match ends in a draw, the Bet on this Market will be Void.

1.2.8 Handicap.

A Market where the listed handicap is added to or subtracted from the final score for settlement purposes. If the adjusted result equals the handicap Line mentioned in the Market description, all affected Bets will be Void.

1.2.9 Asian Handicap.

Example: Home Team (-1.75) vs Away Team (+1.75). The stake is split equally into two Bets:

● (-1.5) and (-2.0) for the favorite; ● (+1.5) and (+2.0) for the underdog; Settlement example:; ● Win by 3+ goals → Full win; ● Win by exactly 2 goals → Half win (one part wins, one part refunded); ● Win by 1 goal or less / draw / loss → Full loss; 1.2.10 Double Chance; A Market where it is possible to bet on two outcomes simultaneously:; ● 1X — Home win or draw; ● 12 — Home win or away win; ● X2 — Draw or away win; 1.2.11 Team to Score First and Win.

The selected team must score the first goal and win the match. If no goals are scored, Bets on all affected Markets will be Void.

1.2.12 Quarter / Half / Period X (Score During Period).

Refers strictly to events occurring within the specified period only. Does not include results from other periods. If the match format differs from the listed format, Bets on affected Markets will be Void.

1.2.13 Result at End of Quarter / Half / Period X.

Refers to the cumulative result at the end of the specified timeframe, including all previous periods.

1.2.14 Race to X Points / Goals.

Refers to the team or participant who first reaches the specified number. If the listed total is not reached within the stipulated timeframe (if applicable), Bets on all affected Markets will be Void, unless otherwise stated.

1.2.15 Winner of Point X / Goal X.

Refers to the participant who scores the specified point/goal. If the event does not occur within the stipulated timeframe (if applicable), Bets on all affected Markets will be Void, unless otherwise stated.

1.2.16 Team to Win All Halves/Periods.

The listed team must score more goals/points than the opponent in each specified half/period.

2. eSports Rules; 2.1 eSoccer; Match Format Two halves of:; ● 2×3 minutes; ● 2×4 minutes; ● 2×6 minutes.

● 2×15 minutes Includes injury time. Excludes Overtime and penalties, unless otherwise stated.

Settlement Bets on all Markets are settled according to the General Rules. Under the gP (Gaming Pulse) market rules points are calculated based on in-game performance: scoring a Goal awards +1.0 point, while a Shot awards +0.2 points.

Result Page: Betby Games Almanac; 2.2 eSoccer: Volta; Match Format.

Two halves of 3 minutes each. Includes injury time and Overtime. Excludes penalty shootouts.

Settlement Markets do not consider Overtime, unless otherwise stated. Bets on all Markets are settled according to the General Rules.

2.3 eSoccer: Penalty.

5 penalty shots per team. If tied after 5 shots each — sudden death applies.

Settlement Bets on all Markets are settled according to the General Rules.

2.4 eSoccer: X-Battle FC.

Two halves of 30 seconds each. Overtime is not included.

2.5 eBasketball.

4 quarters of 6 minutes each. Overtime is not included, unless otherwise stated.

2.6 eBasketball: Blitz.

1 quarter of 1 minute. Overtime is not included.

2.7 eFighting Applies to:; ● Injustice — Betby Games Almanac; ● Mortal Kombat — Betby Games Almanac; 2.7.1 Match Outcome Markets; Winner.

Bet on the character who wins the overall fight.

2.7.2 Market Definitions; Health Bar.

Each fighter has two (2) health bars. The second health bar becomes active only after the first health bar has been fully depleted.

First Damage.

Bet on the first successful attack landed during the match.

Clash.

A special in-fight mechanic where both fighters engage in a challenge to recover health. The outcome of a Clash may be:

● Won by Fighter A; ● Won by Fighter B; ● End in a draw; Supermove.

A rare and powerful move unique to each character, executed under specific in-game conditions.

Will There Be Mercy.

Refers to whether the “Mercy” mechanic is performed — a situation where one fighter intentionally spares the opponent instead of immediately finishing the fight.

Finish Him Method.

Refers to the method by which the opponent is defeated. This may include, but is not limited to:

● Fatality; ● Brutality; ● Regular hit; ● Other officially recognized finishing mechanics; Winner HP Left.

Refers to the amount of remaining health of the winning character at the end of the match.

Settlement Bets on all Markets are settled according to official in-game results and General Rules.

2.8 eCricket.

2 innings (5 overs per innings, 6 deliveries per over).

2.9 eCricket: Super Over.

1 over per team.

2.10 eCricket: X-Battle Bats.

10 rounds (1 hit per round). No extra innings.

2.11 eShooter: CS2 (MR15).

First team to reach 8 rounds wins.

2.12 eShooter: CS2 (BO3).

Best of 3 maps (first to 2 wins).

2.13 eHorse Racing.

8–24 runners. Distance: 800–3200 meters.

2.14 eTennis; 2.15 eVolleyball.

1 set to 25 points.

2.16 eBoxing.

1 round of 2 minutes.

2.17 eKabaddi.

2 halves of 5 minutes each.

2.18 eVaquejada.

4 rounds (4 attempts each).

2.19 eMMA.

1 round.

2.20 eAmerican Football.

4 quarters of 2 minutes each. Overtime is not included, unless otherwise stated.

2.21 eFootvolley.

Best of 3 sets (first to 2 sets), each set to 11 points.

2.22 eTeqball.

Best of 3 sets (first to 2 sets), each set to 12 points.

2.23 eIce Hockey.

3 periods of 3 minutes each. Overtime is not included unless otherwise stated.

2.24 eTable Tennis Formats; ● Best of 5 sets (first to 3), 11 points per set (with balance); ● Best of 7 sets (first to 4), 7 points per set (no balance); V. Greyhound, Horse and Harness Racing rules; 1. General.

1.1 All bets shall be settled based on the official declaration of the result of the race as made by the relevant racing authority on the day of the race.

1.2 In the event of a Dead Heat, the bet will be paid out at face value divided by the number of Dead Heating winners of the event.

1.3 Whilst the sportsbook strives to provide the most up to date and accurate data, the sportsbook shall not liable for any errors regarding the Horses, Greyhound or Harness racing data.

## 2. Market Specific Rules.

2.1. To the market “Win Betting” Dead heat rules apply.

2.2. To the market “Place Betting” the following rules apply:.

2.2.1. Where there are 8 or more runners in a race, a place shall be paid on first, second and third places. If a bet is placed when the field has 8 or more runners and the field later reduced to 7 or less runners, first, second and third places will be paid, however deductions shall apply. See Deductions Table in clause 3.3.5.

2.2.2. Dead heat rules apply; 2.3. To the market “Top 2 Betting’ the following rules apply:.

2.3.1. Pays on runners to come 1st or 2nd in the race.

2.3.2. Bets are only valid on races with 5 or more runners. Any bets placed on a race with less than 5 runners will be voided.

2.3.3. Dead heat rules apply.

# 3. Settlement & Cancellation rules; 3.1. Scratchings.

3.1.1. If a runner is scratched, the stake will be refunded.

3.2. Abandoned, Postponed and Transferred Races.

3.2.1. If a race is abandoned or transferred to another venue/track (including transferring to a different track at the same venue) or postponed to another date, single bets shall be void. Affected Combo Bets will be recalculated excluding that Event.

3.2.2. Where a race is postponed and rescheduled to take place at the same venue within 48 hours of the original scheduled start time of the race, all bets shall stand as if the race was not postponed.

3.2.3. If scratchings are reinstated due to a postponed race at the same venue then all bets shall be void.

3.3. Deductions.

3.3.1. Any bet may be subject to deduction after the placement of the bet. These deductions are applied to the face value (expected winnings) of the bet.

3.3.2. In the case of scratchings after the declaration of the final field, and after the bet has been placed, deductions will apply to the face value of the winning bets as per Deductions table - See Deductions Table in clause 3.3.5.

3.3.3. Deduction calculations are specified as a percentage deducted from the amount of the stake's winnings.

3.3.4. In the event that multiple runners are scratched from a race, a combined deduction rate will be calculated by summing the total of each of the scratched runners deduction rate as per Deductions table. See Deductions Table in clause

3.3.5; 3.3.5. Deductions Table; Odds from (>, more than); Odds to (<=, less or equal); Market "Win" (%)*; Market "Top 2/" (%)*; Market "Place" (%)*.

| | | | | |
|---|---|---|---|---|
| 1.00 | 1.01 | 76 | 40 | 26 |
| 1.01 | 1.02 | 75 | 40 | 26 |
| 1.02 | 1.03 | 75 | 40 | 26 |
| 1.03 | 1.04 | 73 | 40 | 26 |
| 1.04 | 1.05 | 73 | 40 | 26 |
| 1.05 | 1.06 | 73 | 40 | 26 |
| 1.06 | 1.07 | 73 | 40 | 26 |
| 1.07 | 1.08 | 72 | 40 | 26 |
| 1.08 | 1.09 | 72 | 40 | 26 |

| | | | | |
|---|---|---|---|---|
| 1.00 | 1.01 | 76 | 40 | 26 |
| 1.09 | 1.10 | 72 | 40 | 26 |
| 1.10 | 1.12 | 71 | 40 | 26 |
| 1.12 | 1.14 | 71 | 40 | 26 |
| 1.14 | 1.16 | 71 | 40 | 26 |
| 1.16 | 1.18 | 69 | 40 | 26 |
| 1.18 | 1.20 | 69 | 39 | 26 |
| 1.20 | 1.22 | 67 | 39 | 26 |
| 1.22 | 1.24 | 65 | 38 | 26 |
| 1.24 | 1.25 | 65 | 38 | 26 |
| 1.25 | 1.26 | 65 | 38 | 26 |
| 1.26 | 1.28 | 65 | 38 | 26 |
| 1.28 | 1.30 | 65 | 38 | 26 |
| 1.30 | 1.35 | 62 | 38 | 26 |
| 1.35 | 1.40 | 60 | 37 | 25 |
| 1.40 | 1.45 | 56 | 37 | 25 |
| 1.45 | 1.50 | 55 | 37 | 25 |
| 1.50 | 1.55 | 53 | 36 | 24 |
| 1.55 | 1.60 | 51 | 36 | 24 |
| 1.60 | 1.65 | 49 | 35 | 24 |
| 1.65 | 1.70 | 47 | 34 | 24 |
| 1.70 | 1.75 | 46 | 34 | 23 |
| 1.75 | 1.80 | 45 | 34 | 23 |
| 1.80 | 1.85 | 44 | 33 | 23 |
| 1.85 | 1.90 | 43 | 33 | 23 |
| 1.90 | 1.95 | 41 | 32 | 22 |
| 1.95 | 2.00 | 40 | 32 | 22 |

| | | | | |
|---|---|---|---|---|
| 1.00 | 1.01 | 76 | 40 | 26 |
| 2.00 | 2.05 | 40 | 32 | 22 |
| 2.05 | 2.10 | 39 | 31 | 22 |
| 2.10 | 2.15 | 37 | 31 | 21 |
| 2.15 | 2.20 | 36 | 30 | 21 |
| 2.20 | 2.25 | 36 | 30 | 21 |
| 2.25 | 2.30 | 35 | 29 | 21 |
| 2.30 | 2.35 | 34 | 29 | 21 |
| 2.35 | 2.40 | 33 | 29 | 20 |
| 2.40 | 2.45 | 31 | 28 | 20 |
| 2.45 | 2.50 | 31 | 28 | 20 |
| 2.50 | 2.60 | 30 | 27 | 19 |
| 2.60 | 2.70 | 29 | 27 | 19 |
| 2.70 | 2.80 | 28 | 26 | 18 |
| 2.80 | 2.90 | 27 | 25 | 18 |
| 2.90 | 3.00 | 26 | 25 | 18 |
| 3.00 | 3.10 | 25 | 24 | 17 |
| 3.10 | 3.20 | 24 | 23 | 17 |
| 3.20 | 3.30 | 23 | 22 | 16 |
| 3.30 | 3.40 | 22 | 22 | 16 |
| 3.40 | 3.50 | 22 | 22 | 16 |
| 3.50 | 3.60 | 21 | 21 | 15 |
| 3.60 | 3.70 | 20 | 21 | 15 |
| 3.70 | 3.80 | 20 | 20 | 15 |
| 3.80 | 3.90 | 19 | 20 | 14 |
| 3.90 | 4.00 | 19 | 20 | 14 |
| 4.00 | 4.20 | 18 | 19 | 14 |

| | | | | |
|---|---|---|---|---|
| 1.00 | 1.01 | 76 | 40 | 26 |
| 4.20 | 4.40 | 18 | 19 | 14 |
| 4.40 | 4.50 | 18 | 19 | 14 |
| 4.50 | 4.60 | 16 | 18 | 14 |
| 4.60 | 4.80 | 15 | 17 | 13 |
| 4.80 | 5.00 | 15 | 17 | 13 |
| 5.00 | 5.50 | 13 | 15 | 12 |
| 5.50 | 6.00 | 12 | 15 | 12 |
| 6.00 | 6.50 | 11 | 14 | 11 |
| 6.50 | 7.00 | 10 | 13 | 10 |
| 7.00 | 7.50 | 9 | 12 | 9 |
| 7.50 | 8.00 | 8 | 11 | 8 |
| 8.00 | 8.50 | 8 | 11 | 8 |
| 8.50 | 9.00 | 7 | 10 | 7 |
| 9.00 | 9.50 | 7 | 10 | 7 |
| 9.50 | 10.00 | 6 | 8 | 6 |
| 10.00 | 11.00 | 5 | 7 | 5 |
| 11.00 | 12.00 | 5 | 7 | 5 |
| 12.00 | 13.00 | 4 | 6 | 4 |
| 13.00 | 14.00 | 4 | 6 | 4 |
| 14.00 | 15.00 | 3 | 4 | 3 |
| 15.00 | 16.00 | 3 | 4 | 3 |
| 16.00 | 17.00 | 3 | 4 | 3 |
| 17.00 | 18.00 | 2 | 3 | 2 |
| 18.00 | 19.00 | 2 | 3 | 2 |
| 19.00 | 20.00 | 2 | 3 | 2 |
| 20.00 | ~ | 0 | 0 | 0 |

*The column provides amount of deduction of the face value of the winnings of the respective bet.

3.4. Errors.

3.4.1. If the sportsbook publishes, posts or quotes any incorrect betting information for any horse racing, greyhound or harness racing Event, including, but not limited to posting wrong odds, then regardless of the cause of the source of such error sportsbook reserves the right to void any respective bet.

3.5. Acceptance of Bets after Race Start Time.

3.5.1. If a single bet is inadvertently accepted after the official start time of the Event, the bet shall be voided and will be refunded to the End User.

3.5.2. If a bet was accepted after the official start time of the Event as part of a Combo bet then that Event shall be deemed void, and the remaining leg(s) of the Combo bet will stand.

3.6. Other.

3.6.1. In the event of a horse or a greyhound being withdrawn late by order of the stewards, all bets will be paid taking into account the stewards decision regarding the status of the horse or greyhound (as applicable), including deductions on remaining runners. See deductions table in clause 3.5.5.

3.6.2. Bets will be settled as per the official decision of stewards on race day. Where a horse/dog is later disqualified or placings amended at a later date, for any reason, the official result as declared by stewards on the day of the race will stand for the purposes of bet settlement.

## VI. Predictions.

1.1. Scope of Predictions: The "Predictions" section covers betting markets on various events, including but not limited to Politics, Arts, Entertainment, Science, and specialized Sporting milestones.

1.2. Specific Market Rules (Tooltips): Due to the unique nature of each "Predictions" market, the specific criteria for settlement, winning conditions, and definitive timeframes are provided directly within the information tooltips (marked with the "i" symbol) located next to each market. By placing a bet on a "Predictions" market, the End User confirms they have read and accepted the specific settlement rules provided in the respective tooltip.

● In the event of any conflict between the General Sportsbook Rules and the information contained in the market tooltip, the tooltip information shall prevail.

1.3. Sources and Settlement: The official sources (websites, government records, or official announcements) used to verify the outcome of a "Predictions" market will be specified in the market's information tooltip.

● If a specified source becomes unavailable or provides ambiguous data, the Sportsbook reserves the right to use other publicly recognized and reputable sources to determine the result.

1.4. Postponement and Cancellations: Unless otherwise specified in the tooltip, if an event within the "Predictions" category is cancelled, is indefinitely postponed or will never happen due to objective or force majeure circumstances for a period longer than 1 (one) year from the expected deadline, all unsettled bets will be declared Void (Refunded). If a specific deadline for the outcome is mentioned in the tooltip, the bet

will be settled based on the situation at that exact deadline.

## VII. Log of Changes

| Version | Editor | Date | Reason of change |
|---|---|---|---|
| 1.0 | Andris Backovs | 13.01.2023 | First release |
| 1.1 | Andris Backovs | 24.09.2024 | Updates related to the new added markets to the sportsbook |
| 1.2 | Andris Backovs | 02.12.2024 | Review and revision due to implementation of GLI-33 standard |
| 1.3 | Andris Backovs | 20.12.2024 | Deleting duplicated rules |
| 1.4 | Andris Backovs | 04.02.2025 | Updates related to Esports formats and Soccer stats. |
| 1.5 | Andris Backovs | 16.05.2025 | Updates related to Regulatory requirements, Soccer stats and new sportsbook feature |
| 1.6 | Andris Backovs | 31.07.2025 | Updates in Early Payout betting rules, Special sports rules (Tennis, baseball, chess) and Esports solution betting rules. |
| 1.7 | Andris Backovs | 29.10.2025 | Updates in Bet settings section and postponed events rules |
| 1.8 | Arthur Lyanniy | 15.02.2026 | Updates related to General Rules (5.5 / 5.25); Special rules for sports (1 / 3 / 4 / 5 / 6 / 12 / 18 / 22); Esports new rules) |
| 1.9 | Arthur Lyanniy | 23.04.2026 | Updates related to Early Payout; Predictions; Placeholder and Bracket betting |
| 2.0 | Arthur Lyanniy | 01.06.2026 | Updates here |