1w detailed terms: complete sport and esports market fragments

Tower Rush India | https://towerrushindi.com/en/casinos/

Scope of the sport-specific excerpts

The supplied 1w record contains successive sports and esports conditions, often without the original section heading. This volume keeps those scopes separate by their distinctive market or rule, rather than inventing a missing heading. A rule in one group is not universal across sports. Settlement “at 1” means a stake refund. None of these sports conditions defines the original Tower Rush game.

Opening match-rule fragments

One fragment specifies 80 minutes of regular time, either four 20-minute quarters or two 40-minute halves. A venue change leaves accepted bets valid if the home team retains its status. In its First Goal market, a player who does not play, or is substituted after the first goal, is refunded; a player substituted or sent off before the first goal loses. A first scorer absent from the listed lineup makes other named-player bets lose, except Any Other Player. Abandonment before any goal refunds all First Goal bets.

A Finish Higher fragment uses final group standings where teams fail to advance, then total points if teams are tied. Equal highest-scoring quarters refund bets on those quarters, and equal halves refund the relevant bets. Another fragment refunds W1/W2 if the match, including overtime, draws, while totals/handicaps use the actual result. A Mercy Rule settlement uses the official result when invoked. Other stopped-match markets refund unless their outcomes were already unequivocally determined.

Incorrect player/team names permit the company to void the event; a participant replaced before the match starts causes refunds. A separate point-scoring rule says handicaps/totals use points except Set Handicap and Set Total.

48/40-minute basketball-format markets

The recorded regular formats are 48 minutes in four 12-minute quarters, 40 in four 10-minute quarters, or NCAA two 20-minute halves. Statistical markets include overtime unless specified otherwise. An incomplete match refunds undetermined bets; NBA home/away listing order does not invalidate them. Friendly/exhibition regulation takes precedence: where a draw is allowed with no overtime, winner bets refund, while totals/handicaps use the actual score.

To Qualify in a first-to-four-wins playoff series concerns the series winner, not an individual game. A regular-time draw makes “Will there be overtime? Yes” win and No lose. Half/full notation lists first-half result first: W1W2 means team 1 wins the first half and team 2 the full match.

If two or more quarters share the highest points, all highest-quarter bets refund; the separately supplied remaining-quarter clause calls other quarters losing. Overtime points are excluded. Equal halves refund half-comparison bets, and overtime does not enter the second-half total. “Team to Win Both Halves — No” wins when it draws or loses either half.

Win by 6–10 points includes both boundaries. At 85:90 the difference is five, so that selection loses. Winner Early Payout settles when the selected team obtains an 18-point lead, including overtime. Later changes cannot reverse it; without that lead, final result governs.

Innings-based markets and biathlon comparison

Extra innings count when specified in the market title. Named starting pitchers must both start and pitch at least one inning; otherwise bets refund. Without named starters, bets stand regardless of pitcher. The bottom-half batting team is the home team irrespective of venue.

At least five full innings, or 4.5 with the home team ahead, are required. Winner/To Qualify use the actual score at stoppage. The supplied totals/results fragment includes innings 1–4, top and bottom, plus the top of inning 5. Team 1 individual total uses bottom-half runs and team 2 uses top-half runs. Softball follows the same principles, with seven official innings and extra innings after a tie.

The separate biathlon head-to-head asks which biathlete or relay team finishes higher in final standings. A competitor who fails to finish loses the bet on that competitor.

Combat rounds: distinct counting clauses

A fight starts at the first-round bell. A no-contest or stoppage before an official winner refunds bets unless a condition at stoppage specifies otherwise. Once an outcome is determined, the official result governs; later protests or doping changes are ignored. One round-count rule counts only fully completed rounds; failure to enter the next round after the bell treats the fight as ending in the previous round.

A separate Total Rounds rule counts a round after at least half its scheduled duration. For a five-minute round, the half threshold is 2:30; a 0.5 total is that same interval. More than 2:30 makes Over 0.5 win, while an end at exactly 2:30 refunds. These separate full-round and half-round clauses are preserved, not merged.

Race starts, water-polo format and set sports

The tournament starts at the official start of stage one. For the paired race bet, both participants must cross the official starting line; otherwise refund. If both retire, greater distance wins, with equal distance refunded. Final-position bets use the athlete/team higher in official standings; a tie is resolved by the higher official ranking in the supplied rule.

The 32-minute format uses four eight-minute quarters unless otherwise stated. Upcoming/Live duration is informational; official regulations govern. Overtime/shootouts enter To Qualify, Winner or similar markets only when the description says so. At least 30 regular-time minutes are needed; after that, stoppage settlement uses the official score.

For the set-format fragment, sets 1–4 normally go to 25 points unless official regulations differ. Handicaps/totals use points except Set Handicap/Set Total. First to a specified set-point threshold refunds if interruption leaves the threshold outcome undecided.

Golf, darts and ends-based play

Golf tournaments typically run three to four days and 72 holes unless regulations differ. The official first-place golfer wins, including playoffs when the regulations specify them. The following match-play fragment awards an incomplete started match to the player advancing; undecided sets, legs, handicaps and special markets refund. Its handicaps/totals use sets unless Upcoming says otherwise. A three-dart turn has a maximum 180 points. The supplied Winner clause includes overtime and other prescribed winner-deciding methods.

The ends-based rule includes extra ends unless stated otherwise. A match has ten ends, followed by an extra end after a tie. With no stone in the house, or opposing closest stones equidistant from the centre, the end is 0:0. Stoppage uses the official score; fewer than five completed ends makes the match abandoned, refunding undetermined bets. Failure to complete eight required stones loses the end. Official result including extra ends settles whole-match bets, with individual-part markets excepted.

Cricket: result, player and statistical markets

The organiser's official result governs. An abandoned/incomplete match refunds outcomes not already unconditionally determined. Bowl-Off or Super Over settlement follows the official result. If no winner is established after a tie, dead heat applies. Result/Winner markets use Duckworth-Lewis (D/L) or Vijay Jayaswal (VJD) outcomes when those methods are applied.

Most Runs selects the highest-scoring player. In limited-overs matches, external disruption such as weather causing fewer than 40% of scheduled overs in each innings refunds bets unless determined already. In First-Class matches the threshold is 60 overs, except all-out/declaration. Tied outcomes use dead heat.

Most Wickets selects the leading wicket taker; equal wickets are separated by fewer runs conceded. The same 40% limited-overs and 60-over First-Class thresholds apply, with determined/all-out/declaration exceptions. Equal wickets and equal conceded runs use dead heat.

Additional source fragments specify: D/L or VJD settlement uses completed overs unless already determined; an unidentified limited-overs market requires 80% of scheduled overs, with an already-determined exception; its separate First-Class condition requires 200 overs unless already determined. Another innings condition requires 80% of scheduled limited overs or 60 First-Class overs, except an innings completed all-out or declared. These threshold scopes remain separate because the supplied extract does not retain each market heading.

Most Fours, Most Sixes, Most Run Outs, Most Extras and similar markets require 80% of scheduled overs in each innings unless already determined. Where an innings naturally ends by declaration or reaching its target without a particular wicket needed for settlement, the final innings score is used.

Delivery markets count all runs, including illegal deliveries; illegal deliveries are separate units. Two wides make an over eight deliveries instead of six legal balls. A wide followed by a four settles as two markets: one run, then four. A delivery that never occurs refunds. Penalty runs count only when officially added during play; later adjustments are ignored. A separate schedule fragment requires at least one scheduled match, unless otherwise stated. An over must complete unless the batting side is all out, declares or reaches its target.

80-minute, game and frame fragments

The next format settles regular time of 80 minutes, two 40-minute halves, unless otherwise stated. Overtime/shootouts only enter To Qualify, Tournament Winner or similar markets if explicitly described. Already-determined outcomes at stoppage, such as the first game, use their actual result.

A following game-format statement says the organiser selects best of three or best of five, then describes the winner as first to three games. Both source statements are retained; the extract does not resolve the best-of-three wording. No corrected format is invented.

In the frame fragment, an abandoned match is awarded to the advancing player if at least one frame completed. Markets require all frames needed to determine them. Early abandonment, including early winner determination, refunds unfinished markets except already-unconditional outcomes. An unfinished frame refunds that frame's bets, including handicaps/totals. First Ball Pocketed selects the first legally potted colour: yellow, green, brown, blue, pink or black.

Tennis-format fragments and Early Payout

Postponed/rescheduled matches retain bets until completion within the relevant tournament. Completed or definitely determined bets at interruption use actual results. The supplied follow-on fragment refunds bets placed after "this time", without specifying a clearer referent; player-performance examples are aces, double aces, double faults and breaks, settled at stoppage. This ambiguity is retained without fabricating a cutoff.

Handicaps/totals use games except Set Handicap/Set Total. A deciding championship tiebreak to ten points counts as 1:0 in game calculations. A specified game that never occurs refunds; if set 2 ends 6–1, its eighth game never exists. Winner Early Payout requires a two-set lead, 2:0 or 0:2, and is available only in best-of-five (first to three), not best-of-three (first to two). Later changes do not reverse it; without that lead, final result governs.

Football timing, cards and statistical markets

Regular time includes injury time, assigned to minute 45 or 90 respectively. A changed match format, including half-duration changes, refunds undetermined bets. "Including OT" adds extra time but not shootouts unless specified. Only taken corners count; an awarded but untaken corner is excluded.

One card-count group assigns cards after the first-half whistle to the second half; simultaneous incident cards to opposing teams refund First Card; a second caution causing automatic dismissal is excluded from yellow-card count. That group states a maximum of three cards per player: yellow plus second yellow equals red. A later distinct group counts a yellow immediately followed by red for a second infraction as one

card and states a maximum of two per player. These different recorded scopes are not collapsed into one universal counting rule.

Cards, corners, woodwork and related statistics use official competition video, falling back to official sources if footage is unavailable/interrupted. Cards are timed when shown rather than at the offence. First Card only counts cards shown within its specified interval. Stoppage time counts; extra time does not unless stated. Last Card: No Cards wins if none are shown, other selections lose; a multi-player incident uses the last card actually shown.

“Team 1 to Score Before 78:00” includes the 78th minute under the supplied rule. The separate compound selection requires both an awarded penalty and a shown red card. Upcoming player bets refund for a non-starter or a substitute replacing a starter; live player bets settle on actual results for starters and substitutes.

Three-way whole-number totals use Over, Exactly and Under, with no equality refund. At 2–0, Exactly 2 wins and Over/Under 2 lose; at 3–0, Over 2 wins and Exactly/Under 2 lose. A match not played but awarded a technical defeat/disqualification refunds. Official competition statistics are primary; the company reserves internal/alternative sources for discrepancies. A separate shot fragment includes balls touching a player/referee or deflecting back into or out of play.

Result Early Payout settles at a one-, two- or three-goal regular-time lead according to the selected 1:0, 2:0 or 3:0 variant. Extra time, overtime and shootouts are excluded. Later score changes do not reverse settlement; without the threshold, final result applies.

Field hockey, futsal, floorball, beach soccer, water polo and handball

The source explicitly groups these six sports under regular-time settlement unless a description says, for example, Including Overtime. Upcoming/Live duration is informational and official competition regulations govern. Outcomes definitively determined by stoppage use their actual result.

Ice-hockey-format conditions and all three examples

Default time is 60 minutes in three 20-minute periods. Exceptions are Including Overtime, Including Shootouts and Match Winner. Match Result (Regular Time) stops at 60 minutes; Total Including Overtime excludes shootouts; Match Winner includes regular time, overtime and shootouts. Playoff To Qualify concerns a first-to-four-wins series, not one match.

All three examples use Buffalo Sabres–Toronto Maple Leafs, final 2:3, with period sequence (1:0, 1:1, 0:1, 0:0, 0:1). Match Winner uses the full 2:3 including overtime and shootouts. Total incl. OT uses 2:2 and (1:0, 1:1, 0:1, 0:0), excluding shootouts. Regular-Time Result uses 2:2 and the first three periods, so team 1/team 2 lose and Draw wins.

Home/away listing order does not invalidate NHL, AHL, KHL, OHL, VHL or ECHL bets. A shootout-included total adds exactly one goal to the winner regardless of attempts, with none to the loser. A goal exactly at 7:00 falls in minute eight. Outrights Finish Higher, To Qualify, League Winner, Group Winner and Points

follow official final standings.

Result and Total in NHL, KHL, other domestic championships and international tournaments use regular time unless otherwise stated. Overtime Win requires an overtime-decided winner, not shootouts. Player to Score (Regular Time) and Player to Score a Point use regular time only. Equal most-goal periods refund the period comparison. Result Early Payout requires a three-goal regular-time lead, excluding overtime/shootouts; later change does not reverse it, otherwise final result applies.

Further set/end and motor-racing conditions

Another fragment accepts match and individual-set bets and says all sets must be played. An early winner leaves unfinished sets refunded under its stated exception “unless the remaining play could affect the outcome”; the supplied wording is retained rather than silently inverted. A following rule requires official completion or an organiser-declared winner after at least one fully played end. A pre-start participant-lineup change refunds the match.

For a race unfinished without an organiser-published official result, undetermined outcomes refund. The FIA official final classification governs. Head-to-head requires both drivers to start; a non-starter refunds. Higher official classification wins; both retiring after equal laps refunds.

General esports settlement

The official organiser first-place team/player wins. Significant line errors in team, player, pairing, tournament, stage, dates or start time allow voiding. A technical defeat in a round/map or entire match refunds all match markets and the affected map. Interrupted incomplete maps/matches refund undetermined outcomes. A technical replay unrelated to team/player conduct refunds outcomes not determined when the replay began.

A changed/non-compliant match format permits all-match refunds. Starting map/round handicaps imposed by referees or regulations refund bets unless disclosed in advance. A team continuing shorthanded within tournament rules is settled on the official result. Postponement beyond 72 hours from scheduled start refunds all bets. Interruption not completed within 48 hours of scheduled start voids unsettled, previously undetermined markets. Rehosting from a saved point alone is not a refund reason.

Pistol-round profile with 13-round maps

A map starts at first damage in the pistol round. First to 13 rounds wins, or another regulatory number. At a further 15:15 tie, six-round overtime repeats until one team wins four of six. If regulations allow a draw, official result governs. Frags use official statistics; team kills, suicides and environmental deaths are excluded unless recorded as frags.

Replacing one or two players after start does not void bets; neither does a team/organisation rename involving no more than two player changes. If an unavailable player’s map has not started (no frags), or the player played less than half, that player’s bets refund. After at least one frag and more than half played, official statistics settle them, falling back to HLTV.org or another recognised source. The source does not resolve exactly half participation, so this volume does not add a rule.

A map with no rounds refunds. Grenade-kill markets count only opponent kills officially recorded as grenade kills. Technical pauses, reconnections and delays do not affect settlement. A restart before a market outcome is determined uses the replayed-map result. An interrupted map without an official winner voids undetermined markets; a post-start technical win likewise settles only determined markets. Official/recognised statistics govern. Broadcast, observer, score-display or lineup errors and post-market game updates do not invalidate settlement.

Throne, Aegis, Roshan and rune profile

Destroying the enemy throne wins regardless of frags, unless the opponent officially surrenders with GG first. Kills count until map end, with final calculation at destruction of the main objective. Up to two player substitutions or a corresponding rename do not void bets. First Aegis goes to the team picking it up, not necessarily the Roshan killer. First Tower and First Barracks use the first destruction in the in-game log regardless of destruction method.

The supplied kill fragment excludes creep/tower kills and same-team player denies. Day is 0:00–4:59; night begins 5:00. The Roshan selection predicts the first killing team; no kill refunds. First Power-Up Rune predicts the type spawning at 6:00. Another comparison fragment refunds equal numbers. Five kills or four kills within a short interval qualify only as declared by the game system.

Whole-minute totals must reach the stated minute: Over 25.0 requires 25:00. Fractional totals use the half-minute: Over 25.5 requires 25:30. Technical pauses and continuation from the same state leave bets valid. A restart with the same chosen heroes also leaves them valid; newly selected heroes void all bets. Resumption from the same state within 48 hours preserves bets, otherwise unsettled bets void. Official organiser results/in-game statistics govern; broadcast/spectator/score errors and game-version changes after market opening do not invalidate bets.

Nexus and Dragon profile

Enemy Nexus destruction determines the map winner and ends event counting. One or up to two player substitutions, and renaming with no more than two changes, do not void bets. A distinct clause voids the entire event if the organiser overturns its result and disqualifies a team within 48 hours after the match; this exception is not applied to the prior throne profile.

First Tower counts official destruction whether the final hit is by champion or minion. Inhibitor destruction by champions, minions or same-team denial counts. Both Teams Dragon Yes requires each to kill at least one Dragon in that map. No Baron kill refunds the relevant selection. Whole-time example Over 36.0 requires 36:00; Over 36.5 requires 36:30.

Technical pauses with same-state resumption preserve bets. An unfinished map without an official winner voids undetermined markets; a post-start technical victory settles determined markets and voids others. Official match/organiser statistics govern. Kill totals count only champions, excluding minions, monsters and structures. First Dragon goes to its killer team; First to X Kills is the first to that many champion kills. Dragon totals include Elemental and Elder Dragons unless stated otherwise. Player markets use official stats. Post-opening updates and broadcast/spectator/score errors do not void bets.

Pistol-round profile with 12:12 overtime

First damage in the pistol round starts the match. Substitution of one or up to two players, and a rename involving no more than two changes, leave bets valid. At 12:12, overtime follows tournament rules and counts unless stated otherwise. Pauses/reconnections/delays with same-state resumption preserve bets.

Unlike the preceding 13-round profile, this fragment says a map restart before any market determination voids all map bets unless otherwise stated. An incomplete map without an official winner voids undetermined markets; a post-start technical victory settles determined markets and otherwise voids, subject to a stated exception. Official organiser statistics settle all markets including kills. Broadcast/spectator/score errors and post-opening updates are not voiding grounds.

Additional-map, seven-round and goal-based profiles

One profile resolves a tie such as 2:2 by another map, awarding its winner an additional point. The first elimination/frag starts the match. A pre-start technical defeat, including no-show or unavailable players preventing a timely start, means the event did not take place and refunds. Midmatch composition changes due to disconnect, DDoS or similar causes do not refund bets.

Another profile uses first to seven rounds in single-map matches; 6:6 may draw if regulations allow. Three- or five-map matches use overtime at 6:6. First kill starts match/map. A team unable to continue and given a technical defeat after start causes match/map refunds. A technical server restart simulating the prior position and changing round/match score is not itself a refund ground. No rounds played refunds that map.

The final goal-based profile awards the match to the team scoring most goals. Default settlement is at regular-time end. Overtime goals count only where the particular market explicitly includes them.

The source section ends with a separate 1w Points statement: task completion in Free money and spins of 1w Wheel earn Points, with conversion referenced to a following table. This is a loyalty statement, not a sport settlement rule.