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General Rules

1. Betway sets the maximum pay-out limit per customer for each sport at its own discretion. It is the responsibility of the customer to ensure they are aware of each limit before the bet placement. In the event of an accumulator or multiple leg bet, the maximum pay-out will be applied according to the lowest limit.
2. *Dead-Heats*: When a Dead-Heat occurs, winners are paid on a “split-stakes” basis. (e.g. if 2 horses dead-heat then half the stake is paid as a winner.)
3. *Palpable Error Rule*: All odds, lines and handicaps are subject to fluctuation and become fixed only at the time of bet acceptance. Where a palpable error or system failure results in an incorrect price, line or handicap taken in a bet – the bet, or part of the bet if it is a multiple /parlay will be void. If the error is noticed in time Betway will make reasonable efforts to contact the customer to allow the choice of placing another bet at the correct odds/line/handicap. If this is not possible due to time constraints or any other reason, any amount overpaid can be recovered from you by Betway. Betway also has the right to adjust your account to reflect the true outcome and rectify the mistake. Such mistakes could be, but are not exclusively limited to, an incorrect price, a late bet, and incorrect settlement.
4. Bets on events that have started will be void unless it is a live-betting event.
5. If any fixture/event is not played or is postponed from its scheduled date for any reason, all bets will stand for the following day. If after that time the fixture/event is not played then all selections on that fixture/event will be made void. This rule stand for all sports except Baseball (See General Rule 6), Tennis (see Tennis Rules) and Football tournament/non-regular season matches (see Football Rules). See General Rule 7 for multiple and system bets.

Enhanced Multiples: If any of the events / matches are postponed or abandoned and are not played within 24 hours of the scheduled Kick Off time the Enhanced Multiple will be void.

6. If any Baseball game is postponed the above rule (General Rule 5) does not apply and all selections on the postponed game will be voided as soon as confirmation of the postponement is received.
7. If there is a void selection within a multiple or system bet, that individual selection will be voided and the bet will be run on the remaining selections. For example, a treble containing one void selection becomes a double on the remaining two selections within the bet. The same approach will be applied to all multiple and system bets.
8. The official result is final for settlement purposes except where specific rules state the contrary. The podium position in Motor Sport racing, the medal ceremony in athletics and any similar official ceremony or presentation in other sports are to be treated as the official result.

9. If any Match is abandoned due to injury, bad weather, crowd trouble etc. all bets that have already been settled up until the time of abandonment will stand. For example: If a football match is abandoned in the second half, all bets involving the 1st half will stand. Furthermore, if there has been a goal scored, the first goal scorer market will stand, but the last and any time goal scorer bets will be void. For tennis: if a player retires injured in the 3rd set, all bets to win the 1st and 2nd sets will stand.
10. Multiple bets which combine different selections within the same event are not accepted where the outcome of one affects or is affected by the other.
11. Betway reserves the right to refuse the whole or part of any bet and to make ambiguous bets void. No bets will unreasonably be declared void.
12. Betway reserves the right to cancel any bets from customers who place money on an event where they are in any way involved, as participants, referee, coach etc.
13. For the purposes of the odd/even markets – zero goals/points counts as even, unless specified.
14. *Collusion* □ A number of bets may be treated as being one when a client places multiple copies of the same bet. When this occurs all bets may be voided apart from the first bet struck. A number of bets that contain the same single selection may be treated as being one. When this occurs all bets may be voided apart from the first bet struck. An example would be where 1 particular selection is repeatedly included in Multiple bets involving other short-priced selections.
 - Where there is evidence of a series of bets each containing the same (or very similar) selection(s) having been placed by or for the same individual or syndicate or individuals, Betway reserves the right to make bets void.
15. The use of a “banker” selection or selections to get round online limits is not permitted. Betway reserves the right to void any bets when 1 single selection (“a banker”) is combined with other selections to circumvent Betway’s online betting limits. When this occurs all bets may be voided apart from the first bet struck.
16. Betway is not responsible for any errors in regards to the announcing, publishing, times, results or venues displayed on this site, despite every effort being made to ensure their accuracy. It is the sole responsibility of the customer to check such information is accurate at the time of publication.
17. Betway reserves the right to withhold payment and to declare bets on an event void if we have evidence that the following has occurred: (i) the integrity of the event has been called into question or (ii) matchrigging has taken place. Evidence may be based on the size, volumes or pattern of bets placed with Betway across any or all of our betting channels.
18. Betway allows only one account per person. Any subsequent accounts opened under the same postcode/personal details/IP address that are found to be

related to any existing account may be closed immediately and any bets will be voided at Betway's discretion. Betway reserves the right to reclaim any winnings attained by these means.

19. Rule 4's / a.k.a "Tattersalls Rule 4©" for applicable sports

Price at time of withdrawal* and amount deducted in the Kwacha (or equivalent) from winnings:

*Time of Withdrawal = Time when Betway withdraws the Non Runner in the Betway Betting Market (not the time when the selection pulls out of the event).

Rule 4 deductions table

Non-Runner Price When Withdrawn	Amount Deducted From Winnings
1/9 or shorter	90 tambalas in the 1 Kwacha *
2/11 to 2/17	85 tambalas in the 1 Kwacha *
1/4 to 1/5	80 tambalas in the 1 Kwacha *
3/10 to 2/7	75 tambalas in the 1 Kwacha *
2/5 to 1/3	70 tambalas in the 1 Kwacha *
8/15 to 4/9	65 tambalas in the 1 Kwacha *
8/13 to 4/7	60 tambalas in the 1 Kwacha *
4/5 to 4/6	55 tambalas in the 1 Kwacha *
20/21 to 5/6	50 tambalas in the 1 Kwacha *
Evs to 6/5	45 tambalas in the 1 Kwacha *
5/4 to 6/4	40 tambalas in the 1 Kwacha *
13/8 to 7/4	35 tambalas in the 1 Kwacha *

15/8 to 9/4	30 tambalas in the 1 Kwacha *
5/2 to 3/1	25 tambalas in the 1 Kwacha *
10/3 to 4/1	20 tambalas in the 1 Kwacha *
9/2 to 11/2	15 tambalas in the 1 Kwacha *
6/1 to 9/1	10 tambalas in the 1 Kwacha *
10/1 to 14/1	5 tambalas in the 1 Kwacha *
Over 14/1	No deduction

*Currency Equivalent

20. For the purposes of settlement we always round down to 2 decimal places. E.G. 0.10 tambalas @ 3.75 (11/4) returns 0.37tambalas.

Last updated: 17/09/2019 at 08:00 GMT.

Rules – Maximum Winning Limits

Customers should be aware that:

1. bets can be placed that may exceed the maximum winning limits stated;
2. it is the responsibility of the customer to ensure they are aware of the maximum winning limits applicable for the event(s) and market(s) they place bets on;
3. where a multiple bet has been placed which involves events with different maximum winning limits, the lowest winning limit will apply; and
4. where bets have been placed on different days, the maximum winning limit will be determined by the day on which the final event on each bet is concluded, rather than the day on which each individual bet is placed – a day being defined as 00:00 – 23:59 GMT;
5. maximum winning limits have been set in Kwachas and a currency conversion will be applied on the date of settlement; and
6. the maximum amount a customer can win across all Sports per day is 500,000 Kwachas.

Football (Grade 1) – 500,000 Kwachas

- English Premier League / Championship and Leagues 1 & 2
- Scottish Premiership / Championship

□

English Cup Matches

- Internationals – UEFA / FIFA / CONCACAF / CONMEBOL recognised competitions
- Champions League & Europa League (Group Stages Onwards)
- Australian A-League
- France Ligue 1
- Germany Bundesliga 1
- Italy Serie A
- Spain La Liga
- Major League Soccer

Football (Grade 2) –250,000 Kwachas

- Belgium Jupiler
- Denmark Ligaen 1
- Finland Veikkausliiga
- France Ligue 2
- Germany Bundesliga 2
- Holland Eredivisie
- Italy Serie B
- Norway Tippeligaen
- Portugal SuperLiga
- Spain Segunda
- Sweden Allsvenskan
- Turkey Super Ligi

Football (Grade 3) – 100,000 Kwachas

- All other football

Greyhound Racing

□

- 100,000 Kwachas - Televised Races (RPGTV, ATR, SKY SPORTS) 50,000 Kwachas - Non-Televised Races
- 25,000 Kwachas - Ante Post
- 10,000 Kwachas - Any FC/TC

Tennis

- 250,000 Kwachas – ATP/WTA Full Tour: Match Winner + Tournament Winner markets
- 100,000 Kwachas – ATP/WTA Full Tour: all other markets not stated
- 100,000 Kwachas – Any other tournament: Match Winner + Tournament Winner markets
- 25,000 Kwachas – All other tournaments: all other markets not stated

Darts

- 250,000 Kwachas – BDO / PDC / Premier League: Match Winner + Tournament Winner markets
- 50,000 Kwachas – All other tournaments: all other markets not stated

Snooker

- 250,000 Kwachas – World Ranking / Premier League Match Winner + Tournament Winner markets
- 50,000 Kwachas – All other tournaments: all other markets not stated

Ice Hockey

- 250,000 Kwachas – NHL: Money Line/Match Winner, Handicaps, Totals
- 50,000 Kwachas – NHL: all other markets not stated
- 100,000 Kwachas – All other tournaments: Money Line/Match Winner, Handicaps, Totals, Stanley Cup Winner markets
- 25,000 Kwachas – All other tournaments: all other markets not stated

Basketball

- 250,000 Kwachas – NBA: Money Line/Match Winner, Handicaps, Totals, NBA Championship Winner markets
- 50,000 Kwachas – NBA: all other markets not stated

□

- 100,000 Kwachas – Euroleague / Spanish ACB /NCAAB: Money Line/Match Winner, Handicaps, Totals markets

25,000 Kwachas – All other tournaments: all other markets not stated

American Football

- 250,000 Kwachas – NFL: Money Line/Match Winner, Handicaps, Totals, Super Bowl Winner markets
- 50,000 Kwachas – NFL: all other markets not stated
- 100,000 Kwachas – NCAAF / CFL: Money Line/Match Winner, Handicaps, Totals markets
- 25,000 Kwachas – All other tournaments: all other markets not stated

Baseball

- 250,000 Kwachas – MLB: Money Line/Match Winner, Handicaps, Totals, World Series Winner markets
- 50,000 Kwachas – MLB: all other markets not stated
- 50,000 Kwachas – All other leagues / tournaments: Money Line/Match Winner, Handicaps, Totals markets
- 25,000 Kwachas – All other leagues / tournaments: all other markets not stated

All Other Sports

- 250,000 Kwachas – Golf
- 250,000 Kwachas – Virtual Sports
- 100,000 Kwachas – Boxing, Cricket, eSports, Gaelic Sports, Handball, Motor Sports, Rugby League / Union, Volleyball
- 25,000 Kwachas – All other Sports not stated
- 25,000 Kwachas – All non-sporting events

Last updated: 17/09/2019 at 08:00 GMT.

Cash Out – Terms and Conditions

Claim your winnings early. Cash Out whenever you see the Cash Out button.

What is Cash Out?

1. Cash Out is a real-time bet settlement feature which is offered exclusively by Betway.
2. Cash Out puts you in complete control. Wherever the Cash Out button is displayed you can opt to take your winnings or cut your losses prior to the end of the event.
3. Cash Out is available on a range of sports and markets.
4. The Cash Out icon and the current Cash Out price will be displayed against eligible unsettled bets in 'My Bets'.

Cash Out – Terms and Conditions of Usage

5. Cash Out is valid on single, multiple and system bets.
6. Cash Out is valid on both pre-game and in-play bets.
7. Cash Out is not valid for any bets including each-way selections.
8. Pressing the Cash Out button against an eligible unsettled bet in 'My Bets' will immediately process the settlement of your bet at the Cash Out amount displayed.
Note: once the Cash Out button is pressed, the Cash Out cannot be reversed.
9. Betway reserves the right to decline the Cash Out settlement in the following circumstances:
 - if the Cash Out amount has been incorrectly displayed; or
 - if the Cash Out amount represents a palpable error in the market; or
 - if Betway has reason to believe that the Cash Out has been carried out after the outcome of the relevant event was known.
10. Betway does not guarantee the availability of the Cash Out functionality at all times, even where the functionality has been advertised in connection with a particular event.
11. Betway will not be held responsible if the Cash Out functionality is not available due to technical issues. In such circumstances, any bets placed will stand regardless of the availability of the Cash Out feature.

12. Once processed, details of the Cash Out will be made available in your Bet History.

Partial Cash Out

Partial Cash Out allows you to take a proportion of your cash out offering while leaving the remainder of your stake to be settled upon the final score.

You can find details of your partial cash out(s) within the 'my bets' section.

You can find the partial cash out feature within the regular cash out area, the feature icon can be opened to show the Partial Cash Out slider bar.

Last updated: 05/03/2019 at 09:25 GMT.

Live Streaming Terms and Conditions:

Access to Betway Live Video

1. Betway streaming is only available to Betway account holders, subject to the provisions of the remaining terms and conditions below.
2. Race viewing is not available to customers in the USA, Australia, New Zealand, France, Hong Kong, Singapore and South Africa.
3. Betway streaming is available on a race by race basis based on you placing at least a 2.00 Kwachas single bet or a 1.00 Kwacha each-way single bet (total stake 2.00 Kwachas) on the race(s) you wish to view. For multiple bet types the equivalent stake of 2.00 Kwachas must be spent to view each additional race.
4. Ante Post and special bets do not apply.

Warning Streaming Time Delay

1. ALTHOUGH CONTENT ON BETWAY LIVE VIDEO IS ADVERTISED AS "LIVE", YOU SHOULD BE AWARE THAT BETWAY LIVE VIDEO IS SUBJECT TO A TIME DELAY. The precise length of the time delay will vary depending on a number of factors, but you should typically expect a time delay of between 2 and 5 seconds behind the actual event. The time delay may sometimes be significantly longer than this.

2. IF YOU RELY ON BETWAY LIVE VIDEO TO PLACE BETS, YOU DO SO ENTIRELY AT YOUR OWN RISK. Betway accepts no responsibility for any loss suffered by you as a result of your reliance on Betway Live Video.

Exclusion of liability

1. Betway does not make any representations or warranties, express or implied, that Betway Live Video will meet your requirements, that the operation of Betway Live Video will be uninterrupted, on time or error free, that Betway Live Video will be available during any specified hours (whether advertised or not), or that Betway Live Video will operate in conjunction with any particular software or hardware.
2. Betway shall not be liable to you for any direct or indirect loss, including any loss of profit, data, business or goodwill, arising in connection with your use of or reliance on Betway Live Video. Betway shall not be liable for the capacity, reliability, availability or performance of Betway Live Video.

Changes to Betway Live Video content

1. All content on Betway Live Video is subject to change and Betway may vary, suspend, replace or withdraw content on Betway Live Video at its absolute discretion and without notice.
2. Betway reserves the right to modify, suspend or discontinue the Betway Live Video service at any time without notice to you.

Intellectual Property Rights

1. Betway Live Video is for personal non-commercial use only. You are strictly prohibited from copying, saving, modifying or distributing the Betway Live Video content (or assisting a third party to do so) or allowing any third party to access the Betway Live Video content.
2. You must not sell or make any charge for watching or using any part of Betway Live Video, nor show any part of Betway Live Video in public to an audience (even if no charge is made), nor authorise or assist any third party to do any of the same.

General

1. Betway reserve the right to change these terms and conditions at its discretion from time to time. If we make significant changes to these terms and conditions then we will take appropriate steps to bring such changes to your attention. It is your responsibility to check these terms and conditions from time to time to ensure that you agree with them and your continued use of Betway Live Video will be deemed to be your acceptance of any changes to the terms and conditions.
2. These terms and conditions are governed by English law and any disputes will be dealt with by the English courts.

3. Betway reserve the right to introduce other fees, subscriptions or charges or conditions for access to Betway Live Video in the future. You will be made aware of the introduction of any charge or condition before it is introduced.
4. Betway may refuse access to Betway Live Video to any customer at its absolute discretion.
5. By accessing Betway Live Video you accept these terms and conditions.

System Requirements - Web (Based on Adobe's standards for Flash):

Windows

- 2.33GHz or faster x86-compatible processor, or Intel® Atom™ 1.6GHz or faster processor for netbooks
- 32- and 64-bit: Microsoft® Windows® XP, Windows Vista®, Windows 7, Windows 8.x
- Internet Explorer 8.0 or later, latest versions of Mozilla Firefox, Google Chrome, and Opera
- 512MB of RAM (1GB of RAM recommended for netbooks); 128MB of graphics memory

Mac OS

- Intel Core™ Duo 1.83GHz or faster processor
- Mac OS X v10.6, or later
- Latest versions of Safari, Mozilla Firefox, Google Chrome, and Opera
- 512MB of RAM; 128MB of graphics memory

Linux

- 2.33GHz or faster x86-compatible processor, or Intel Atom 1.6GHz or faster processor for netbooks
- Red Hat® Enterprise Linux® (RHEL) 5.6 or later (32 bit and 64 bit), openSUSE® 11.3 or later (32 bit and 64 bit), or Ubuntu 10.04 or later (32 bit and 64 bit)
- Latest versions of Firefox or Google Chrome
- 512MB of RAM; 128MB of graphics memory

Note: Flash Player 11.2 is the last supported Flash Player version for Linux. Adobe will continue to provide security updates.

Mobile (HTTP Delivered Streams, Not RTMP):

Android (native media support)

- Support for HLS streams in the stock browser or Chrome is generally stable from Android 4.1 onwards (with minor issues).

iOS (native media support)

- Has full HLS support. HLS streams can be accessed via Safari without the need of any 3rd-party app

Last updated: 09/03/2016 at 07:00 GMT.

System Bets Explained

Single, Accumulators and System Betting at Betway

1. To select a bet click on the respective odds – your selection will then be added to your bet slip.
2. You can then add as many selections to your bet slip following the same process, including how many single bets you want and what variations of multiple bets you would like.
3. Should you require any further help regarding our betting offer and the system bets available in our sportsbook, please contact Customer Support.

Single

A Single is 1 bet on 1 selection. Your selection must win that event for you to get a return.

Double

A Double is 1 bet made up of 2 selections, both selections have to win.

Treble

A Treble is 1 bet made up of 3 selections, all 3 selections have to win.

Accumulator 4-15

An accumulator is 1 bet made up of 4-15 selections, all selections have to win.

Trixie

A Trixie is a full-cover multiple bet made up of 3 selections in different events. Total bets 4, made up of – 3 doubles and 1 treble. To get a return, a minimum of 2 selections have to win.

Patent

A Patent is a full-cover multiple bet with singles. It consists of 3 selections and is made up of 3 singles, 3 doubles and 1 treble. With this bet only one selection has to win for you to receive a return.

Yankee

A Yankee is made up of 11 bets – 6 doubles, 4 trebles and 1 accumulator. A minimum of two selections have to win for you to receive a return.

Lucky 15

A Lucky 15 is made up of 15 bets – 4 singles, 6 doubles, 4 trebles and 1 fourfold. Only one selection has to win for you to receive a return.

Canadian

A Canadian has 26 bets – 10 doubles, 10 trebles, 5 fourfolds and one accumulator. A minimum of two selections have to win for you to receive a return.

Lucky 31

A Lucky 31 is made up of 31 bets – 5 singles, 10 doubles, 10 trebles 5 fourfolds and 1 fivefold. Only one selection has to win for you to receive a return.

Heinz

A Heinz has 57 bets – 15 doubles, 20 trebles, 15 fourfolds, 6 fivefolds and one accumulator. A minimum of two selections have to win for you to receive a return.

Lucky 63

A Lucky 63 is made up of 63 bets – 6 singles, 15 doubles, 20 trebles 15 4folds, 6 fivefold and 1 6fold. Only one selection has to win for you to receive a return.

Super Heinz

A Super Heinz is made up of 120 bets on 7 selections – 21 doubles, 35 trebles, 35 fourfolds, 21 five-folds, 7 six-folds and 1 seven-fold. A minimum of two selections have to win for you to receive a return.

Goliath

A Goliath has 247 bets – 28 doubles, 56 trebles, 70 fourfolds, 56 fivefolds 28 sixfolds 8 sevenfolds and one accumulator. A minimum of two selections have to win for you to receive a return.

Straight Forecast

A straight Forecast (also known as 'Forecast') is a bet where the customer can choose two selections from the same event, which must finish 1st and 2nd in the chosen order.

Combination Forecast

A Combination Forecast is a bet where the customer can choose three or more selections in one event, two of which must finish 1st and 2nd in any order. In effect a Combination Forecast is a series of straight Forecast bets and therefore requires multiple stakes according to the number of selections specified. Common Combinations include:

3 selections = 6 bets

4 selections = 12 bets

5 selections = 20 bets 6 selections = 30 bets

Reverse Forecast

A Reverse Forecast involves you predicting who will come first and second in a race (in any order). It costs twice your stake because you're effectively placing 2 straight Forecast bets.

Tricast

A Tricast is a bet that involves correctly predicting the first, second and third place in a particular event. The number of bets depends on the number of selections. A Tricast is available on handicap races of 8 or more runners in any Horse Racing.

Combination Tricast

A Combination Tricast is a bet where the customer can choose a number of selections in a Tricast race, any three of which must finish 1st, 2nd and 3rd in any order. In effect a Combination Tricast is a series of straight Tricast bets and therefore requires multiple stakes according to the number of selections specified. Common Combinations include:

3 selections = 6 bets

4 selections = 24 bets

5 selections = 60 bets

6 selections = 120 bets

Last updated: 09/03/2016 at 09:00 GMT.

Betting Markets Offered

Correct / Correct Score

For Correct Score betting, predict the actual scoreline after regulation 90 minutes play (e.g Liverpool 2 Real Madrid 2).

First Scorer

For first scorer betting, predict the first player to score in the match within regulation 90 minutes play.

Half-Time/Full-Time

For Half Time/Full Time betting, predict the outcome at half-time and at the end of regulation 90 minutes play (e.g half-time Draw, full-time Home Team).

Half Time Result

Select the match status at half time (e.g Home Team winning,).

Handicap Betting

Handicap betting offers you the opportunity to bet on the outcome of an event where one team has been given a number of goals or points start. Bets are settled on the outcome after adjusting for the handicaps.

Draw No Bet

This is like a full time result bet but there is no option for the draw. You can bet on either team to win and if its a draw you will get your stake back.

2 Way

This is like a full time result bet but there is no option for the draw. The 2 way market always includes overtime and penalties.

Double Chance

The Double Chance bet allows you to cover two of the three possible win/draw/win (1X2) outcomes in one bet.

Double Chance bets have 3 selections:

1/X - The home team will win or the match will end in a draw

X/2 - The away team will win or the match will end in a draw

1/2 - Either the home or the away team will win the match

Scorecast

For Scorecast betting, predict the first player to score and the correct score in the match within regulation 90 minutes play. To win, both parts of the bet must be correct.

The Handicap Line

The Handicap Line is the terms of the bet – framed around the relative strengths of the two competing sides – always expressed in terms of goal superiority. For two equally matched teams – i.e. joint favourites to win – the line will be described as ‘level’. To win on the basis of this handicap, you must simply pick the team that scores the most goals. If the match is a draw, the stakes are returned to you.

For unequal contests, the superior team will be given a handicap (goals).

Goal/No Goal

For the Goal/No Goal Market, “Goal” is for both teams to score, “No Goal” is for either or both teams not to score.

Bookings

This bet involves choosing whether the overall booking points in the match are under, between or over a specific middle band. Points are allocated as follows: 10 points are awarded for a yellow card, 25 points are awarded for a red card. The highest make-up for any player is 35 points in the match (2 yellows and therefore a red). The bookings of players not taking part in the game and bookings of managing staff do not count for the purposes of this bet. Any bookings/sending off after the final whistle do not count for betting purposes.

Total Goal Minutes

Aggregate goals Minutes. Any goal scored in injury time in the first half will be counted as 45 minutes and any goal scored in injury time in the second half will be counted as 90. Example: The market adds the time of each goal scored in a game. For example, Liverpool (2) – Arsenal (1) assuming goals were scored in the 21’, 65’ and 83’ the make-up of the total goal minutes will total 169 minutes this is then compared to the quoted spread of total goal minutes.

Winning Distance

Winning Distance is a bet on the total winning margin between the first and second placed horses in a race at a particular meeting.

Top 2, Top 3 and Top 4 Finish.

In the event of a horse being withdrawn, not under starter’s orders, stakes on that selection will be returned.

In the event that the number of runners is the same or less than the number of places paid, all bets will be void.

Non-runners can lead to a R4 deduction, the table below indicates the level of deduction. *E.g. Horse X is priced at 5/4 in the Top 3 Finish market, Horse X is then withdrawn so a deduction of 15p will apply.

The name will stipulate the winning selection, EG. Top 3 finish means to win your selection must finish 1st 2nd or 3rd.

	2places	3places	4places
1/9 or shorter	45	30	25
2/11 – 2/17	45	30	20
1/4 - 1/5	40	30	20
3/10 – 2/7	40	25	20
2/5 – 1/3	35	25	20
8/15 – 4/9	35	20	15
8/13 – 4/7	30	20	15
4/5 - 4/6	30	20	15
20/21 – 5/6	25	20	15
EVS – 6/5	25	15	10
5/4 – 6/4	20	15	10
13/8 – 7/4	20	15	10
15/8 – 9/4	15	10	5
12/5 – 3/1	15	10	5

10/3 – 4/1	10	5	0
9/2 – 11/2	5	0	0
Over 11/2	0	0	0

Betting Without

The without selection will be determined by betway and be clearly visible to betway customers.

The odds will be lower than the original race odds because there is one selection taken out of the equation

In order for a bet to win the chosen selection must Win the race or finish Second to the named 'without' selection.

Dead Heat Rules Apply

In the event of a horse being withdrawn, not under starter's orders, stakes on that selection will be returned. Bets for the remaining horses in the race will be subject to a deduction in accordance with Rule 4 based on the win price of the withdrawn horse(s) at the time of withdrawal.

Insurebet (Horse Racing)

Insurebet insures a customer's bet if their horse is beaten. You will receive your money back as cash if your horse finishes second or third. If you choose either option, you will receive a slightly reduced price.

Non-runners can lead to a R4 deduction. *E.g. Horse X is backed in the Faller Insurance market at 11/4, when its standard Race Winner price is 4/1. A Rule 4 deduction of 20p based on the 4/1 price will be applied.

Faller Insurance

If the selected horse falls, unseats or is brought down during the race the stake will be refunded.

If the selected horse pulls up, slips up, is carried out, hits the rails, refuses or refuses to race the stake will not be refunded.

Non-runners can lead to a R4 deduction*E.g. Horse X is backed in the Faller Insurance market at 11/4, when its standard Race Winner price is 4/1. A Rule 4 deduction of 20p based on the 4/1 price will be applied.

Last updated:

17/08/2016 at 09:00 GMT.

Live In-Running Betting Rules

1. All scores, timing, corners etc. information is for display purposes only and is not used as a basis for settlement. Betway accepts no responsibility for the correctness of this information.
2. Where we have reason to believe that a bet is placed after the outcome of an event is known or after the selected participant or team has gained a material advantage (e.g. a score, sending off etc.) we reserve the right to void the bet, win or lose.

Last updated: 30/05/2014 at 15:00 GMT.

American Football

1. Overtime counts on all markets unless otherwise stated. Where offered, the "Win/Draw/Win" and "half time - full-time" Markets are settled on the result at the end of Regulation Time and do not include Overtime.
2. For Player Match-Up Bets, all the quoted players must compete in at least one down for bets to stand. For Player Props, bets stand if player competes in one down.
3. If the conclusion of a 2 runner event is a tie, draw or exactly the number of quoted points and no price is offered for this conclusion, then the end result is a "push". When this occurs, the resolution of solitary bets is to return stakes. For compound bets the selection is treated as a non-runner and the bet will be settled on the outstanding selections.
4. For Match-Half and Quarter Betting, the entire match half or quarter must complete in full for bets to stand.
5. The fixture must be concluded in full for all props, total points and special markets to stand. If the match is not concluded in full then bets will be refunded unless additional play could not impinge on the result.

6. Conference Winner Markets are settled on the winner of the Conference Finals in the playoffs.
7. Bets on teams to win the division will be settled on official standings
8. For 1st Offensive Play betting, a quarterback sack counts as a pass play.
9. For the following Markets your player must be suited up/active for bets to stand: First/Last and Anytime Touchdown Scorer. ([D/ST] refers to Defense/Special Teams).
10. Abandoned or postponed matches are void unless rearranged and played in the same NFL weekly schedule (Thursday - Wednesday local stadium time) except for those bets that have already been determined at the time of abandonment or postponement.

Last updated: 25/04/2016 at 08:00 GMT.

Athletics

Athletics Rules

1. Bets are settled on the result immediately declared by the official International Association of Athletics Federation (IAAF), irrespective of any subsequent enquiry.
2. If a track or field event is cancelled for any reason prior to the event, all bets will be void.
3. The total medal tally will be determined by the officially published IAAF results. Any subsequent disqualifications or alterations will not be included.
4. Dead Heat rules apply.
5. Postponement/Rescheduling – If an event is postponed and rescheduled to occur within 48 hours of the original start time all bets will stand. Bets will be void if not rescheduled within this timeframe unless the event is part of a multi-event championship and is completed before the closing ceremony.

Individual/Team Events

1. Outright - Bets are settled all in compete or not.
2. To Make The Final/Win A Medal/Betting Without - Bets are settled all in compete or not.
3. Athletes against The Field - All named athletes must start for bets to count. 'The Field' comprises of all other unnamed runners.

4. Head to Heads - Both competitors/teams must start for bets to stand; if either competitor does not start all respective bets are void.
5. Group Betting - Only the quoted athletes count for settlement purposes. In the event of one or more of the quoted athletes being declared a non-runner then the entire market will be void.

Specials

1. Final Digit, Order Betting, To Break World Record - Named athletes must start for bets to stand.
2. Bets on final digit of athlete's performance are settled on official results. e.g. for 200m winner at 19.96secs, 6 would be the winner for settlement purposes. For Long Jump winner at 8.32m, 2 would be declared the winner for settlement purposes.
3. Order Betting is settled on the official result. For any named athletes who do not compete, bets are void.
4. The named competitor must start the event for bets to stand.
5. A DQ (disqualification) counts as starting the event

Last updated: 25/04/2016 at 08:00 GMT.

Australian Rules

General Rules

1. All match markets include overtime, if played, unless otherwise stated.
2. Regulation time must be completed for bets to stand unless otherwise stated.
3. If the duration of a match is changed by the governing body prior to the commencement of play, the revised game length will be regarded as the official regulation time for this match, and all bets will stand as long as this new regulation time is completed.
4. If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing will be void.

Match Betting

If any match ends in a draw/tie, including overtime if played, then stakes will be refunded unless a price is offered for the draw/tie. Bets will be settled on the official AFL result only.

Quarter/Half Betting

For all quarter/half betting, in the event of a specific quarter/half not being completed bets will be void, unless the specific market outcome is already determined. If a game goes to overtime then this will be included for settlement purposes (considered a continuation of the 4th quarter/2nd Half).

Double Result

Predict the outcome of the specified match at half-time and full-time including overtime if played.

Team To Score First

The market covers any score e.g. Goal/Behind for settlement purposes.

Team to Score First Goal

The market covers Goal only for settlement purposes.

First Goalscorer/Last Goalscorer/To Score A Goal/Player To Score 2, 3 Or More

Bets on players taking no part in the match will be void. If your player is an unused substitute, or takes the field as a designated substitute after a goal has been scored then bets on your player to score the first goal will be made void. If your player has taken the field as a designated substitute at any time prior to the first goal being scored then your bet stands. If your player is one of the interchange players then your bet stands. All players that take part in a match will be considered runners for Last Goalscorer, To Score a Goal and Player To Score 2, 3 Or More betting.

Best On Ground/Man Of The Match

Settlement will be based on the player judged to be the Medal Winner in the specified match. Bets on players taking no part in the match will be void. Dead-heat rules apply.

Scorecast (Winning Margin and Player to Score First Goal)

Settlement for all Scorecast markets is based on the first goal scored as opposed to the first score. If your player takes the field after a goal has been scored, or does not take part in the game prior to a goal being scored, then bets will be made void. If a match is abandoned after a goal has been scored then all bets will be settled as singles on the first goalscorer at the appropriate odds.

Season Betting

With the exception of Premiership winner, AFL seasonal markets offered will be regular season only, and based on the official AFL ladder. If in any market teams are tied, the winner will be deemed the team with the best percentage (or worst percentage for Wooden Spoon).

Most Losses (Regular Season)

1. Settled on the team recording the most losses during the regular season. In the event of two or more teams recording the same number of losses, the winner will be determined as the team with the worst for-and-against differential. Regular Season must be completed for bets to stand.
2. Any penalties or appeals heard after the end of the scheduled season which may subsequently alter the league placing will not count for betting purposes.

International Rules Series

Bets will be settled on official GAA/AFL result only

Last updated: 25/04/2016 at 08:00 GMT.

Badminton/Squash

General Rules

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

Match Betting

1. In the event of a match starting but not being completed then all bets will be void unless after the start of the match a player is disqualified in which case the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.
2. In the event of the statutory number of games being changed or differing from those offered for betting purposes then the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.
3. In the event of any of the named players in a match changing before the match starts then all bets void.

Outright Betting

1. Outright Betting is all-in compete or not.

2. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Handicap Betting/Match Totals

1. In the event of retirement or disqualification, bets will be void unless the outcome is already determined.
2. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.

Player Total Points/Match Total Points

In the event of retirement or disqualification, bets will be void unless the outcome is already determined or there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

Last updated: 25/04/2016 at 08:00 GMT.

Bandy

All markets are based on regulation time for settlement purposes (overtime does not count).

Last updated: 30/05/2014 at 15:00 GMT.

Baseball

1. All games must start on their scheduled local date. If a game has been postponed to another day or cancelled before its due start time all selections on that game are void. If there is a void selection within a multiple or system bet, that individual selection will be voided and the bet will run on the remaining selections. For example, a treble containing one void selection becomes a double on the remaining two selections within the bet. The same approach will be applied to all multiple and system bets.
2. American and National League winner markets are settled on the winner of the two League Championship Series in the playoffs.

Pre Games Rules:

1. Listed pitchers must start - a wager that specifies both starting pitchers. Any variation constitutes no action. Wagers with 'One specified pitcher' and 'Listed pitchers must start' that were placed when the named pitcher was originally listed are no action if the listed pitcher is changed and is then re-listed back to the original pitcher.
2. It is the client's responsibility to ensure they are aware of any relevant pitching changes.
3. Extra innings if played will count in all markets unless Inning or Period specific.

4½ innings rule:

If a game is 'called', or suspended, winners and losers for betting are official after at least 5 full innings of play unless the home team is leading after 4½ innings. If a game is 'called', or suspended, the winner is determined by the score after the last full inning (unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called). Suspended games do not carry over.

6½ innings rule:

Total and Run Line betting (for 7 innings games) - The game must complete at least 7 full innings (or 6½ innings if the team batting second is ahead) for bets to stand. However, in the event of a Mercy Rule being called, all bets will stand on the score at the time.

8½ innings rule:

Total and run-line (Handicap) betting - The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets to stand. Suspended games do not carry over.

Side and Prop Betting:

If a game is suspended, winners and losers for betting are certified after at least 5 innings of play, or four and a half innings (see 4 ½ Innings Rule) if the home team is winning. If a game is suspended, the winner is determined by the score after the previous full inning. (Unless the home team scores to tie, or takes the lead in the bottom half on the inning, in which case the winner is determined by the score at the time that the game is suspended.) Stakes will be refunded if the home team ties the game and it is then suspended.

Totals Betting:

1. When betting on Total Runs, the Game must go to 9 innings (See 8 ½ Innings rule if the home team is ahead) for bets to stand, except where the Game Total has already gone over. If a Score has already gone over the quoted Total, then bets on the Over will be settled as winners, with bets on the Under settled as losers. This includes where the natural conclusion of the game would have meant the outcome of the total quoted would be determined (e.g. MLB regular season game is called, or suspended at 5-5) bets on Over 10 or 10.5 would be settled as winners, with bets on Under 10 or 10.5 being settled as losers, since any natural conclusion to the match would have at least 11 runs. Specifically, for MLB Spring Training matches settlement will be based on 9 innings only, in instances when the natural conclusion rule could apply.
2. Team Totals - subject to 8 ½ innings rule EXCEPT where the team total has already gone over (if team total has already gone over the quoted total, then bets on the over will be settled as winners, with bets on the under settled as losers).

Run Line (Handicap) Betting:

When betting on Run Lines (Handicaps), the Game must go to 9 innings (8 ½ if the home team is ahead) for bets to stand.

Individual innings bet:

The full inning must be concluded for bets to stand unless additional play could not influence the result.

Winning Margins:

Subject to 8½ innings rule. Settlement includes extra innings for MLB. If an MLB game ends in a Tie when a game is called/suspended, bets will be void.

First x Innings bets:

Bets will be settled on the result after the first x innings have been completed. The full Inning or period must be played for bets to stand unless additional play could not influence the result.

First to Score bets:

The first team to reach the required number of runs will be settled as the winner. Bets on Neither require the 8½ innings rule to apply to be settled as winners.

Team Scoring First Wins Game:

8½ innings rule applies.

Last to Score

8½ innings rule applies.

Player and Pitcher bets:

1. Winning bets must predict the performance of player/pitchers in the match. For match-ups bets to stand both players must be in official starting line-up.
2. Bets stand provided that 8½ innings are played. In the event of a pitching change all bets will be void (no action).
3. Most Total Bases bets are calculated by adding all hits a player makes as per: Single = 1 Base, Double = 2, Triple = 3, Home Run = 4. Only these count.

In-Play Rules:

1. All In-play bets stand irrespective of starting pitchers.
2. All markets include extra innings unless stated as individual or period specific.
3. Money Line is subject to 4 ½ Innings rule.
4. Totals / Run Line are subject to 8 ½ Innings rule.
5. 9 Inning markets do not include Extra Innings and are subject to the 8 ½ innings rule.
6. Individual Innings / Period Specific: The full Inning or period must be played for bets to stand unless additional play could not influence the result.

MLB Playoff Games only:

For any suspended MLB playoff game that resumes within 72 hours of the suspension, all bets will stand and be settled after the completion of the game. If the game is not completed within 72 hours, following the time of suspension, then all bets will be void unless settlement of bets is already determined.

Non-MLB Baseball (including Minor League Baseball):

8½ innings rule applies although in the event of a Mercy Rule being called, all bets will stand on the score at the time. For 7 innings games played as part of a doubleheader the 6½ inning rule will apply.

Proposition Bets:

Regular Season Series Bets: Bets on MLB Regular Season Series are placed on the outcome of the first three games played in each Series. Pitchers cannot be listed; all wagers will have action irrespective of starting pitchers. Neither team can play another opponent between scheduled games. Only the first three games played count for betting purposes. Bets stand provided a minimum of two games have been played. If two of the first three games are postponed or cancelled – all bets are void. Called games will count towards grading provided it is officially declared a regulation game (4 ½ innings rule).

Regular Season Wins:

All 162 regular season games must be played for wagers to have action unless the outcome is already determined.

Grand Salami:

The Baseball Grand Salami will be decided by the total runs scored in all MLB games scheduled for that day (local date). No Listed Pitchers. All scheduled games - 8½ innings rule applies. If any game is cancelled or stopped before the completion of 8½ innings, all wagers on the Grand Salami will be cancelled.

Settlement of Bets:

All bets settled on official score as per official league source.

Last updated: 27/03/2019 at 12:00 GMT.

Basketball

US Basketball (NBA/WNBA/NCAA/WNCAA)

1. All games must start on their scheduled local date for bets to stand. If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If a game has been postponed to another day or cancelled before its due start time all bets are void.
2. Overtime counts on all markets unless otherwise stated.
3. Win/Draw/Win and Double Chance markets are settled on the result at the end of regulation time and do not include overtime.

NBA

Regular time is 48 minutes play. At least 43 minutes of play must elapse for NBA game bets to stand. If the game is abandoned for any reason before 43 minutes play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

WNBA

Regular time is 40 minutes play. At least 35 minutes of play must elapse for WNBA game bets to stand. If the game is abandoned for any reason before 35 minutes play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

NCAA

Regular time is 40 minutes play. At least 35 minutes of play must elapse for NCAA game bets to stand. If the game is abandoned for any reason before 35 minutes play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

Pre-Game Rules, Including Game Props:

1. In 2-Way markets, 'Push' rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parleys the selection is treated as a nonrunner.
2. Match Winner or "Money Line" - Predict the team that will win the match. Overtime counts.
3. Handicap Betting or "Points Spread" - Predict the team that will win the match after the handicap has been applied to the actual score. Overtime counts.

4. Total Match Points - Predict whether the total points scored in the match will be over or under a specified figure. Overtime counts.

Player Match-Ups/Performances

1. Wagering is available on the performance of named player in a variety of achievements e.g. points, rebounds, assists, blocks, free throws. Push rules apply.

2. Relevant players must be dressed and see court-time for bets to stand have action. Overtime counts for any player props unless specified otherwise.

3. Individual players' performances are matched for betting purposes in a player match-up. Handicaps may be used and are applied to each player's actual score to determine the result. Push rules apply.

4. Double/Double: player must record 10 or more in two of the following five statistical categories: Points, Assist, Rebounds, Blocked Shots, Steals.

5. Triple/Double: player must record 10 or more in three of the following five statistical categories: Points, Assist, Rebounds, Blocked Shots, Steals.

In-Play Game Bets

If a game is postponed or cancelled after the start, all game and second half bets will stand if their result is already determined or there are 5 minutes or less remaining at the time of the postponement/cancellation, otherwise bets are void.

In-Play Half Bets (Do not include Overtime)

The first half must be completed for first half bets to stand. If a game is postponed or cancelled after the start, for game and second half bets there must be 5 minutes or less remaining for bets to stand, unless settlement of bets is already determined.

In-Play Quarter Bets (Do not include Overtime)

The quarter must be completed for bets to stand, unless settlement of bets is already determined.

Futures/Tournament Props

1. NBA Regular Season Wins/Match-Ups – Team must complete at least 80 regular season games for bets to stand unless the remaining games during the course of the season do not affect the result.

2. To Win Division – NBA tie-break rules apply.

3. To Win Conference – The team that progress to the NBA Championship will be deemed the winner of the Conference.

4. Settlement of all markets will be determined by official rankings and statistics provided by tournament governing bodies, eg. NBA, WNBA, NCAA.

5. Half and Quarter bets do not include Overtime.

Outright, Division, Conference and Regional Betting

All bets stand regardless of team relocation, team name change or season length.

Series Betting

Bets are void if the statutory number of games (according to the respective governing organisations) are not completed or are changed.

Settlement of Wagers

1. Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

2. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

All Other Basketball

1. Overtime counts on all markets unless otherwise stated.

2. Win/Draw/Win and Double Chance markets are settled on the result at the end of regulation time and do not include overtime.

3. For player match up bets, all the quoted players must compete in the game for bets to stand.

4. If the conclusion of a 2 runner event is a tie, draw or the amount of quoted points and no price is offered for this conclusion, then the outcome is a "push". When this happens, the settlement of solitary bets is to return stakes and for compound bets the selection is treated as a non-runner and the bet will be settled on the outstanding selections.

5. For match-half and quarter betting, the entire half or quarter must complete in full for bets to stand.

6. The fixture must be completed in full for all props, total points and special markets to stand. If the fixture is not completed in full then bets will be refunded except for those markets which have been unconditionally determined.

7. Overtime counts for any player props unless specified otherwise *Last updated:*

23/02/2018 at 12:30 GMT.

Beach Soccer

1. All Win/Draw/Win, Over/Under Goal Lines, Handicap and Spread markets will be settled at the end of three periods of play. Extra time and Penalty shoot-outs do not count.
2. All other football rules apply.

Last updated: 30/05/2014 at 15:00 GMT.

Beach Volleyball

In the event of any of the named players in a match changing before the match starts then all bets are void. In the event of a match starting but not being completed then all bets will be void, except for markets where the result is already determined.

Last updated: 25/04/2016 at 08:00 GMT.

Bowls

Outright Betting

All in, complete or not. All outright bets will stand even if the selected player does not take part.

Match Betting

1. A match must be played within 48 hours of the original scheduled start time for bets to stand.
2. If a match does not take place for any reason (e.g. a player withdraws injured), all pre-match bets will be void and stakes returned.
3. In the event of a match starting but not being completed then the player progressing to the next round will be deemed the winner.
4. In the event of a match starting but not being completed, the following markets will be void, unless the specific market outcome is already determined:
 - Match Handicap
 - Total Points (2-Way)

- Total Sets
- Total Points Odd/Even
- Player Total Points (2-Way)
- Set Betting/Correct Set Score

Set/End Betting

In the event of a Set/End starting but not being completed, the following markets will be void, unless the specific market outcome is already determined:

- Set Handicap
- Total Points (2-Way)
- Total Sets/Ends
- Total Points Odd/Even
- Player Total Points (2-Way)
- Set Betting/Correct Set Score

Last updated: 25/04/2016 at 08:00 GMT

Boxing

Bet Settlement

1. Bets will be settled on the official result announced in the ring. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result).
2. Failure to come out for a round - If a boxer fails to come out for the next round, bets will be settled on his opponent having won the bout in the previous round.
3. Change to scheduled number of rounds - All outright bets on the match, and bets on cancelled/postponed fights will be made void.

Abandoned Fights

All bets will be void on fights that are abandoned before completion unless otherwise stated or the bet has already been settled. All bets will be void in the event of a boxer being substituted.

Postponed/Rearranged Fights

In the event of a fight being postponed, rearranged or moved to a different venue, all bets will stand for 14 days, inclusive of the original starting date.

Bout Prices

1. Winning bets must predict which boxer wins the fight.
2. Fights officially start for betting purposes after the bell is sounded for the first round. For the purposes of this bet a price is offered for the 'Draw'. If this occurs all bets on either boxer will be settled as losers.

Round Prices/Group Round Prices

1. Winning bets must predict the round or group of rounds in which the fight ends.
2. If the number of rounds in a bout is reduced by more than two all bets will be void. If the number of rounds in a bout is reduced by two or less only bets on the rounds not fought will be void unless otherwise requested pre-fight. In the event of a clash of heads or a low blow resulting in the judges' scorecards being used to determine the winner before the scheduled number of rounds are completed, the boxer declared the winner will be deemed to have won by a stoppage at the time the bout was halted. All bets for 'Win on Points' require the full number of rounds to be completed to be successful. If either boxer fails to enter the ring after a bell, the fight will be deemed to have finished in the previous round.
3. If a fight is stopped before the full number of rounds has been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

How Will The Fight Be Won Prices/Method Of Victory

1. Winning bets must predict the method by which the fight will be won.
2. KO, TKO or DQ - Knockout (KO) is when the boxer does not stand up after a 10 count. Technical knockout (TKO) is the 3 knockdown rule or if the referee steps in to stop the fight. Disqualification (DQ) is when a boxer is deemed to have fouled and therefore loses the contest.
3. Decision or technical decision - Decision is on scorecard points between the judges. Technical decision is when the fight can't continue for any reason other than a KO/TKO or Disqualification. Irrespective of whether the full scheduled amount of rounds is complete, in the event of a Technical decision, bets will be settled as a fighter by decision or a draw as no KO/TKO/DQ has taken place.

Match Betting (3-way)

Settled on official referee ruling. A draw price will be offered.

Match Betting (2-way)

Settled on official referee ruling. All bets void in case of a draw.

Total Rounds

1. For settlement purposes, where a half round is stated then the half-way point of the round is where under/over is determined. For example, in a three minute round, this point would be 1 minute 30 seconds. Should the round end exactly on the half way point of a round e.g. 1 minute 30 seconds in a 3 minute round bets will be made void.

Examples (3 minute rounds): (A) for a bet on:

“Over 0.5 Rounds” to be a winner, the fight must last beyond 1 minute and 30 seconds in Round 1

“Over 1.5 Rounds” to be a winner, the fight must last beyond 1 minute and 30 seconds in Round 2

“Over 2.5 Rounds” to be a winner, the fight must last beyond 1 minute and 30 seconds in Round 3

“Over 3.5 Rounds” to be a winner, the fight must last beyond 1 minute and 30 seconds in Round 4

“Over 4.5 Rounds” to be a winner, the fight must last beyond 1 minute and 30 seconds in Round 5

“Over 5.5 Rounds” to be a winner, the fight must last beyond 1 minute and 30 seconds in Round 6

“Over 6.5 Rounds” to be a winner, the fight must last beyond 1 minute and 30 seconds in Round 7

“Over 7.5 Rounds” to be a winner, the fight must last beyond 1 minute and 30 seconds in Round 8

“Over 8.5 Rounds” to be a winner, the fight must last beyond 1 minute and 30 seconds in Round 9

“Over 9.5 Rounds” to be a winner, the fight must last beyond 1 minute and 30 seconds in Round 10

“Over 10.5 Rounds” to be a winner, the fight must last beyond 1 minute and 30 seconds in Round 11

“Over 11.5 Rounds” to be a winner, the fight must last beyond 1 minute and 30 seconds in Round 12.

2. Fight To Go The Distance - In the event of any outcome in which the fight does not last the full scheduled duration then all bets will be settled as 'Fight Not to Go The Distance'.

3. If the number of rounds for a fight is changed after this market has been set then all bets will stand unless the new number of rounds result in the quote being higher than the total number of rounds to be fought.

Total Minutes

Winning bets must predict the time band (e.g. 6-10 minutes) that lists the total duration of the fight.

Fight Special Bets

Knockouts

For any special bets involving knockdowns a fighter must be physically knocked down by his opponent and the knockdown receive an official count by the referee, or the fighter is knocked down and the referee deems the fighter unable to continue and stops the fight without the need for a count.

Odd/Even Round Betting

If the fight goes the full distance then bets will be settled as losing bets.

Punches Landed

Bets will be settled on the official result.

Judges' Scorecard Totals

1. Bets will be settled on the official scorecards from the ringside judges announced by the referee after the rounds are completed.
2. If the fight does not go the distance all bets will be made void.

To Win a World Title

Interim Titles do not count.

Tournament Outright Rules

1. In the case of a non-runner we reserve the right to implement a Rule-4 adjustment to bets struck on "Outright" betting such as "Super Six", "Prizefighter" etc.
2. Reserves may be added.
3. Any customer that bets on a non-runner will have their stakes returned if the fighter withdraws before he has had a bout.

Last updated: 05/12/2018 at 09:00 GMT.

Cricket

Match Betting

Description: Who will win the match?

Rules: All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result. If there is no official result, all bets will be void. In the case of a tie, if the official competition rules do not determine a winner then dead heat rules will apply. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result. In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams. Bets on the draw will be settled as losers. If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules. If a match is cancelled, then all bets will be void if it is not replayed or restarted within 36 hours of its advertised start time. If there is a change of venue all bets will stand unless the home and away teams are switched, in which case all bets will be void.

Match Betting: Double Chance

Description: Will the match result be either of the three options given?

Rules: A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

Match Betting: Draw No Bet

Description: Who will win the match given that all bets will be void if the match is a draw?

Rules: A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

Tied Match

Description: Will the match be tied?

Rules: All bets will be settled according to the official result. If the match is abandoned or there is no official result, all bets will be void. For First Class matches a tie is when the side batting second is bowled out for a second time with scores level.

Toss Winner

Description: Who will win the toss?

Which team will win the toss? Normally the Toss takes place 30 minutes before the 1st ball is bowled however times may vary depending on the competition - bets will be void if Toss result is known before bet is placed. If no Toss takes place bets are Void.

Toss/Win Double

Description: Who will win the toss, and then who will win the game?

Rules: Toss Winner rules as above.

Runs in First Over

Description: How many runs will be scored in the first over of the match?

Rules: The first over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. In First Class matches the market refers only to each team's first innings. Extras and penalty runs in the particular over count towards settlement.

Runs off First Delivery

Description: How many runs will be scored off the first delivery of the match?

Rules: The result will be determined by the number of runs added to the team total, off the first ball of the match. For settlement purposes, all illegal balls count as deliveries. For example, if the over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over. If the delivery leads to free hit, the runs scored off the additional delivery do not count. All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery. In First Class matches the market refers only to each team's first innings.

Most Fours / Most Sixes

Description: Which team will hit the most fours/sixes?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to

external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Only fours/sixes scored from the bat (off any delivery – legal or not) will count towards the total. Overthrows, all run fours/sixes and extras do not count. Fours/sixes scored in a super over do not count. In First Class games, only the first innings will count.

Most Extras

Description: Which team will have the most extras added to their batting score?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total. Extras in a super over do not count. In First Class games, only first innings extras will count.

Most Run Outs Conceded

Description: Which team will concede the most run outs in the match?

Rules: A run out “conceded” means that a member of that team will be run out while batting. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Run Outs in a super over do not count. In First Class games, only first innings run outs will count.

Highest First Over

Description: Which team will score the most runs in the first over of their innings?

Rules: The first over must be completed for bets to stand unless settlement has already been determined. If during the first over the innings is ended due to external factors, including bad weather, all bets will be void, unless settlement has already been determined. In First Class matches the market refers only to each team’s first innings. Extras and penalty runs in the particular over count towards settlement.

Highest First Group of Overs

Description: Which team will score the most runs after the first specified number overs of their innings?

Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined. In First Class matches the market refers only to each team's first innings.

Highest First Partnership

Description: Which team will score the most runs before losing their first wicket?

Rules: If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket. In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. In First Class matches the market refers only to each team's first innings.

Match Market

Match Fours / Sixes

Description: How many fours/sixes will be in hit in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Only fours/sixes scored from the bat (off any delivery – legal or not) will count towards the total. Overthrows, all run fours/sixes and extras do not count. Fours/sixes scored in a super over do not count. In First Class games, only the first innings will count.

Match Extras

Description: How many extras will be scored in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total. Extras in a super over do not count.

Match Run Outs

Description: How many run outs will there be in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Run outs in a super over do not count.

Match Ducks

Description: How many ducks will be scored in total in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. A duck is classed as someone being dismissed for zero runs. Retired hurt does not count as a dismissal. Ducks in a super over do not count.

Match Wides

Description: How many wides will be scored in total in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Any runs resulting from a wide delivery, except penalty runs, will count towards the final total. Wides in a super over do not count.

Match Wickets/Stumpings

Description: How many wickets/stumpings will fall in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Retired hurt does not count as a dismissal. Wickets/stumpings in a super over do not count.

First Innings Lead /1st Innings Run Handicap

Description: What will be the run deficit between first innings in a First Class match?

Rules: Both first innings must be completed. Dead heat rules apply in the case of a tie. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Highest Opening Partnership

Bets will stand if both opening partnerships are completed, or an outcome has been decided. The opening partnership is the score at the fall of the first wicket. Dead Heat Rules Apply.

Fifty/Hundred in Match

Description: Will there be a fifty/hundred scored in the match?

Rules: Any score of 50 and above counts as a fifty. Similar for hundred. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Fifty/Hundred in First Innings

Description: Will there be a fifty/hundred scored in the first innings of the match?

Rules: Any score of 50 and above counts as a fifty. Similar for hundred.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in the first innings due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, the innings must be completed, or over 200 overs, unless settlement of the bet has already been determined.

Highest Individual Score

Description: What will be the highest score by a batsman in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Dead heat rules apply.

Rabbit Runs

Description: How many runs will the number 11s score in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled. The number 11 is taken to be the last man to come out to bat in the innings, regardless of previously stated batting order. If the innings is completed without the number 11 coming to the crease, that batsman will be deemed to have scored 0.

Maximum Over in Match

Description: How many runs will be scored in the highest scoring over of the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. All runs, including extras, count towards settlement. Super overs do not count.

Match Top Batsman

Description: Which batsman will score the most runs in the match?

Rules: The result of this market is determined on the batsman with the highest individual score in the match.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather. Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. When two or more players score the same number of runs, deadheat rules will apply. Runs scored in a super over do not count.

Match Top Bowler

Description: Which bowler will take the most wickets in the match?

Rules: The result of this market is determined on the bowler with the most wickets in the match. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather. Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count.

Team of Top Batsman

Description: Which team will contain the top batsman in the match?

Rules: Same rules apply as Match Top Batsman, with dead heat rules applying if the runs scored by the top batsman on both teams is the same.

Team of Top Bowler

Description: Which team will contain the top bowler in the match?

Rules: Same rules apply as Match Top Bowler, with dead heat rules applying if the wickets taken by the top bowler on both teams is the same.

Man of the Match

Description: Who will be named man of the match?

Rules: Bets will be settled on the officially declared man of the match. Dead-heat rules apply. If no man of the match is officially declared then all bets will be void.

Delivery Market

Runs off Delivery

Description: How many runs will be scored off the specified delivery?

Rules: The result will be determined by the number of runs added to the team total, off the specified delivery.

For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over. If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count. All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery.

Over Market

Runs in Over

Description: How many runs will be scored in the specified over?

Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void. Extras and penalty runs in the particular over count towards settlement.

Boundary in Over

Description: Will there be a boundary scored in the specified over?

Rules: As "Runs in Over". Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.

Wicket in Over

Description: Will a wicket fall in the specified over?

Rules: As “Runs in Over”. For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

Over Odd/Even

Description: Will the number of runs scored in the specified over be odd or even?

Rules: As “Runs in Over”. Zero will be deemed to be an even number.

Runs in Groups of Overs

Description: How many runs will be scored in the specified number of overs?

Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

Wickets in Groups of Overs

Description: How many wickets will fall in the specified number of overs?

Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined. For settlement purposes, if a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

Runs in Session

Description: How many runs will be scored in the specified session?

Rules: The result is determined by the total number of runs scored in the specified session, regardless of which team has scored them. If fewer than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

Innings Market

Innings Runs

Description: How many runs will the batting team score in the current innings?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Penalty runs awarded after the conclusion of the innings will not count towards innings runs.

Innings Wickets

Description: How many wickets will the batting team lose in the current innings?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Retired hurt does not count as a dismissal.

Innings Fours /Sixes

Description: How many fours/sixes will the batting team hit in their current innings?

Rules: Same as Most Fours/Sixes.

Innings Extras

Description: How many extras will be added to the named team's batting innings?

Rules: Same as Most Extras.

Innings Run Outs

Description: How many run outs will be conceded in the innings?

Rules: Same as Most Extras.

Maximum Over in Innings

Description: How many runs will be scored off the highest scoring over of the current innings?

Rules: Same as Maximum Over in Match Innings

Runs, Odd or Even?

Description: Will the total innings runs be odd or even?

Rules: If the innings is abandoned, forfeited or there is no official result, all bets will be void.

Innings to finish with a Boundary

Description: Will the last ball of the innings be a boundary?

Rules: Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.

In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather. If the match is abandoned or there is no official result, all bets will be void.

Exact Runs in Innings

Description: How many runs exactly will the team batting in the final innings score?

Rules: Bets will be settled according to the official result. In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather. If the match is abandoned or there is no official result, all bets will be void.

Top Batsman in Innings

Description: Which batsman will score the most runs for the named team?

Rules: The result of this market is determined on the batsman with the highest individual score in a team's innings. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. When two or more players score the same number of runs, in the innings dead-heat rules will apply. Runs scored in a super over do not count.

Top Bowler in Innings

Description: Which bowler will take the most wickets for the named team?

Rules: The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count. If no bowlers take a wicket in an innings then all bets will be void.

Last Man Standing

Description: Which batsman will be not out upon completion of the innings?

Rules: If there are two or more batsmen who are not out upon completion of the innings, the winner for the purpose of settlement will be the last batsman to face a delivery (legal or not). Players will not be deemed to have been not out if they were no longer at the crease having retired hurt or did not bat. In limited overs matches, bets will be void if, subsequent to placing the bet, the innings has been reduced in any way due to external factors, including bad weather.

Batsmen Market

Batsman Runs

Description: How many runs will the named batsman score?

Rules: If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void. If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. , or goes on to be determined.

Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.

In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. Runs scored in a super over do not count.

Batsman Fours /Sixes

Description: How many fours will the named batsman hit?

Rules: If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of fours will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void. If a batsman retires hurt, but returns later, the total fours/sixes hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined, or goes on to be determined.

Only fours/sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours/sixes and extras do not count. Fours/sixes scored in a super over do not count.

Batsman Milestones

Description: Will the named batsman reach the specified milestone?

Rules: As “Batsman Runs”.

Method of Dismissal

Description: How will the named batsman be out?

Rules: If the specified batsman is not out, all bets will be void. If the specified batsman retires hurt, and does not return to bat later, all bets will be void. If that batsman does return to bat later and is out, bets will stand. For settlement purposes the bowler counts as a fielder unless otherwise stated.

Fall of Next Wicket

Description: How many runs will the batting team have scored when the next wicket falls?

Rules: If the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket. In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the wicket in question falls. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Next Man Out

Description: Which batsman will be the next to be dismissed?

Rules: If either batsman retires hurt or the batsmen at the crease are different from those quoted, the bets placed on both batsmen will be declared void.

If no more wickets fall, all bets will be void.

Batsman Match Bet

Description: Which batsman in the current partnership will score the most runs in this innings?

Rules: Bets will settle based on the official scores for the specified batsmen in the innings, as detailed in the “Batsman Runs” section above. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled

overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Method of Next Wicket Dismissal

Description: How will the next batsman be out?

Rules: The result will be determined by the dismissal method of the next wicket that falls. For settlement purposes, a batsman retiring hurt does not count as a wicket. If the specified wicket does not fall, all bets will be void. For settlement purposes the bowler counts as a fielder unless otherwise stated.

Batsman Matchbet

Description: Which of the named players will score the most runs?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting eleven. If either does not then subsequently bat all bets are still settled. Runs scored in a super over do not count.

Bowler Matchbet

Description: Which of the named players will take the most wickets?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Both players must be named in the starting eleven. If either does not then subsequently bowl all bets are still settled. Wickets taken in a super over do not count.

Player Performance Markets / All-Rounder Matchbet

Description: Which of the named players will score the most points in the player performance scoring system?

Rules: Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting eleven. If either player does not then

subsequently bat or bowl then all bets are still settled. Points scored in a super over do not count.

Keeper Matchbet

Description: Which of the named wicket keepers score more points in the player performance scoring system?

Rules: Points are scored as above. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both named players must start the match as a wicket keeper but if their playing role changes for any reason all bets will still be settled in accordance with scoring system above. Points scored in a super over do not count.

Free Hit

Description: How many team runs will be scored off the free hit delivery?

Rules: The result will be determined by the number of runs added to the team total, off the specified delivery. If the free hit is re-bowled because of an illegal delivery, the runs scored off the second free hit do not count. Extras and penalty runs will count towards settlement. For example, if a wide is bowled on the free hit delivery specified, the result will be 1. Then another free hit market may be offered.

Race to 'X' Runs

Description: Which batsman will reach the specified number of runs first?

Rules: All bets stand, regardless of any curtailment. If neither batsman reaches the specified number of runs the markets will be settled as 'Neither'.

Next to Hit Six

Description: Which batsman will hit the next six?

Rules: All bets stand, regardless of any curtailment. If neither batsman scores a six after the bet is offered then the market will be settled as 'Neither'. Overthrows and extras do not count.

Next to Take a Wicket

Description: Which bowler will take the next wicket in this innings?

Rules: All bets stand, regardless of any curtailment. If none of the named bowlers take a wicket the market will be settled as 'None of the above'. For settlement purposes, a batsman retiring hurt does not count as a wicket. Run outs, timed out, retired out and any other method of dismissal not awarded to a particular bowler will be settled as 'None of the above'.

Winning Over

Description: In which over of the named team's innings will the match be completed?

Rules: All bets will be void if there is no official result. In limited overs matches, all bets will be void if, subsequent to placing the bet, the maximum overs possible are reduced in any way.

Any bet where settlement has been determined will stand.

Series Betting

Description: Who will win the Series?

If a series is postponed for any reason before the scheduled number of games have taken place, for settlement purposes, the team that is ahead at the time will be deemed the winner. This rule also applies for the settlement of top series/tournament runscore/batsman and top series/tournament wicket taker/bowler bets.

If a series ends in a tie/draw and no price for the tie/draw is quoted dead heat rules will apply.

Series Correct score

Description: What will the series correct score be?

Bets on the series correct score will be settled as void if the final series score was not originally quoted, for example, if a match is tied or incomplete due to weather.

Series Performance Markets

Description: Which player will score the most series runs/take the most series wickets?

Series/Tournament top runscore/batsman or top wicket taker/bowler markets (Plus top wicketkeeper/six hitter/fielder/all-rounder/player markets) are settled on an 'all in play or not' basis. If you bet on a player and he is named in the squad but doesn't play, your bet will still stand. Dead Heat Rules Apply

Series Bowler/Wicket-Taker Matches

Description: Which of the named players will take the most series wickets?

In Test Series, wickets taken in both innings will count. In the event of both bowlers taking an equal number of wickets then bets void.

Series Batsman/Runscorer Matches

Description: Which of the named players will score the most series runs?

In Test Series, runs scored in both innings will count. In the event of two or more players ending on an equal number of runs then bets void.

Series Most Sixes

Description: Which of the named players will hit the most series sixes?

In the event of two or more players ending on an equal number of sixes then bets void.

Series Handicap

Description: Which team win the series handicap?

Bets void if the scheduled number of matches changes after the market has formed.

Player of the Series

Description: Which player will be "Player of the Series"?

If you bet on a player and he is named in the squad but doesn't play, your bet will still stand. Dead-heat rules apply.

#betyourway

Description: A bet containing customer requested outcomes.

Any #betyourway involving players who are not named in the starting XI will be void.

#betyourway markets are settled in accordance with the cricket rules described above, any single element of the bet which is void for any reason results in that particular #betyourway being voided.

Last updated: 05/03/2019 at 10:10 GMT

Curling

All matches will be settled on the final score, regardless of how many ends have been played. This also includes extra ends. This applies to match betting, handicap betting and totals.

Last updated: 30/05/2014 at 15:00 GMT.

Cycling

All bets will be settled on the result of the podium presentation. If there is no podium presentation, bets will be settled on the result immediately declared by the official governing body, irrespective of any subsequent enquiry.

Race & Stage Winner

1. All outright winner or stage winner bets on individual riders will be void if a rider fails to start the competition or stage. However bets will stand if the rider withdraws once the competition or stage has started. We reserve the right to implement a Rule 4 deduction in the case of a non-runner(s).
2. King of the Mountains, Green Jersey, Young Rider & other categories - Bets on these competitions will be settled as per the official final result on the last day of the specific tour. Any subsequent disqualifications will be ignored for settlement purposes.
3. Bets will be settled on the rider achieving the best finishing position. For riders who share the same time in the official standings, the higher classified riders will be deemed the winner. Dead heats will only be settled as such if both riders are classified with the same finishing position.

Match/Group betting - Stage and General Classification

1. At least one of the riders or teams must complete the stage or race for match bets to stand.
2. Furthermore, all of the riders or teams must start the stage or race for bets to stand.
3. If both/all quoted riders fail to finish the race or stage, then bets are void.
4. Bets will be settled on the rider achieving the best finishing position. For riders who share the same time in the official standings, the higher classified riders will be deemed the winner. Dead-heats will only be settled as such if both riders are classified with the same finishing position.
5. Where betting is offered on one rider against the field for a given stage or outright market, the stated rider must start for bets to stand. Should the named rider not start, all bets will be made void.

Event Specials

All-in compete or not. The specified event must be completed in full (statutory number of stages), otherwise bets will be void unless the result is already determined. For 'number of rider' specials, the statutory number of teams must start the specified event for bets to stand.

Last updated: 25/04/2016 at 08:00 GMT.

Darts

Outright betting:

Any bets placed on any participants who do not end up competing for some reason will be losing bets.

Set/Leg/Handicap/Special Betting:

The full amount of sets/legs required to win the match must be achieved. If the situation, for whatever reason exists that the match is awarded to a competitor before this is achieved, the set/leg/handicap/special bets on the match will be void, unless further play could not influence the result.

Match Betting:

As long as at least one leg has been concluded all match bets will stand on the certified result.

Last updated: 30/05/2014 at 15:00 GMT.

eSports

1. All bets will be settled on the official result supplied by the tournament officials.
2. Should the team line-up change once the markets have closed, all bets will stand. This applies to team/personnel changing after the event has begun. If a team starts with its line-up, and then a participant experiences connection errors, if another person stands in for them, all bets placed on that event will stand.
3. Should performance be hindered in any way, we reserve the right to void all bets on that game. For example, if a server change leads to a team's performance being hindered in such a way that they are not able to play at a competitive level.
4. Un-played or postponed matches not played within 3 hours from the original start time, will be voided. Does not apply for LAN events (see LAN events).
5. If a tournament is not completed, all outright bets will be void.
6. Totals: If the map is not completed, all bets are voided.
7. Correct Score: If the match is not completed, all bets are void.
8. To win a map: If the match is not completed, all bets will be void.

9. Match Betting: Match Betting: If a match is started, but not completed, then all bets will be void, unless the team/player is disqualified, in which case the team/player progressing to the next round will be deemed the winner.
10. Outright Betting: Non-Starter – No Bet. Rule 4 may apply. If a team/player plays at least one map, they will be considered an entrant. If that team later does not complete the tournament, they will be settled as a loser. Each way bets – dead heat rules may apply.
11. A team 'tapping out' will be settled as a loss. For example, if a team calls GG before the final objective is achieved.

LAN

1. In the case of LAN events, un-played or postponed matches, not played within 48 hours from the original start time, will be voided.
2. Any change in venue, all bets stand.

Dota 2

1. Map Betting: in the event of a draw, win/win market will be voided.
2. All time based bets are settled on the in-game clock, and does not include the period before creeps spawn.
3. First blood markets are not time sensitive, and will be settled on the first kill of the game.
4. For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a creep.
5. For bets involving barracks, all destroyed barracks count as having been destroyed by the opposing team even if the last hit was from a creep. The ranged and melee barracks in each pair count as separate barracks, so that each team has a total of six barracks.
6. For bets involving kills (other than "First Blood"), the official broadcast or game API if available is definitive in determining whether the death of a Hero counts as a kill. For example, where a Hero is killed by tower or creep damage without the involvement of an enemy Hero this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.
7. For bets on First Blood, the broadcast or official API score must register the kill as First Blood. Where, for example, a kill is denied by a team-mate, it may not be counted as First Blood (regardless of whether it is registered as a kill on the broadcast kill counter), in which case it will not count as First Blood for bet

settlement purposes. For the avoidance of doubt, all kill markets other than “First Blood” are settled based on the kill counter, but a kill that is registered on the kill counter will count as First Blood only if is announced as such.

8. For bets on Roshans, the team that scores the last hit on Roshan as determined by the broadcast or game API if available is deemed to have slain Roshan, regardless of the player who picks up the aegis of the immortal.
9. For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a “neither” or “draw” option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.
10. Where one team surrenders, bets stand and in respect of bets involving Roshans, barracks and kills are settled based on the situation at the time the surrender takes place.

Counter-Strike/CSGO

1. All bets, unless otherwise specified, are settled based on regulation time (Plus Overtime).
2. For bets involving knife kill, Molotov kill and He Grenade kill, only kills made by opposite team count.
3. Bets involving knife kill, Molotov kill and He Grenade kill, are counted only during the round. All bets for knife, Molotov or He Grande kills after the round is finished are not counted.
4. Bets involving bomb plant, are only counted when the bomb is planted during the round; any plants after the round is finished are not counted.
5. For bets involving specific player number of kills, all kills count only during the round; any kills made after the round is finished are not counted.

League of Legends

1. Map Betting: in the event of a draw, win/win market will be voided.
2. All time based bets are settled on the in-game clock, and does not include the period before minions/creeps spawn.
3. First blood markets are not time sensitive, and will be settled on the first kill of the game.
4. For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

5. For bets involving inhibitors, all destroyed inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion. For bets involving the number of inhibitors destroyed, each of the six inhibitors counts only once, even if it is destroyed, respawns and is destroyed again. For bets involving the next inhibitor destroyed, each destruction of an inhibitor counts separately, even where it has respawned and is being destroyed for a second or subsequent time.
6. For bets involving kills (including “First Blood”, which in League of Legends is synonymous with the first kill on the map), the official broadcast or game API if available is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.
7. For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a “neither” or “draw” option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.
8. Where one team surrenders, bets stand. Bets involving dragons, barons and kills are settled based on the situation at the time the surrender takes place.

Starcraft 2

No draw market will be available in the win/draw/win; as such, bets placed on the win/win market, will be voided in the eventuality of a draw.

Last updated: 24/05/2017 at 07:00 GMT.

Field Hockey

1. If an event is suspended or postponed, bets remain valid provided that the event is completed at the same venue within 36 hours. If the event takes place at a different venue, bets will be made void and stakes returned.
2. All match odds are based on the result at the end of a scheduled 70 minutes play, unless otherwise stated. Bets are settled on the score standing at the end of the

scheduled 70 minutes including any added injury or stoppage time. This scheduled period does not include extra time or time allocated for a penalty stroke shootout.

3. Any hockey match abandoned before the completion of 70 minutes play will be void (unless the match is rearranged and played the following day in which case bets will stand), except for those bets the outcome of which has already been determined at the time of abandonment.
4. Where the venue of any arranged match is changed the selection will be void.

Last updated: 30/05/2014 at 15:00 GMT.

Floorball

All games must start on the scheduled date for bets to have action. If a game has been postponed or cancelled before its due start time; or is not completed in full, according to regulation time, all bets are deemed no action.

Unless otherwise stated by Betway, all matches will be settled on the result at the end of the regular time.

Last updated: 30/05/2014 at 15:00 GMT.

Formula 1

General Rules

All bets will be settled by the certified classification at the time of the podium presentation. Subsequent disqualifications and amended results do not count for betting purposes.

Only drivers who are lined up on the grid or who start from the pit lane when the lights go out to signal the start of the race will be deemed as starters.

Drivers that do not start the warm-up lap or fail to complete the warm up lap, will not be deemed as starters, bets on them will be voided across all markets.

Fastest Qualifier

The driver who sets the fastest official qualifying time in the final qualifying session, will be deemed the winner. Any subsequent grid penalties or disqualifications shall be ignored for betting purposes.

Official qualifying times as recorded by the FIA will be used for settlement. Official FIA places apply if times are recorded as identical.

Should any part of qualifying fail to take place, the times set in the final timed session, dictating the grid order, will be used for settlement.

Fastest In Practice 1/2/3

The driver who sets the fastest timed lap during the practice session, will be deemed the winner.

Drivers must record a lap time in the specified session of practice for bets to stand.

Official FIA places apply if times are recorded as identical.

In the unlikely event that fewer than 13 drivers complete a full timed lap during the session, bets on all drivers shall be made void.

Qualifying Winning Team

The team of the driver who sets the fastest official qualifying time in the final qualifying session, will be deemed the winner. Any subsequent grid penalties or disqualifications shall be ignored for betting purposes.

Official qualifying times as recorded by the FIA will be used for settlement Official

FIA places apply if times are recorded as identical.

Should any part of qualifying fail to take place, the times set in the final timed session, dictating the grid order, will count for settlement.

Qualifying Winning Margin

Bets will be settled on the winning margin of the times in the final qualifying session.

Fastest Lap

The official result at the time of the podium presentation will be used

Winning Margin

Bets will be settled on the official timings published at the time of the podium presentation

Dual Forecast

The drivers must finish in the first two positions in the classified race results – no other positions will count.

If either or both drivers fail to start the warm-up lap, Dual Forecast bets will be made void involving that driver.

Subsequent amendments after the podium presentation will not count for betting purposes.

Hat Trick

This market concerns whether a driver can complete a race Hat-Trick by setting the fastest qualifying time, setting the fastest lap of the race and winning the race.

1st Driver Retirement

Bets will be settled on the first driver to retire from the race.

FIA classifications will be used for the settlement of this market.

Cars that do not start the warm-up lap, or fail to complete the warm up lap, will not be deemed as starters and bets will be voided.

1st Team Retirement

Bets will be settled on the first team to retire from the race.

FIA classifications will be used for the settlement of this market.

Cars that do not start the warm-up lap, or fail to complete the warm up lap, will not be deemed as starters and bets will be voided.

Safety Car

Virtual safety car periods do not count

Should the race start under the Safety Car, then all bets concerning the Safety Car market will be settled as Yes.

Number of Classified Drivers

Bets will be settled on the total number of classified finishers according to the FIA official results.

Under FIA Rules, drivers who fail to complete 90% of the race distance are classified as non-finishers.

To Be Classified/Not to Be Classified

FIA classifications will be used for the settlement of this market.

Cars having covered less than 90% of the number of laps covered by the winner (rounded down to the nearest whole number of laps), will not be classified.

Qualifying H2H

The driver who sets the fastest official qualifying time in the final qualifying session between the two drivers quoted, will be deemed the winner. Any subsequent grid penalties or disqualifications shall be ignored for betting purposes.

If either driver fails to begin a qualifying lap, then all bets on that match will be void.

Race H2H

Bets will be settled on the official podium result immediately following the race. Any subsequent grid penalties or disqualifications, shall be ignored for betting purposes.

If either driver does not start the warm-up lap, or fail to complete the warm up lap, bets will be made void on both drivers.

Last updated: 24/11/2017 at 08:00 GMT.

Football (Soccer)

1. Unless otherwise stated, all markets on football matches will be for 90 Minutes scheduled play, including any added injury or stoppage time. For matches listed specifically as Youth, "Youth" is a generic term for Soccer matches played between teams where the players are aged below 23 years old. Some of these underage games (both women's and men's) will be 80 minutes play. It is the responsibility of the customer to be aware of this before they place their bet.
2. In the occurrence of a match being abandoned prior to the final whistle, only bets that can be settled at the time of abandonment will stand. All other bets will be cancelled unless remaining minutes of the match are completed within 24 hours for league matches and 72 hours for cup matches.
3. If any regular league season fixture is not played or postponed on its scheduled date for any reason, all bets will stand for the following 24 hours. If after that time the fixture is not played then all bets will be made void. For non-regular season matches – i.e. Cup Matches, Play-Off Matches, Tournament Matches, all bets will stand for 72 hours. If the fixture is not played after 72 hours, then the fixture will be made void.
4. All bets are settled on the final score displayed at the end of the match. If a result is changed or declared void for any reason by a sports' governing body at any time following the end of the match, such change will not alter the result for betting customers and the original result will dictate any bets and/or winnings already paid.
5. Long term markets within the game will still stand. For example, to qualify from the tie.
6. To *Qualify* bets will be settled upon the official result of the event on the day and not a subsequent decision made by the governing body.

Top Goalscorer:

1. League top goalscorer markets will include divisional play-off matches. Dead Heat rules apply.
2. Singles and upwards are accepted on all matches.
3. Where Outright or To Qualify prices are offered for a match, it will indicate the price for a team to progress to the next round of the competition or to lift the cup and will comprise of any extra time and penalty shoot outs. Where both match prices and outright prices are offered on a match, it will be understood that bets will be for match prices, unless to win outright or a qualifying price are expressly asked for.
4. Bets will be accepted up to actual kick off time, if a bet is unintentionally accepted which includes a match after its kick off time, the match will be treated as a nonrunner.

Goal Scorer Markets:

Goalscorer Disputes: In the event of a dispute over who scored a goal, settlement will be based on the outcome given by the official governing body, eg. UEFA for the Champions League, FIFA for World Cup Qualifiers, etc.

First/Last/Next Goalscorer:

A price will be offered for "No Goalscorer" in the match. Own goals do not count and in the event of the first/next goal being an own goal, the next goalscorer will be deemed the first goalscorer. Players taking no part in the match will be void. For first/next goalscorer, players taking no part in the match before the first goal is scored will be void. Every effort is made to quote all players for a team, however, if the first/last/next goal is scored by a player not quoted in the original list, that player will still count as the winner. For last goalscorer bets, any player taking part in the match will be deemed a runner whether on the pitch at the time of the last goal or not.

Anytime Goalscorer:

This bet involves predicting whether a particular player or specific team will score a goal at any time during a match. Bets will stand until the final whistle and not include any Extra Time played. Own goals do not count. Multiple bets involving anytime scorers in the same match are accepted. For any time scorer bets, any player taking part in the match will be deemed a runner.

First Goalscorer Insurance

Where First Goalscorer Insurance is offered, winning bets will be paid at the price taken for the selected player should he score the 1st goal during 90 minutes play. Any subsequent goals scored by the selected player during 90 minutes play, excluding own goals, will result in the bet being settled as a loss but with the stake refunded, subject to any maximum refunds imposed at the time.

Goalscorer Head to Head (H2H):

Both players need to start the match for bets to stand.

Scorecast:

This bet involves predicting who will score the first goal and what the score will be in a double. Given that the two parts of this double are related, the scorecast is offered at specific, discounted odds. In the event of the nominated scorer not having entered the field of play prior to the first goal being scored, the bet is settled as a single on the correct score. Own goals do not count and in the event of the first goal being an own goal then the scorecast will be settled on the correct score coupled with the next goalscorer. If there are only own goals in the match, or the match finishes 0-0, then bets on all players who entered the field of play at any time will be settled as losers.

Wincast (First Goalscorer and Match Result):

If a player enters the field after the first goal has been scored, or takes no part in the game, or if the only goal(s) is/are own goal(s) - then bets will be settled as a single on the full time result market at the relevant odds quoted at match kick-off time.

Anytime Wincast (Anytime Goalscorer and Match Result)

If a player takes no part in the game, or if the only goal(s) is/are own goal(s) - then bets will be settled as a single on the full time result market at the relevant odds quoted at match kick-off time.

Shirt Numbers:

1. This bet involves choosing whether the total shirt numbers of goalscorers in the match are under, between or over a specific middle band. Own goals count. In the event of an unclear goalscorer, settlement will be based upon the confirmed result of the official governing body directly following the end of the match. This market counts for 90 mins (plus injury time) only.

2. Where no teams is defined as a home team, i.e. a game played at a neutral venue, then the left hand team will be deemed to be for the home team for sub market bets, and the right hand score for the away team.

Correct Score:

We will list as many correct score possibilities as we deem necessary. If the final correct score was not quoted in the original list, then the correct score will still count as the winner.

Total Goal Minutes – Aggregate goals Minutes.

Any goal scored in injury time in the first half will be counted as 45 minutes and any goal scored in injury time in the second half will be counted as 90. Example: The market adds the time of each goal scored in a game. For example, Liverpool (2) – Arsenal (1) assuming goals were scored in the 21', 65' and 83' the make-up of the

total goal minutes will total 169 minutes this is then compared to the quoted spread of total goal minutes.

Anytime Score:

Winning bets must predict the score at any time during the match.

Time Band Markets:

1. For the purposes of settlement the following table will be used to determine the time band during which a goal will be considered to have been scored.

Time Band	Time Elapsed on Match Clock (mm:ss)
1 – 15 Mins	00:01 – 15:00
16 – 30 Mins	15:01 – 30:00
31 – 45 Mins	30:01 – 45:00 Goals scored in first half injury time are included in this time band only
46 – 60 Mins	45:01 – 60:00
61 – 75 Mins	60:01 – 75:00
76 – 90 Mins	75:01 – 90:00 Goals scored in second half injury time are included in this time band only

2. Settlement will be based on recorded goal times from the official websites of the competitions in question or, in the case of this data not being publicly available, from data provided by our data providers.

3. Own goals are considered to count only towards the side credited with the goal (e.g. if the away team scores an own goal when the match clock is at 25:15, then that goal will be considered only as a home goal scored at 25:15).

Time of First Goal / Home Team Time of First Goal / Away Team Time of First Goal / Time of Last Goal / Home Team Time of Last Goal / Away Team Time of Last Goal:

Winning bets must predict the time band during which the first goal / first home goal / first away goal / last goal / last home goal / last away goal is scored.

Win/Draw/Win Between Minutes:

Winning bets must predict the result (1/X/2) based on the number of goals scored by either team during the specified time band (e.g. If the score at the end of the first half is 2 - 1 in favour of the home team, and no goal is scored in the second half during the 46 – 60 Mins time band, the result of 'Win/Draw/Win Between 46 – 60 Mins' is 'X').

Goal Scored Before Minute (included):

1. Winning bets must predict whether or not a goal will be scored before the indicated minute in the market title expires (e.g. A bet on the 'Yes' selection on 'Goal Scored Before 30th Minute (included)' will be settled as a winner if either team scores a goal before 30:00 has elapsed on the match clock).

2. Settlement will be based on recorded goal times from the official websites of the competitions in question or, in the case of this data not being publicly available, from data provided by our data providers.

Corners:

A corners bet involves choosing whether the match will generate under, exactly or over the specific number of corners. Only corners taken will count, corners that have been awarded but not taken (eg. Are awarded but the half time whistle goes before the corner is taken) will not count.

First Corner:

A first corner bet involves choosing which team will take the 1st Corner of the match. If no corners are taken in the match, all bets will be cancelled.

Most Corners:

Predict which team will have finish the match with the greater number of corners based on the handicap (if applicable). Handicap is applied to final corner count for each team to determine handicap winner.

Bookings/Betting on the Number of Cards:

Yellow card counts as 1 and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 3 cards. Players not taking part in the game who receive any cards and any cards issued to managing staff do not count for the purpose of this bet. Any sending offs after the final whistle do not count for betting purposes.

Match Handicap:

A specific number of goals are given as a handicap to one of the teams. This number is added to the number of goals that the team has scored at the conclusion of the match. This bet involves choosing which team will win the match after the handicap has been added to the final outcome.

Total Goals:

This bet involves choosing whether a specific group of matches produces under, between or over a specific middle band of goals. If any match is deferred or abandoned, then 2.5 goals are awarded for that match. If more than one third of the matches in the group are deferred or abandoned then all bets will be cancelled.

Time Of First Goal/Booking:

As decided by the official governing body – all goal/bookings times will be rounded to the following minute.

Injury Time Minutes:

As per the Fourth Officials Board *Team*

to Win Both Halves:

To win this bet the designated team must score more goals than the rival team in both halves of the match.

Team to score next Goal:

Own goals count and the winner will be the team credited with the goal.

Method of Next Goal:

1. Direct Free Kick – Goal must be score direct from the free kick.
2. Direct Free Kick/Penalty and Own Goal does not count as “shot” for this market. In the event of a dispute over how a goal was scored, company decision is final.

Odd/Even:

For the purposes of the odd/even market, zero goals counts as even.

Both Team To Score:

The Yes selection, both teams must score in the match. The No selection is for either or both teams not to score.

Ante Post Betting.

The finishing league positions will decide the winners of all season match bets. If a team does not complete all its listed fixtures throughout the season, all match bets and team total points bets will be cancelled. Outright would be deemed a loser.

Ante Post Relegation Betting.

Bets will be settled based on the end of the season league table. Teams that are deducted points post season and then are subsequently relegated or teams that are

removed from the league due to financial irregularities, do not count for betting purposes.

If a team is removed from the league before the season has started, then all bets on that market will be made void, and a new relegation book will be opened.

Country/Team to proceed furthest:

If equal round of elimination, dead heat rules apply *Who*

Wins The Rest Of The Match:

This market treats the match as if it was 0-0 from this point. EG if the current score is 2-1 and the match finishes 2-2 then the correct settlement of this market will be the away team winning 0-1.

Player Transfers:

Whichever Club the player represents first after the stated transfer deadline day will be deemed the winner. Loan deals count for the purpose of this bet.

Next Manager to Leave His Post:

This market is based on the current season, with the season cut-off date being when the final round of match fixtures are considered complete. If no manager has left his position at the cut-off date, then the "No Manager to Leave" option will be deemed the market winner.

- A manager WILL be deemed to have lost his position if, before the end of the season: a) placed on Gardening Leave; or b) is given another position at the club, other than Permanent Manager.
- A manager WILL NOT be deemed to have lost his position if, before the end of the season: a) an announcement is made by the club that the manager will leave his post after the end of the season, but remains in charge until the end of the last match of the season.

Next Permanent Manager:

In the event of a Caretaker/Interim manager completing 10 or more competitive games in charge of the first-team, they will be deemed to be the next permanent manager. A "Director of Football" does not count for the purposes of this market – if such a hierarchy is established then the First Team Coach will be considered as the Next Permanent Manager. Every effort will be made to add all potential new managers to our betting list. Any others will be available on request. Should the newly appointed manager not be quoted, all bets will stand.

What Will Happen Next?

Occasionally we will offer a market called “What Will Happen Next This Weekend” or “What Will Happen Next Today”. This is settled on what happens first in real time – not minute of games.

Asian Handicaps:

1. An Asian handicap is a market where a handicap is applied to the match in order to make the odds more equal. The handicap price varies from Scratch, (0, also called Level Ball) up to any number of goals in order to balance the odds and give each of the two team’s comparatively comparable price. The handicap line increases from Scratch in ‘Quarter Goals’ or ‘Quarter Balls’, expressed as + or – 1/4, 1/2, 3/4, 1, 1 1/4, 1 1/2 etc. to reflect the expected dominance of one team over the other.
2. The favourite in a match will have a minus handicap represented with a (-) symbol and will have to win by more goals than the handicap in order to be a winner. The underdog in the match will have a positive handicap represented with a (+) symbol which will be added to the final score.
3. Whole ball and half ball handicaps: The handicap is applied to the final outcome of the match and the team with the most goals after the handicap has been applied will be the winner. If the number of goals for each team are level after the handicap has been applied, it will result in a push with the stake being returned.
4. Split Ball Handicaps - A split ball handicap is where the level of favouritism is between a half ball and a whole ball. The handicap is presented as 0 : 1/4. In this instance, your stake is being split equally between the whole ball and half ball handicaps.

Mythical Matches:

The win/draw/win market in mythical matches are set up on imaginary matches pairing two teams in a round of fixtures, for betting purposes only. The team which scores the most goals in their actual match is deemed the winner. Bets will be settled as a draw if both teams score the same number of goals. Both actual (real) matches need to be completed for bets to stand. Soccer rules apply.

Betyourway:

1. The odds associated with betyourway are unique and refer to 90 minutes play unless stipulated otherwise.
2. Betyourway is a bespoke price for a series of outcomes to occur within the event, If a player does not participate in the event then the bet will be settled as a void and all stakes returned to the customer.

Last updated: 08/02/2019 at 10:30 GMT

Futsal

1. All matches are settled on the full time result. Extra time does not count.
2. Abandoned or postponed matches will be void.

Last updated: 30/05/2014 at 15:00 GMT.

Gaelic Sports

1. If advertised venue changes, bets will stand as long as it takes place within the original county. If match switched to opponent's ground, match will be declared void.
2. Matches will be settled on the day's match result, regardless of any post match decisions.
3. All bets on postponed matches will stand provided the match is rearranged and played within 48 hours of the original scheduled start time.
4. Where a match is postponed and not played within 48 hours of the original scheduled start time, all bets will be void.
5. Should a match be abandoned prior to completion, all markets on that match will be void, unless a definitive result for that market has already been determined prior to abandonment.

Match Betting

All bets will be settled on 60/70 minutes play respectively at the prices advertised. The term 60/70 minutes play refers to the period of play which included time added by the match officials for stoppages, but not scheduled extra time.

Goalscorer Markets

1. In the event of a dispute over the award of a goal, settlement will be in accordance with the result given by GAA after the match is finished. Any subsequent changes to the result will be ignored for settlement purposes.
2. Own goals do not count for settlement of First/Last Goalscorer bets.
3. Bets taken on First Goalscorer will be void if that player does not take part in the game or if he comes on after the first goal is scored.
4. Bets on Anytime Goalscorer will be void if the player does not take part in the game. Bets will stand if the player takes part in the game.

Total Match Points

All bets are settled on the final result at the end of normal time (including any injury time). Extra time does not count.

Player Points

1. Bets will be settled on selected player's total score including goals. Extra time does not count. Bets will be voided if the player does not start the game.
2. Footballer and Hurler of the Year markets will be settled on the official GAA/GPA award's winners.

Last Updated: 25/04/2016 at 08.00 GMT

Golf

Outright Betting

1. Non-Starter – No bet. Rule 4 may apply. If a player tees off, then that player will count as an entrant. If that player later retires he will be settled as a loser. Play offs will decide win bets. Each Way bets – dead heat rules may apply.
2. Should an event be affected by unfavourable weather conditions or shortened for any reason the certified end result will statute payment irrespective of the number of rounds concluded.
3. If a bet is struck and there is no additional play, or additional play does not count for the official result, those bets will be cancelled.

Tournament Match Bets:

1. A price will be offered for the tie and in the event of a tie, bets on either competitor to win will be lost. Play Offs will count for settlement purposes, should one competitor win the event. If one competitor misses the cut, the other is deemed the winner. If both competitors miss the cut, then the one with the lowest score will be deemed the winner. If a competitor is disqualified, either prior to the conclusion of two rounds or after both competitors have made the cut, the other competitor is deemed the winner. If a competitor is disqualified after making the cut, when his opponent has already missed the cut, the disqualified competitor is deemed the winner.
2. In the event of bad weather reducing the total number of holes, if 36 (or more) holes have been completed all bets will stand.

Top Nationality:

Non-Player – No Bet. Rule 4 deduction may apply. Play Offs will decide win bets, dead heat rules will apply for win and place bets.

Tournament Group Bets:

1. Non Player- no bet. Rule 4 may apply. Play offs do apply. Dead heat rules will apply. Bets are settled on the competitor who achieves the highest placing at the end of the tournament.

2. In the event of the actual 2 ball, 3 ball, or group being different from those advertised by us, bets will stand on the concluding positions of our original pairings.

18 hole 3 ball betting:

If a competitor does not start the round, then the 3 ball will be void. Dead-heat rules will apply. Once all competitors have started the round they are classed as runners.

18 hole 2 ball betting:

1. A price will be offered for the tie. Once both competitors have started the round they are classed as runners. If a competitor retires during the round his/her opponent will be classed as the winner as long as they complete the round in full.

2. In a two runner event, if the price for the tie exists and the result is a tie, bets on both competitors are losers. Where no price is offered for the tie and a tie is the result, all bets will be cancelled.

3. If in a team competition e.g. Ryder Cup, if a match is not finished and the competitors agree to end playing. Bets will be settled on the certified outcome declared by the competitions governing body.

Finishing Position:

Where the official finishing position is tied, for example 3 players sharing 7th place, the finishing position for settlement purposes will be 7th place.

Last updated: 30/05/2014 at 15:00 GMT.

Greyhound Rules

General Greyhound Rules

1. All conditions stated in this section refer only to Greyhounds and have priority over any other rule or condition.

2. All bets struck on Greyhounds are on a specific dog and not the trap number.

Straight Forecasts

1. Subject to the following rules, we accept Forecast singles, doubles and trebles as part of our normal business. Any Forecast accumulators accepted in error, which do not comply to the format and conditions above, will be settled as Forecast trebles, with the stake involved being equally split over the number of trebles available.
2. Forecast bets are settled from the returns declared by the CSF or BAGS/BEGS F/C. Any bonus for Forecast doubles or trebles is added to the calculated total return, i.e. excluding any leg by leg bonus.
3. Forecast bets are void when less than three runners take part in the event or you select an unnamed favourite.
4. If for any reason, no CSF or BAGS/BEGS Forecast is returned, bets will be settled by reference to the NSL Straight Forecast Chart.
5. In the instance of Non-runners the bet will be settled as per the following:
6. Non-Runner in a 2 selection Forecast bet, the bet becomes a Win single at SP on the one remaining selection.
7. Non-Runner in a 3 selection Forecast bet, the bet becomes a Reverse Forecast bet on the two remaining selections. Two Non-runners and the bet becomes a Win single at SP on the one remaining selection.
8. In races where a greyhound finishes alone and no Forecast dividend is returned then all Forecast bets nominating that greyhound to finish first will be settled as a Win single at SP on the Winning greyhound. All other Forecast bets in the race are lost.
9. In the event of two or more greyhounds dead-heating for first or second place then separate dividends will be declared and paid to each qualifying Forecast.

Tricasts

1. Tricast bets, in which selections must finish first, second and third in the correct order in specified races are accepted in single bets only. Stakes for any Tricast double, treble, etc accepted in error will be divided equally to cover each Tricast race in Tricast singles only.
2. Horse and greyhound (BAGS/BEGS) Tricasts are only accepted on races for which a computer Tricast dividend is declared. Any Tricasts accepted for races which no Tricast dividend is declared will be settled as computerised straight Forecasts on the selections nominated to finish first and second, with the selection for third place discounted.
3. Any Tricast which contains an unnamed favourite, that selection will be settled as a non-runner.
4. Tricasts will be settled in accordance with the official computerised return.

5. In the instance of Non-runners the bet will be settled as per the following:
6. If one selection is a non-runner then the bet will be settled as a straight Forecast at the computer Forecast dividend.
7. If there are two non-runners then the bet will be settled as an SP single on the remaining selection.
8. In the event of two or more greyhounds dead-heating for first, second or third place then separate dividends will be declared and paid to each qualifying Tricast.

Withdrawals / Reserves

1. All Greyhound bets are on the named Dog (not Trap number).
2. If a Greyhound is a Non Runner to leave a vacant trap, a Rule 4 may be applied.
3. If a Greyhound is withdrawn from a race and replaced by a Reserve, then all bets on that Race are void and the new market will be made available, where time permits.
4. The time of any withdrawal will be when Betway removes a runner from a market; this time may be different to the official withdrawal time.

Re-Scheduled Greyhound Races

1. Bets placed on a void race, which is re-scheduled to be run later on the same day, will stand and be settled at Starting Price.
2. In the event that the race is not re-scheduled to be run on the same day, all selections in that race will be treated as non-runners.

Greyhound Specials

In the event of any non-runner, matchbets and special bets will be void.

Show Prices

Where Show Prices are available these are relayed directly from the greyhound stadium/The Track or may be priced internally by the Betway Trading team. If a greyhound is withdrawn from a race, no further Show Prices will be available until a new market has been formed.

Acceptance of bets

1. Betway reserve the right to alter Show Prices from the Track.
2. Betway reserves the right not to offer Greyhound Racing from certain Tracks at our sole discretion.

Ante Post

1. All Bets are all in run or not.
2. Prices offered on specific competitions are Ante-Post up to and including the semi-final stage, where the race cannot be supplemented by a reserve.
3. Where a reserve greyhound is re-introduced into a competition, all bets remain 'all in run or not'. If the re-introduced greyhound goes on to win or be placed in the race, all bets stand.
4. Bets placed on the final or on a single race event will be settled on a Non-Runner No-Bet basis, with all remaining bets being settled with a Rule 4 deduction (See Horse Racing Rule 4 table for deduction rates).
5. Forecast/Tricast bets are not accepted as Ante Post bets.

Trap Challenge

1. We offer prices on which trap will win the most races at selected meetings.
2. Trap challenge bets are unaffected by reserves, vacant traps or void races.
3. If a race finishes as a dead heat, each trap will receive a 'half-win', likewise if it is a three-way dead heat, each trap will receive a 'one-third win' and so on.
4. In the event of a meeting not starting, all bets are void.
5. If two or more traps record the same number of wins, dead heat rules apply.

Enhanced Specials

1. We may offer enhanced win/place doubles/trebles. This market will be clearly marked.
2. Any withdrawn greyhound in this market will result in the market being made void, unless the result is already known.

Aggregate Winning Distances

1. A prediction on the total winning margins (distance between first and second placed greyhounds) of each race at a particular meeting, usually offered on TV meetings.
2. For races won by less than a length, the following is awarded:
 - Dead Heat = 0
 - Short head = 0.1 lengths
 - Head = 0.2 lengths
 - Neck = 0.3 lengths

- 1/4 length = 0.25 lengths
 - 1/2 length = 0.5 lengths
 - 3/4 length = 0.75 lengths
3. The maximum winning distance for a race is 10 lengths.
 4. If a meeting has one or two walkovers, races abandoned or declared void, then bets will be settled with a default distance of 2 lengths. If a meeting has 3 or more walkover, races abandoned or declared void, then bets will be void, unless the winning overs band for the market has already been achieved, in which case all bets will stand.

Match Betting:

1. Predict which greyhound will obtain the best finishing position.
2. If one greyhound fails to complete the course the other greyhound will be deemed the winner. If both greyhounds fail to complete the course bets are void.
3. If a meeting has 3 or more walkover, races abandoned or declared void, then bets will be void, unless the winning overs band for the market has already been achieved, in which case all bets will stand.

Each Way Betting:

1. An each way bet consists of two stakes, one for the win part of the bet and one for the place part. If your selection finishes first both the win and place bet is successful. Bets are settled to win unless each way is clearly stated. The place part of each way bets on greyhound racing is settled as per the following place terms.

2-4 runners	Win Only
5-7 runners	1/4 odds, 1,2
8 + runners	1/5 odds, 1,2,3

2. Where there are an insufficient number of finishers for the place terms advertised, only those runners officially placed will be treated as successful selections and bets on non-finishers will be lost.
3. If you place a bet each way for a race or event that is win only, the total stake will be invested for a win.

Rule 4's / a.k.a "Tattersalls Rule 4(c)"

1. Price at time of withdrawal* and amount deducted in Kwachas (or equivalent) from winnings: *Time of Withdrawal = Time when Betway withdraws the Non Runner in the Betway Betting Market (not the time when Greyhound is withdrawn by Trainer).

Rule 4 deductions table:

Non-Runner Withdrawn	Price	When	Amount Deducted from Winnings
1/9 or shorter			90 tambalas in the 1 Kwacha
2/11 to 2/17			85 tambalas in the 1 Kwacha
1/4 to 1/5			80 tambalas in the 1 Kwacha
3/10 to 2/7			75 tambalas in the 1 Kwacha
2/5 to 1/3			70 tambalas in the 1 Kwacha
8/15 to 4/9			65 tambalas in the 1 Kwacha
8/13 to 4/7			60 tambalas in the 1 Kwacha
4/5 to 4/6			55 tambalas in the 1 Kwacha
20/21 to 5/6			50 tambalas in the 1 Kwacha
Evs to 6/5			45 tambalas in the 1 Kwacha
5/4 to 6/4			40 tambalas in the 1 Kwacha
13/8 to 7/4			35 tambalas in the 1 Kwacha
15/8 to 9/4			30 tambalas in the 1 Kwacha
5/2 to 3/1			25 tambalas in the 1 Kwacha
10/3 to 4/1			20 tambalas in the 1 Kwacha
9/2 to 11/2			15 tambalas in the 1 Kwacha

6/1 to 9/1	10 tambalas in the 1 Kwacha
10/1 to 14/1	5 tambalas in the 1 Kwacha
Over 14/1	No deduction

Last updated: 04/10/2017 at 09:00 GMT

Handball

1. Unless otherwise stated all bets will be settled based on the score at the end of regulation time, and excluding overtime if played.
2. An un played or postponed match will be treated as a 'non-runner' for settling purposes, unless it is played within 48 hours of the original start time. If the venue for a match is changed, all bets placed based on the original venue will be made void and stakes refunded.
3. Specifically for any competition that uses a Mercy Rule, in the event of such a Rule being called in a match, all bets will stand on the score at the time.

Last updated: 25/04/2016 at 08:00 GMT.

Ice Hockey

Ice Hockey (Excluding NHL)

General Rules:

1. Unless otherwise stated all bets will be settled based on the score at the end of regulation time and excluding overtime or shootout if played.
2. *Period betting* - The relevant period must be completed for bets to have action. The 3rd period excludes overtime or shootout if played.
3. *60 minutes, i.e. Team Totals, OVER/UNDER* - For bets to have action all relevant games must complete full 60 minutes of play, unless the specific market outcome is already determined.
4. *Highest scoring period pre-game* – Excludes overtime, dead-heat rules apply. If all 3 period totals are the same this will result in a push and stakes returned.

5. *Game Totals, ODD or EVEN* – If there are no score all bets will result in a push and stakes returned.
6. *Team Totals, ODD or EVEN* – If your team doesn't score bets will result in a push and stakes returned.
7. For *Player match up bets*, all the quoted players must participate at some stage of the game for bets to stand.
8. If the conclusion of a *2 runner event* is a tie, draw or exactly the number of quoted points and no price is offered for this conclusion, then the result is a "push". When this happens, the settlement of single bets is to return stakes and for multiple bets the selection is treated as a non-runner and the bet will be settled on the outstanding selections.
9. For *Type of First 2 Minute Penalty market*, Other includes: all other penalties not mentioned, including if the First Penalty is a Double Minor (2 Minutes) and including No Penalty in Match. Dead heat rules apply in the event of two different types of penalties being dealt out simultaneously as the first penalty of the match
10. *Penalty Minutes* - In the event of both teams being dealt the 1st penalty of the match simultaneously, bets on which "Team To Receive First Penalty In The Match" will be made void.
11. *Anytime Goalscorer* - Players taking no part in the match will be void. This bet involves predicting whether a particular player or specific team will score a goal at any time during a match. Bets will stand until the final whistle and not include any Extra Time played. If for any reason a match is abandoned before the final whistle, bets will be cancelled irrespective of whether the chosen player has scored or not. Own goals do not count. For Anytime Goalscorer bets, any player taking part in the match will be deemed a runner.
12. *First/Last/Next Goalscorer* - Players taking no part in the match will be void. Every effort is made to quote all players for a team, however, if the first/last/next goal is scored by a player not quoted in the original list, that player will still count as the winner. For First/Last/Next Goalscorer bets, any player taking part in the match will be deemed a runner whether on the ice at the time of the goal or not.
13. *Player Penalties* - Players must see ice-time for bets to stand. Bets will stand until the final whistle and not include any Extra Time played. If for any reason a match is abandoned before the final whistle, bets will be cancelled irrespective of whether the chosen player received a penalty or not.
14. *Major Penalty* - Refers to a penalty that renders the player's team shorthanded for 5 minutes. Bets will stand until the final whistle and not include any Extra Time played. If for any reason a match is abandoned before the final whistle, bets will be cancelled irrespective of whether a major penalty was given or not.
15. *Grand salami* – The grand salami quotes an estimated number of goals to be scored in a specified number of that day's games. Lines are offered for the actual

score to be over or under this quote. Push rules apply. For bets to have action all relevant games must complete full 60 minutes of play otherwise bets will be void.

16. "2 Way" market includes overtime/shootout.

Mythical Matches:

1. The *Win/Draw/Win* market in *Mythical Matches* are set up on imaginary matches pairing two teams in a round of fixtures, for betting purposes only. The team which scores the most goals in their actual match is deemed the winner. Bets will be settled as a draw if both teams score the same number of goals. Both actual (real) matches need to be completed for bets to stand. Ice Hockey rules apply. Read more about our Mythical Matches in the help section.

Live Betting

1. Unless otherwise stated all bets will be settled based on the score at the end of regulation time (60 minutes of play).
2. Highest scoring period in-play – Excludes overtime, if 2 or more periods have the same score 'Tie' will be settled as the winner.
3. Next goal scored – Excludes overtime/shootout (regulation time only)

Ice Hockey (NHL)

Bet Acceptance

Standard Las Vegas Rules apply where not covered below.

Bet Settlement

For a bet to have action, a hockey game becomes official after 55 minutes of play

Abandoned Matches

All bets will be void (no action) on matches that are abandoned before the completion of 55 Minutes' Play, unless the bet has already been settled or if an official result has been called.

Postponed/Rearranged Matches.

All games must start on the scheduled date (local stadium time) for bets to have action. All bets will be void (no action) on matches that are played at a different venue to that originally advertised on the site.

NHL - All markets :

1. Unless otherwise stated all bets will include overtime/shootouts.
2. In the event of a game being decided by a penalty shootout then one goal will be added to the winning team's score and the game total.

3. The following markets exclude overtime/shootouts for settlement purposes:

- Win/Draw/Win
- Win/Draw/Win and Total Goals 5.5
- 1st Goal (2nd Goal, 3rd Goal, etc.)
- Correct Score
- Winning Margin
- All 1st period markets
- All 2nd period markets
- All 3rd period markets
- Goal In All Three Periods
- Period With Most Goals
- Player Match-Ups/Performances/Goalscorers (see below) *Player Match-Ups/Performances/ Goalscorer:*

1. Relevant players must be dressed and see ice-time for bets to stand
2. All Points (Goals and Assists), Shots, Saves (or Any Other Stat) recorded during Regular time and Overtime shall count; however all stats recorded during penalty shootouts do not.
3. Player Points Match-Ups - Player points accrued in a game are the combined sum of goals plus assists.
4. Goalie Specials – In order for this special to apply, the player quoted as goalkeeper need actually start in order for such bets to stand.

NHL Daily Props

1. Grand Salami - The Grand Salami quotes an estimated number of goals to be scored in a specified number of that day's games. Lines are offered for the actual score to be over or under this quote. Push rules apply. For bets to have action all relevant games must last official time.
2. Home/Away - For bets to have action all relevant games must last official time otherwise bets will be void.
3. Lowest/Highest Scoring Team - All games must be played on the specified date for bets to stand. In the event of a tie dead-heat rules apply.

NHL - Futures:

1. NHL Regular Season Points/Wins/Match-Ups/ - Team must complete at least 80 regular season games for bets to stand unless the specific market outcome is already determined.
2. Division Winner – Team that wins division at the end of the regular season.
3. Conference Winner - The team that progresses to the Stanley Cup Final will be deemed the winner.
4. Stanley Cup Winner – Team that wins the Stanley Cup playoffs.
5. Outright/Conference/Divisional Betting - All bets stand regardless of team relocation, team name change or season length.
6. Series Betting - Bets are void if the statutory number of games (according to the respective governing organisations) are not completed or are changed.
7. NHL Top Regular Season Points Scorer (Goals + Assists) - Only goals and assists scored in the regular season, within the quoted league are counted for this market, irrespective of the team (within that league) for which they are scored. The team quoted alongside the player is for reference only. Market will be settled as per www.nhl.com official stats. All-in, play or not. Dead-heat rules apply.
8. NHL Awards - All NHL awards settled as per official results from www.nhl.com

Last updated: 13/04/2018 at 09:10 BST.

Motor Racing

General Motor Racing Rules:

1. *Outright Team/Driver Championship Betting:* Any bets placed on any participants who do not end up competing for some reason will be losing bets. Bets will be determined by the amount of points accumulated directly following the podium presentation of the final race of the season and will not be affected by subsequent enquiries.
2. *Individual Race/Meeting Betting:* All in compete or not. In the event of a disqualification, the podium presentation will count as the 'weigh-in' and establish the settlement of bets. The start of any motor race is defined as the indicator to commence the warm up lap. Any driver on the grid at this time and failing to be classified as finished under the certified body rules will be classed as a runner and a non-finisher.
3. *Match Bets:* Bets are settled on the driver who finishes in the best position. Both drivers need not complete the race. If neither driver finishes, the one who has finished most laps will be the winner. Should both drivers withdraw having finished the same number of laps then all bets will be cancelled.

4. *Qualifying Match Bets*: Bets are settled on the driver who sets the quickest time in the qualifying round. Any time penalties or grid demotions given would not affect this result. If a driver takes no part in the qualifying round, bets on that match bet would be cancelled. If a driver competes, but fails to set a time then he is classed to be a runner and bets will stand.
5. *To Qualify In Pole Position*: All in compete or not. Bets settled on the driver who is announced as qualifying on pole directly following the end of the qualifying round. Any subsequent demotion or disqualification would not affect the result.
6. *Fastest Lap*: Bets settled on the driver who is formally confirmed to have concluded the fastest lap of the race.
7. *Podium/Points Finish*: Bets settled on the drivers who finish the race in the podium/points positions, with the podium presentation counting as the 'weigh in'. Subsequent enquiries will not affect the result for settlement purposes.
8. All bets will be settled on the official result.

Motorbike Racing:

1. Riders in place for the start of the warm up lap for race 1 are classed as runners for race.
2. Any riders withdrawing from race 2 after race 1 will be classed losers for settlement of race 2.

Last updated: 24/11/2017 at 08:00 GMT.

Netball

1. All bets exclude overtime, if played, unless otherwise stated.
2. If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.
3. A game must be completed in full for bets to stand, unless settlement of bets is already determined.

Last updated: 25/04/2016 at 10:00 GMT.

Olympics (Summer and Winter)

General Rules

1. If an event is cancelled, all bets are void.
2. If a competitor or team does not start a race or tournament then bets placed on that competitor or team are considered to be losing bets. Stakes will not be refunded on selections in this case.

Final medal placings

The final medal table declared by the governing body at the end of the event will be used to settle bets on how many medals a competitor or country may win. Any subsequent changes to the medal table will not be taken into consideration.

Head to Head betting

1. Where both competitors reach the final, settlement will be based on their finishing positions in the final.
2. If both competitors are eliminated in the same round of a competition before the final, bets will be made void.
3. Where competitors are eliminated in different rounds of a competition, the competitor progressing furthest will be the winner for settlement purposes. For example, where one competitor is eliminated in a heat, and the other competitor is eliminated in the semi-final, the competitor reaching the semi-final will be deemed the winner.

Postponed Events

If any event/match is postponed, bets will stand providing the event is rescheduled to take place before the closing ceremony. This rule supersedes any of the individual sports' postponement rules.

Results

1. All races/events will be settled according to the medal ceremony. Any subsequent disqualifications will not count for settlement purposes. Should the result of an event be amended following an enquiry, competitors awarded Gold, Silver and Bronze at the original medal ceremony will be deemed 1st, 2nd and 3rd respectively for settlement purposes.
2. In the event of more than one medal being awarded for the same position, for example there is potential for 2 bronze medals in boxing, dead heat rules apply.

Last updated: 25/04/2016 at 10:00 GMT.

Pesapallo (Finnish Baseball)

1. All bets on Pesapallo are decided on the basis of the result after the first two rounds/periods (8 innings)
2. The two-way market is decided after the prolongation periods (e.g. Supervuoropari)

Last updated: 30/05/2014 at 15:00 GMT.

Poker

For head-to-heads, at least one player must finish in the money for all bets on their respective head-to-heads to stand.

Last updated: 30/05/2014 at 15:00 GMT.

Politics

Party Leader Markets

Unless otherwise specified, these will be settled on the next permanent leader of the party as determined by party selection rules; temporary or caretaker leaders will not count.

Next Minister/Politician to resign/be sacked

Dead Heat rules will apply if multiple people resign on the same day, regardless of the time of announcement.

UK General Elections

For all relevant markets, total seats, majority, etc, the Speaker does not count.

Last updated: 25/04/2016 at 10:00 GMT.

Rugby League/Union

1. Where odds for an outright tournament win, as well as 80 minutes play are displayed in Cup Finals etc. unless to lift cup or competition' or a qualifying price has been laid, or requested, all bets are settled on 80 minutes play.
2. 80 minutes play will include any additional injury or stoppage time, but not extra time. In the event of a match being abandoned before the final whistle, only bets that can be settled at the time of abandonment will stand. All other bets will be cancelled.
3. Winning margin betting is from scratch.
4. Bets will be accepted up to the actual kick off time. If a bet is inadvertently accepted which includes a match after its kick off time, the match will be treated as a non-runner. In 'first try scorer bets, penalty tries do not count. Every effort is made to quote all players for a team, however, if the first/last try is scored by a player not quoted in the original list, that player will still count as the winner.

Divisional and Title Betting:

The finishing position of teams at the end of the scheduled season will decide places, this includes point's deductions the league may apply before the end of the season. End of season play-offs and penalties incurred by clubs after the end of the season will not count.

Last updated: 30/05/2014 at 15:00 GMT.

Snooker & Pool

Outright betting:

1. Any bets placed on any participants who do not end up competing for some reason will be losing bets.
2. Match betting: In the event of the match being awarded to a player before the full amount of frames/racks has been played, match bets will stand on the official winner, provided at least one frame/rack has been played. If one frame/rack has not finished, all match bets will be cancelled.

Frame and Rack Betting:

The full amount of frames/racks necessary to win the match must be achieved. In matches, where, for any reason whatsoever, the match is awarded to a player before this is achieved, then all frame/rack betting and handicap betting on that match will be cancelled, unless further play could not affect the result.

Highest Break Score:

In the event of a match being awarded to a player before the full amount of frames required to win has been played, then highest break specials will be made void, unless further play could not affect the result.

Last updated: 30/05/2014 at 15:00 GMT.

Table Tennis

General Rules

1. Where applicable, the podium presentation will determine the settlement of bets, irrespective of any subsequent disqualifications and/or appeals.
2. In the event of any of the named players in a match changing before the match starts then all bets are void.
3. In the event of a match starting but not being completed, all bets will be void, unless the specific market outcome is already determined, or unless there is no conceivable way the game and/or match could be played to its natural conclusion without unconditionally determining the result of a specific market.
4. In-Play Game Markets - The specified game must be completed for bets to stand, unless the specific market outcome is already determined.
5. In-Play 'Race to' Markets - Bets are settled based on the first player to reach the nominated number of points in the relevant game. In the event of neither player reaching the number of points required (because of abandonment) then bets on that market will be void. If the relevant game is not played then all race markets for that game will be void.
6. Total Points Markets are based on the statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.
7. In-Play Handicap Betting - Markets are based on the statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.
8. Settlement of Wagers - Statistics provided by the official score provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score provider or official website are not available or there is significant evidence that the official score provider or official website is incorrect, we will use independent evidence to support bet settlement.

9. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

Last updated: 25/04/2016 at 10:00 GMT.

Tennis

1. Match Betting: If a match is started, but not completed, then all bets will be void, unless the player is disqualified, in which case the player progressing to the next round will be deemed the winner.
2. Any change to the schedule and/or day of the match, all bets stand.
3. Any Change of venue or change of surface, or if a match is moved from outdoor to indoor (or vice versa), all bet stand.
4. Set Betting/Set Score: If the set is not completed, then bets on that set will be void.
5. Number of Sets in a Match: If the match is not completed, bets will be void.
6. Total Games: If the match is not completed, bets will be void.
7. Total Games Odd/Even: If the match is not completed, bets will be void. For settlement purposes, 0 (zero) counts as even.
8. Total Games/Handicap Games: At the end of the match all of the games each individual player has won are totalled and the handicap applied to determine the handicap winner. If the Handicap/Total Game value offered is a round number and the final result is this exact number, bets will be settled as a push.
9. Game Betting/Game Score: If the game is not completed, then bets on that game will be void.
10. Set Correct Score: If the match is not completed, all bet will be void
11. Outright Betting, Quarter Betting, Half Betting: Players withdrawing/not taking part, all bet will stand.
12. If a Tournament is not completed, all Outright bets will be void.
13. Name the Finalists/To Reach the Final: A player withdrawing before the start of the tournament, bet will be void.
14. To Win a Set/Not To Win a Set: If the match is not completed, bets will be void, unless an outcome has already been determined.
15. Most Aces: If the match is not completed, bets will be void.

16. Tournament Fastest Serve: Player must serve at least 1 ball in the tournament for bet to stand.
17. Match tie-break is counted as one game.
18. If a match is decided by a Match tie-break then the Match tie-break will be considered to be the 3rd set.
19. Tie-Break In First Set : If the first set is not completed, bets on this outcome will be void.
20. Most Double Faults: If match is not completed or in case of tie, bets are void. Bets settled from official tournament statistics.
21. Total Aces/Double Faults: If match is not completed, bets are void, unless settlement of the bet has already been determined.
22. To Lose 1st Set and Win Match: If match is not completed, bets are void.
23. First Ace/First Double Fault: If no player has made an ace or double fault, bets on this outcome be void.
24. 1st Service Break: If service break does not take place, bets on this outcome are void.
25. Set Handicap Betting: If the match is not completed, bets on this outcome are void.
26. 1st Set – Players 1st Service Game: Market offered for named player to hold or break on their 1st Service Game of the match. The 1st Service Game must be completed for bets to stand.
27. Match Specials: Named outcomes subject to normal 'tennis rules', unless settlement of the bet has already been determined. In cases of double market results, such as Player A to win the match 2-0 and serve most aces, in cases of any tie where bets are deemed a push, the Match Special will be made void.

Last updated: 25/04/2016 at 10:00 GMT.

Trotting

1. All bets on trotting will be settled from results as per the official governing body.
2. Official results are provided at www.atg.se (Swedish Trotting), at www.rikstoto.no (Norwegian Trotting), at www.hippos.fi (Finnish Trotting).

Dead Heats

When a Dead-Heat occurs, winners are paid on a “split-stakes” basis. (e.g. if 2 horses dead-heat then half the stake is paid as a winner)

Rule 4s

For Race Winner betting, in the event of a non-runner(s), the odds on the remaining horses are subject to a Rule 4 deduction based on the last price available at the time the horse is withdrawn (see Rule 4 deduction table within ‘Horse Racing’)

Trotting H2Hs

1. The horse with the best finishing position based on the official result will be deemed the winner.
2. Stakes will be refunded if one or both of the horses in a head-to-head are nonrunners, if the race is abandoned or if both horses fail to complete the course/fail to record an official time.

Last updated: 25/04/2016 at 10:00 GMT.

UFC/Martial Arts

1. The result as declared at the end of a fight by the official announcer will be used for settlement purposes. Any subsequent alterations to that result will not be taken into account. If the official announcer does not declare a result at the end of a fight, the market will be settled on the result displayed on the applicable organisation's official site.
2. If a fight results in a draw, the Fight Result will be deemed void and all stakes returned.
3. If a bout does not take place within 48 hours of the given date and time, it will be deemed void and all stakes will be returned. Fights deemed to be "No Contest" or "No Decision" will have all markets settled as void.

Future Fights

The one exception to the 48 hour rule above, is fights set up under the Future Fights sub-type. These fights have been set up before the exact date is known and will be reclassified under the correct event and date, once an official announcement has been made. These fights will only be voided if either fighter is scheduled to fight another opponent instead. Once a fight has been reclassified, it is then subject to the 48 hour rule as normal.

Change to scheduled number of rounds

All outright bets on the match will stand. However round by round bets will be void.

Round Betting

1. Betting on the round in which the fight result will be determined.
2. If a fight is stopped before the full number of rounds have been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

Total Rounds

1. If a fight is stopped before the full number of rounds have been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.
2. For settlement purposes where a half round is stated, then 2 minute 30 seconds of the respective round will define the 'half' to determine under or over. Should the round end exactly on this time then affected bets will be made void.

Examples (Unified standard 5 minute round) - for a bet on:

"Over 0.5 Rounds" to be a winner, the fight must last beyond 2 minute and 30 seconds in Round 1

"Over 1.5 Rounds" to be a winner, the fight must last beyond 2 minute and 30 seconds in Round 2

"Over 2.5 Rounds" to be a winner, the fight must last beyond 2 minute and 30 seconds in Round 3

"Over 3.5 Rounds" to be a winner, the fight must last beyond 2 minute and 30 seconds in Round 4

"Over 4.5 Rounds" to be a winner, the fight must last beyond 2 minute and 30 seconds in Round 5.

Failure to come out for a round

If a fighter fails to come out for the next round, bets will be settled on his opponent having won the bout in the previous round.

"Win By Finish"

KO, TKO, DQ or Submission counts as a finish

UFC Card Specials

1. Only the main card and undercard fights will count. Early preliminaries will not be included. Bets will stand on the number of bouts scheduled to be on the full card, which includes all main card and undercard fights.
2. Bets will stand so long as the exact number of bouts quoted in the market description take place. If any fighter withdraws, and is replaced, bets will stand. If a

bout is cancelled without a replacement, changing the number of bouts taking place, then all bets will be void.

3. Dead Heat rules will apply to the Fight of The Night, Submission of The Night and Knockout of The Night markets should two or more fights or fighters be awarded the honours.

Last updated: 05/12/2018 at 10:00 GMT.

Virtual Sports: Betting Rules

Betway Virtual Sports offers you 24/7 excitement with many of your favourite sports available for you to bet on.

All bets placed on Virtual Sports will be subject to our standard sports rules, please click [here](#) for Betway Sports betting rules.

We offer:

- Football
- Horse Racing
- Trotting
- Greyhounds
- Motor Racing
- Speedway
- Cycling

Virtual Football General

Rules:

Prior to each match you can make your selections and place your bets using the odds display, showing the various markets available. The match will then commence streaming a highlight reel of goal-scoring opportunities. The result of these highlights will then be displayed on a match result card showing the winning selections and your bets will be settled. Following this an introduction and countdown to the next match will start.

Please click [here](#) for Betway Football (Soccer) betting rules.

RTP:

The theoretical average return to player (RTP) is 88%. This RTP represents the long-term expected payback of the game which has been calculated by an independent testing company in accordance with relevant regulations.

Virtual Horse Racing General

Rules:

With Betway Virtual Horse Racing you can choose from a selection of events. Once decided you can then make your selections and place your bets using the odds display, showing the odds of each horse and rider. The race will then commence, lasting between 30 and 60 seconds, at this time the betting markets will be refreshed to show the selections and odds for the next race.

Selections we offer are:

- Race Winner
- Place 2/3/4* *Only available for races with 16 runners
- Forecast
- Tricast

Once complete, there will be a replay of the horses crossing the line and a display of the first 3/4 finishers. Your bet will then be settled.

Please click [here](#) for Betway Horse Racing betting rules. For Betway Trotting betting rules click [here](#).

RTP:

The theoretical average return to player (RTP) is 71%. This RTP represents the long-term expected payback of the game which has been calculated by an independent testing company in accordance with relevant regulations.

Virtual Trotting

General Rules:

With Betway Virtual trotting you can choose from a selection of events. Once decided you can then make your selections and place your bets using the odds display, showing the odds of runner. The race will then commence, lasting between 30 and 60 seconds, at this time the betting markets will be refreshed to show the selections and odds for the next race.

Selections we offer are:

- Race Winner
- Place 2/3/4* *Only available for races with 16 runners

- Forecast
- Tricast

Once complete, there will be a replay of the horses crossing the line and a display of the first 3/4 finishers. Your bet will then be settled.

Please click [here](#) for Betway Trotting betting rules.

RTP:

The theoretical average return to player (RTP) is 73%. This RTP represents the long-term expected payback of the game which has been calculated by an independent testing company in accordance with relevant regulations.

Virtual Greyhound Racing General

Rules:

Prior to each race you can make your selections and place your bets using the odds display, showing the odds of each runner. The race will then commence, lasting approximately 30 seconds, at this time the betting markets will be refreshed to show the selections and odds for the next race.

Selections we offer are:

- Race Winner
- Place 2
- Forecast
- Tricast

Once complete, there will be a replay of the Greyhounds crossing the line and a display of the first 3 finishers. Your bet will then be settled.

Please click [here](#) for Betway Greyhound Racing betting rules.

RTP:

The theoretical average return to player (RTP) is 70%. This RTP represents the long-term expected payback of the game which has been calculated by an independent testing company in accordance with relevant regulations.

Virtual Motor Racing General

Rules:

Prior to each race you can make your selections and place your bets using the odds display, showing the odds of each of the Racers. The race will then commence,

lasting approximately 60 seconds, at this time the betting markets will be refreshed to show the selections and odds for the next race.

Selections we offer are:

- Race Winner
- Place 2
- Forecast
- Tricast
- Reverse Tricast

Once complete, there will be a replay of the cars crossing the line and a display of the first 3 finishers. Your bet will then be settled.

Please click [here](#) for Betway Motor Racing betting rules.

RTP:

The theoretical average return to player (RTP) is 73%. This RTP represents the long-term expected payback of the game which has been calculated by an independent testing company in accordance with relevant regulations.

Virtual Speedway Racing General

Rules:

Prior to each race you can make your selections and place your bets using the odds display, showing the odds of each of the 4 Bikes & Riders. The race will then commence, lasting approximately 30 seconds, at this time the betting markets will be refreshed to show the selections and odds for the next race.

Selections we offer are:

- Race Winner
- Place 2/3
- Forecast
- Tricast

Once complete, there will be a replay of the Bikes crossing the line and a display of the first 2 finishers. Your bet will then be settled.

Please click [here](#) for Betway Motor Racing betting rules.

RTP:

The theoretical average return to player (RTP) is 73%. This RTP represents the long-term expected payback of the game which has been calculated by an independent testing company in accordance with relevant regulations.

Virtual Cycling

General Rules:

Prior to each race you can make your selections and place your bets using the odds display, showing the odds of each of the Bikes & Riders. The race will then commence, lasting approximately 30 seconds, at this time the betting markets will be refreshed to show the selections and odds for the next race.

Selections we offer are:

- Race Winner
- Place 2/3
- Forecast
- Tricast
- Reverse Tricast

Once complete there will be a replay of the Bikes crossing the line and a display of the first 3 finishers. Your bet will then be settled.

Please click [here](#) for Betway Cycling betting rules.

RTP:

The theoretical average return to player (RTP) is 74%. This RTP represents the long-term expected payback of the game which has been calculated by an independent testing company in accordance with relevant regulations.

Virtual General Rules Incomplete

Events:

In the unlikely event that the outcome is incomplete or uncertain (for any reason), all bets will be void and refunds will be applied as per Betway betting rules. This does not include streaming issues such as commentary information being out of sync with the video stream.

Please click [here](#) for Betway betting rules.

Maximum Payout:

The maximum payout per individual bet will be 250,000 Kwachas for all virtual sports markets. Please click [here](#) for Maximum Payout rules.

RTP:

The theoretical average return to player (RTP) is 75%. This RTP represents the long-term expected payback of the game which has been calculated by an independent testing company in accordance with relevant regulations.

Malfunction voids all pays and play in accordance with our Terms and Conditions.

Last updated: 17/09/2019 at 08:00 GMT.

Volleyball

1. Teams paired together in a match are each priced to win.
2. In the event of any of the named teams in a match changing before the match starts then all bets are void.
3. In the event of a match starting but not being completed, all bets will be void.
4. For competitions where two legged ties have a Golden Set to decide which team progresses (in the event of the tie being all square in matches won), then for settlement purposes the Golden Set does not count.
5. To Qualify will be settled on the team progressing to the next round of the specified competition, and includes the outcome of a Golden Set if played.

Last updated: 17/09/2019 at 08:00 GMT.

Water Polo

1. All Bets will be settled according to the official result as declared by the Water Polo governing body.
2. Unless otherwise stated by Betway, all match bets will be settled on the result at the end of regular time.
3. If a match is abandoned before the completion of regular time is played, all bets on that match are void, except for those markets which have been unconditionally determined.
4. If a match is postponed and rescheduled to take place within 24 hours of the original start time, bets on the match will stand.

5. If the match is no longer playing at the venue advertised, your bet will still stand. Unless the venue has been changed to the opponent's ground, in which case bets will be void. (In the case of international matches, if the venue remains in the same country bets will stand)

Last updated: 17/09/2019 at 08:00 GMT.

Winter Sports

1. 'Winter Sports' encompasses: Alpine Skiing, Biathlon, Bobsleigh, Cross-Country Skiing, Freestyle Skiing, Luge, Nordic Combined, Skating, Skeleton, Ski Jumping, and Snowboarding.

2. Outright betting: Any bets placed on any participants who do not end up competing for any reason will be losing bets. For outright markets, dead heat rules apply.

3. Should an event be postponed, bets will stand only if the event takes place at the same venue within a seven day period, otherwise bets will be made void.

4. However, in the case of World Championship and Olympics, bets will stand on that particular discipline irrespective of whether the time and date of the event are rescheduled. If the event is abandoned and does not take place, bets will be void.

5. If the conditions of a specific event are changed from those originally listed by the official governing body then bets will be void, unless settlement of the bet is already determined.

- Altered official distance - for Cross-Country and Biathlon, bets will be void if the official listed distance is changed, but will stand if the actual course distance is changed.
- Fewer rounds or order of events - with the exception of Ski Jumping events, where results will stand for all markets providing one round is completed in full (including if the event/round is subject to a re-start, but excluding Winning Margin - see below rule).
- Specifically for In-Play Ski Jumping - if an event is abandoned during the 2nd round, meaning that 1st round results become the official event result, then any bets placed after the completion of the 1st round will be void.

6. Bets are settled on the official results/rankings of the International Ski Federation (FIS), the International Skating Union (ISU), the International Biathlon Union (IBU), the Official Olympic Committee or any official body deemed to have such authority for competitions. However, in the event of a disqualification, the podium presentation will count as the 'weigh-in' and determine the settlement of bets.

7. Settlement of Wagers - Statistics provided by the official score provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score provider or official website are not available or there is significant evidence that the official score provider or official website is incorrect, we will use independent evidence to support bet settlement. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.
8. If a meeting has two identical races taking place on separate days and the first race is cancelled, then bets struck on the first event will be settled on the results of the second race.
9. Specifically for Nordic Combined betting, if the results of the provisional competition round are used for the start of the cross country race, all event bets are void.
10. In head-to-head betting, both competitors must start or bets will be made void. Should a competitor start and withdraw, bets struck on this competitor will be deemed losers.
11. At least one of the competitors must finish the whole race/tournament for bets to stand.
12. Total Medals/Points - Competitor(s) must complete required minimum number of events for action.
13. Round / Jump / Run 1 Markets In-Play - If an event is abandoned prior to the completion of Round 1 then bets will be void, unless settlement of the bet is already determined.
14. If an event re-starts during the 1st Round / Jump / Run, all bets placed on markets offered In-Play prior to the re-start will be void, unless settlement of the bet is already determined.
15. Winning Margin - Bets will be settled on the winning intervals/ranges listed by the event's official governing body. If the conditions of a specific event are changed from those originally listed by the official governing body then bets will be void, e.g. shorter course distances / fewer rounds or jumps / order of events.

Last updated: 17/09/2019 at 08:00 GMT.