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GENERAL

1. These Betting Rules are inseparably linked to our Terms & Conditions, of which they form a part, and acceptance of these Betting Rules is a prerequisite to account registration. Any capitalized terms used herein which are not defined shall take their meaning from the Terms & Conditions.
2. The minimum amount for a bet is £/€0.10. Your maximum amount for a bet differs between sports, leagues and bets. You will see the exact value specified in the field where you enter the stake amount, when placing a bet. We make no guarantee that any bet placed within or for the maximum stake shall be accepted.
3. The operator reserves right to refuse the whole or any part of any bet request for any reason and at our sole discretion. Individual bet requests may be reviewed, and an alternative price or stake offered at our sole discretion.
4. The operator accepts bets made online. Bets are not accepted in any other form (email, telephone, fax, etc.) and if received will be void, win or lose.
5. The operator reserves the right to refuse/cancel any bet or part of a bet before the game starts and to make ambiguous bets void, without providing any justification.
6. Customers cannot cancel or change a bet once the bet has been placed and confirmed.
7. Bets will be accepted up to the advertised start time. If a bet is inadvertently accepted which includes an event after its start time, unless it is a live-betting event, the match/bet will be treated as a non-runner.
8. Irrespective of which betting odds format you select for odds to be shown in your Customer account, all bets will be settled based on American odds.
9. 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.
10. The operator 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.
11. The operator 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) match rigging has taken place. Evidence may be based on the size, volumes or pattern of bets placed with the operator across any or all of our betting channels.

12. When an event is cancelled, all related bets will be void automatically and accounts refunded.

13. 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. What's more, 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.

14. The operator does not accept any responsibility for typing, human or palpable errors, which lead to obvious price errors. In such cases all bets will be deemed void.

15. Multiple bets that combine different selections within the same event are not accepted where the outcome of one affects or is affected by the other. If such a bet is taken in error, the bet will be cancelled.

16. The operator offers you the ability to bet in play on a variety of global sporting events and while we do make every effort to ensure all live betting information is accurate, there may be situations where such information is incorrect, due to delays or otherwise. When checking live betting odds, live event start times or any other live event markets, please be aware that such information is provided as a guide only and we accept no liability for the outcome of any inaccuracies which may occur. It is the sole responsibility of the customer to check such information is accurate at the time of publication.

17. The official result is final for settlement purposes except where specific rules state the contrary. The podium position in Grand Prix racing, the medal ceremony in athletics and any similar official ceremony or presentation in other sports are to be treated as the official result.

18. Winnings will be credited to the Customer's account following confirmation of the final result.

19. The operator reserves the right to void any or all bets made by any person or group of persons acting in an attempt to defraud us.

20. The operator reserves the right to void any bet that may have been accepted when the account did not have sufficient funds to cover the bet. If an account has insufficient funds as a result of a deposit that has been cancelled by the payment processing party, the operator reserves the right to cancel any bet that may have been accepted retroactively.

21. The maximum total winnings to any customer on any calendar day for bets placed with the operator is £100,000.00 or equivalent (hereafter the "Maximum Daily Payout").

SOCCER

General

All match markets are based on the result at the end of the regular time. This includes any added injury or stoppage time but does not include extra time, time allocated for a penalty shootout or a golden goal.

Video Assistant Referee (VAR) will be taken into account. Decisions made after a significant event occurs, may result in confirmed bets being voided. Bets voided will be from the time of the significant event, until the time the final VAR decision was officially announced.

An exception is made when this rule relates to official International friendly matches. In such cases, all match markets are settled based on the actual result at the end of the game (excluding any extra time), irrespective of whether the full 90 minutes is played. This rule applies only to matches with regular playing time of two 45-minute halves.

Some Soccer matches may have different playing schedules. In that case the following will apply:

Should any match be played prior to the date or kick-off time denoted then bets will stand provided the wager is placed not later than the revised kick-off time.

All bets on a match abandoned before the completion of the regular time will be void unless the match is rearranged and played on the same date (local time) or stated otherwise in the rules, except for bets on any markets that have been unconditionally determined.

If the game does not take place as scheduled and is not played on the same date (local time) all bets are void. An exception is made if incorrect kick-off time is announced on our website.

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 based on the original listing will be void.

Bets are not allowed on any event involving U19 or lower level teams.

Extra Time

All bets are settled on the official statistics for the extra time period only. Any goals, corners, etc. that were scored or taken during the regulation time do not count. Extra time does not include a Penalty shootout.

If the match does not go to an Extra Time [ET] all bets are void.

Markets offering:

- 3-Way Match Winner
- 1st Half 3-Way Match Winner
- Draw No Bet
- To Win To Nil
- 3-Way Handicap
- Total Goals

- Number Of Team Goals
- Total Team Goals
- Teams Odd/Even
- Both Teams To Score
- Teams Clean Sheet
- Total Corners
- Total Corners 1st Half
- Double Chance
- Exact Score
- Odd/Even
- 1st Team To Score
- Last Team To Score

1X2

Bets can be placed by either selecting a Home Win, a Draw or an Away Win. If a game is abandoned, bets will be void.

1 - Home Win

X - Draw

2 - Away Win

Asian Handicaps

The Asian Handicap Line is a special type of handicap used for Soccer matches. Depending on the strength of each team, a handicap is issued for the game. This enables the odds for each side to be more similar, allowing more competitive betting opportunities. All bets on the Asian Handicap in live betting (including 1st/2nd half bets) are settled according to the score line. Any goals prior to the bet being placed are ignored for settlement purposes. If a game is abandoned, bets will be void.

Asian Handicap	What it means
0	You win if your team wins the match. If there's a draw (0 goals difference), your stake is refunded.
0.25	You win if your team wins the match. If there's a draw, your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
0.5	You win if your team draws or wins the match.

0.75	You win if your team wins or draws the match. If it loses with a one goal difference, you lose half of the stake.
1	You win if your team wins or draws the match. If it loses with a goal difference of one, your stake is refunded.
-0.25	You win if your team wins the match. If it draws you lose half of the stake.
-0.5	You win if your team wins the match.
-0.75	You win if your team wins the match with a goal difference of two or more. If it wins with one goal your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
-1	You win if your team wins the match with a goal difference of two or more. If it wins with a goal difference of one, your stake is refunded.

Live betting example:

Juventus vs Man United - Live score 1:0

Team	Asian Handicap	Odds
Juventus	-0.75	1.80
Manchester	+0.75	2.15

Final score 3:0

If you bet on Juventus €100, your net win is €80

Final score 2:0, 3:1

If you bet on Juventus €100, your net win €40

Final score 1:0, 1:1, 1:2, 1:3, 2:1, 2:2, 3:2, 3:3

If you bet on Man. United €100, your net win is €115

Over/Under

Predict the total goals scored in a match. Goals are considered regardless of whether they are scored before or after the bets are placed (unlike Asians, where the result before the bet has been placed is ignored). If a game is abandoned, bets will be void unless settlement is already unconditionally determined.

Over/Under	What it means
Under 2	Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly, the stake is returned. Bets lose if there are three or more goals scored in the match.
Under 2.25	Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly, half the stake will win and half will be returned. Bets lose if there are three or more goals scored in the match.
Under 2.5	Bets win if there are 0, 1 or 2 goals scored in the match. Bets lose if there are three or more goals scored in the match.
Under 2.75	Bets win if there are 0, 1 or 2 goals scored in the match. If there are three goals exactly, half the stake will be returned and half will be lost. Bets lose if there are four or more goals scored in the match.
Over 2	Bets win if there are three or more goals scored in the match. If there are two goals exactly, the stake is returned. Bets lose if there is 0 or 1 goal scored in the match.
Over 2.25	Bets win if there are three or more goals scored in the match. If there are two goals exactly, half the stake will be returned and half will be lost. Bets lose if there is 0 or 1 goal scored in the match.
Over 2.5	Bets win if there are three or more goals scored in the match. Bets lose if there are 0, 1 or 2 goals scored in the match.
Over 2.75	Bets win if there are four or more goals scored in the match. If there are three goals exactly, half the stake will win and half will be returned. Bets lose if there are 0, 1 or 2 goals scored in the match.

Total Goals/Total Goals 1st Half

Predict the total goals scored in the match/1st half by both teams. If an event is abandoned, all bets will be void, unless the outcome of the placed bet has already been determined.

Over 2.5 - The bet will be a winner if there are 3 or more goals in the match/ 1st half

Under 2.5 - The bet will be a winner if there are 2 goals or less in the match/ 1st half

Total Team Goals

Predict the total goals scored by a certain team in the match. Own goals count to the team credited with the goal. If an event is abandoned, all bets will be void, unless the outcome of the placed bet has already been determined.

For example:

Over 2.5 - The bet will be a winner if the team scores 3 or more goals in the match/ 1st half **Under 2.5** - The bet will be a winner if the team scores 2 goals or less in the match/ 1st half

1st Half: 1X2, Asian Handicaps and Over/Under

Bets will be settled on the first half result only. If a match is abandoned before half time, the bet will be void, unless the markets were unconditionally determined. If a match is abandoned during the second half then all first half bets are still valid.

2nd Half: 1X2, Asians and Over/Under

Bets will be settled on the second half result only. If a match is abandoned then all bets will be void, unless the markets were unconditionally determined.

1X2 Up to 30th Min

All bets will be settled based on the score by the end of the 30-th min (29:59). If a match is abandoned before the 30th min, bets will be void. If a match is abandoned after the 30th min, all bets will stand.

1X2 Up to 70th Min

All bets will be settled based on the score by the end of the 70-th min (69:59). If a match is abandoned before the 70th min, bets will be void. If a match is abandoned after the 70th min, all bets will stand.

Draw no bet

Predict which team will be the winner. In case of a draw, all bets will be void. If a game is abandoned, bets will be void.

Double Chance

A Double Chance market allows you to cover two of the three possible outcomes in a game with one bet. There is also Double Chance 1st Half market, which is settled according to the result of the 1st half only. The following options are available:

1 or X - if the result is either a home win or a draw then bets on this option are winners.

X or 2 - if the result is either a draw or an away win then bets on this option are winners.

1 or 2 - if the result is either a home win or an away win then bets on this option are winners.

Exact Score

Predict the exact score of the match by choosing from given results. There is another variation of this market available: Exact score 1st Half – you have to predict the score of the 1st Half.

Multi-Bet Exact Score

Predict the final score of the game by choosing from given options. Every option includes several results. You win if the final score is the same as any of the results featured in the option you have bet on. Otherwise you lose. For example:

You have bet on line: 1:0, 2:0, 3:0. If the final score is either 1:0 or 2:0 or 3:0, you will win. If any other result occurs, your bet will be lost.

Multi Goals FT / 1st Half / 2nd Half / Teams

Predict whether or not a specific range of goals will be scored inside the full 90 minutes of each soccer game. Selections are predefined goal ranges and "Other than" selections refer to any different goal range.

Example: if you place a bet on the "1-4 Goals" selection and the game ends in a 0-0 draw or with 5 or more goals scored, your bet will be lost. A winning bet in this market will be one placed on the "Other than 1-4" selection.

Multi Goals Premier

Predict whether or not a specific range of goals will be scored inside the full 90 minutes of the game. If a game is abandoned bets will be void, unless the market has already been determined.

Halftime/Fulltime

Predict the result of a match at halftime and at the end of regular time. If a game is abandoned, bets will be void.

Example:

If you chose 1/X, you bet on the home team to lead in the first half and the match to end in a draw. Extra time and penalty shootouts do not count.

Both Teams To Score

Predict whether both teams will score at least one goal in the game. Own goals count towards the team credited with the goal. If a game is abandoned, bets will be void, unless the outcome of these bets is already determined.

"Yes" – meaning that both teams will score.

"No" – meaning that either team will not score.

Both teams to score in 1st half

Predict whether both teams will score at least one goal in the 1st half. Own goals count towards the team credited with the goal. If a game is abandoned, bets will be void, unless the outcome of these bets is already determined.

Both teams to score in 2nd half

Predict whether both teams will score at least one goal in the 2nd half. Own goals count towards the team credited with the goal. If a game is abandoned, bets will be void, unless the outcome of these bets is already determined.

Both To Score No Draw

"Yes" selection wins if both Teams score and final result finishes with a winner (example: 2-1).

"No" selections wins if either only one Team scores or Both Teams score but result finishes draw (example: 1-0 / 1-1 / 2-2...).

Both Teams To Score In Both Halves

"Yes" selection wins if:

Both Teams score in both halves.

"No" selections wins if:

If both teams do score but not in both halves & if both teams do not score at all.

3-Way Handicap

In a 3-Way Handicap, the line is set so that there can also be a draw outcome, giving you 3 potential bets. Bets are settled according to the final result. There is another option of this market: 1st Half 3-Way Handicap, which is settled according to the result of 1st half only.

For example:

Handicap (-2) - You will win if your team wins the match with a goal difference of three or more.

Tie (-2) - You will win if the team with (-2) Handicap wins the match with exactly 2 goals difference.

Handicap (+2) - You will win if your team loses / draws / wins by 1 goal.

First Team to Score/Last Team to Score

Predict which team will score the first/ last goal in the match. Own goals count towards the team credited with the goal. If a game is abandoned all bets will be void, unless the outcome of a bet is already determined.

Winning Margin

Predict the team to win the match and the victory margin. For example in a match, Team A vs Team B:

- Bet on Team A to win by 2 or more goals wins if the result is 2:0, 3:0, 3:1, 4:0, 4:1, 4:2, etc.
- Bet on Team A to win by 1 goal wins if the result is 1:0, 2:1, 3:2, etc.
- Bet on Score Draw wins in case of any draw results with the exception of 0:0, i.e. 1:1, 2:2, 3:3, etc.
- Bet on No score draw wins only if the result is 0:0.
- Bet on Team B to win by 2 or more goals wins if the result is 0:2, 0:3, 1:3, 0:4, 1:4, 2:4, etc.
- Bet on Team B to win by 1 goal wins if the result is 0:1, 1:2, 2:3, etc.

Odd/Even

Predict whether the total number of goals scored by both teams will give an odd or even number. When no goals are scored, this result is considered Par for the purpose of resolving the bet. If an event is canceled, all bets will be void unless the outcome of those bets has already been determined.

There are several variations of this market:

- Odd / Even - bets on this market are settled according to the result at the end of the game's regular time.

- Odd / Even in the 1st half - Bets on this market are settled according to the result only at the end of the 1st part
- Odd / Even in the 2nd part - Bets on this market are settled according to the result only at the end of the 2nd part.

Teams Odd/Even

Predict if accumulated goals by a certain team will add up to an odd or even number. If this team has 0 goals, it is considered as Even for settlement purposes. If a game is abandoned, bets will be void, unless an outcome is already determined. There are several variations of this market:

- Teams Odd/Even - bets are settled according to the goals scored by the named team for the Full time
- 1st Half Teams Odd/Even – bets are settled according to the goals scored by the named team for the 1st half
- 2nd Half Teams Odd/Even - bets are settled according to the goals scored by the named team for the 2nd half

Goalscorer

Predict if a player will score first/last/anytime goal in the match. We make every effort to offer prices for all possible participants. However, players not originally quoted will count as winners should they score the first/last goal. Own goals are ignored for settlement purposes. If an own goal is scored, the previous or the next goal (if there are any) will be taken into consideration. If only own goals are scored in the match, it will be considered as No Goalscorer result for settlement purposes.

For Live Betting, own goals will not count for first or subsequent goal scorers. If any goal is officially awarded as an own goal, the result of the following goal scorer market will count for the settlement of the original one - e.g. first goal of the game is an own goal. The scorer of the second goal will be settled as the winner for both the first and second goal scorer. In the event of the first goal scorer being an own goal and that being the only goal of the game, both the first and second goal scorers will be settled as no goal scorer.

Bets on players not taking part in the match will be void. For First Goalscorer, bets on players coming on as substitutes after the first goal has already been scored will also be declared void.

If a match is abandoned after the first goal has already been scored, all winning bets on First Goalscorer and on Anytime Goalscorer (bets on players who have already scored) will stand, all other bets on Goalscorer market will be void.

If a match is abandoned before a first goal is scored, all bets will be void.

Goalscorer Premier

Betting options available on this market are:

- First or Last Goalscorer – Predict if a certain player will score either first or last goal in the match
- 2 or more – Predict if a certain player will score 2 or more goals in the match
- 3 or more - Predict if a certain player will score 3 or more goals in the match

Own goals are ignored for settlement purposes. If an own goal is scored, the previous or the next goal (if there are any) will be taken into consideration. Bets on players not taking part in the match will be void.

If a match is abandoned, bets on this market will be void with the exception of any bets that have an already determined outcome.

Halftime/Fulltime Result

Predict the result of a match at halftime and at the end of regular time. If a game is abandoned, bets will be void.

Example: If you chose 12/X, you bet on the home team or away team to lead in the first half and the match to end in a draw. Extra time and penalty shootouts do not count.

First/ Last/ Next Goalscorer, to score 2 or more, to score 3 or more (pre-event only)

Betting options available on this market are:

- First/ Last/ Next Goalscorer – Predict if a certain player will score either first, next or last goal in the match
- 2 or more – Predict if a certain player will score 2 or more goals in the match
- 3 or more - Predict if a certain player will score 3 or more goals in the match

Own goals are ignored for settlement purposes. If an own goal is scored, the previous or the next goal (if there are any) will be taken into consideration. Bets on players not taking part in the match will be void. If a match is abandoned, bets on this market will be void with the exception of any bets that have an already determined outcome.

Team Top Goalscorer

Predict which player of a certain team will score the most goals in a League/Tournament.

Goals scored both in regular and extra time count. Penalty shootout goals do not count. If there aren't any goals scored by the named team, all bets will be void.

Top Goalscorer

Players who are nominated to play for their teams are considered VALID bets regardless of whether they are side-lined or injured during the tournament. In case a player is transferred to a different club within the same league, goals scored prior to the move will be counted. If a player is transferred to a club in another league, goals scored prior to the transfer cannot be brought over to his/her new league. All bets will stand in case of any of the above-mentioned scenario, unless otherwise stated:

- Own goals will be ignored.
- Only League goals scored are counted.
- Goals scored in playoff matches are not counted.

Teams to score in 1st Half/2nd Half

Predict if a team will score at least one goal in 1st Half/2nd Half/. Own goals count to the team credited with the goal for settlement purposes.

If an event is abandoned, all bets will be void, unless the outcome of the placed bet has already been determined.

Teams Clean Sheet

Clean sheet means that a team will finish the game without conceding a goal. Own goals are valid for settlement purposes. If a game is abandoned, all bets will be void, unless settlement is already unconditionally determined.

For example:

- **Team Clean sheet team A "Yes"** – in order for the bet to be settled as a winner team A should not concede any goal (including an own goal) in the game. If it does, the bet is lost.
- **Team Clean sheet Team A "No"** – in order for the bet to be settled as a winner team A should concede a goal (an own goal counts as well) in the game. If it doesn't, the bet is lost.

OU & Goal Crazy/Goal Crazy/1stHalf Goal Crazy

Bets are settled on the total number of goals scored by both teams in the match - Goal Crazy, or for the 1st half - 1st Half Goal Crazy. If an event is abandoned during the 1st half, all bets on this market will be void. If an event is abandoned after the 1st half is completed, bets on 1st Half Goal Crazy will stand and bets on Goal Crazy will be void. Example:

- If you pick 2-3, you win if 2 or 3 goals are scored in the match/1st half. Otherwise your bet is lost.
- If you pick 3+, you win if 3 or more goals are scored in the match/1st half. Otherwise your bet is lost.

Half with Most Goals

Predict in which half most goals will be scored. Bets will be void if the match is abandoned.

Number of Goals/Number of Goals 1st Half

Predict the exact number of goals scored in the match/1st half by both teams. If an event is abandoned during the 1st half, all bets on this market will be void. If an event is abandoned after the 1st half is completed, bets on Number of Goals 1st Half will stand and bets on Number of Goals will be void.

Number of Team Goals/Number of Team Goals 1st Half

Predict the exact number of goals scored by a named team in the match/1st half. Own goals count to the team credited with the goal. If an event is abandoned after the 1st half is completed, bets on Number of Team goals 1st Half will stand and bets on Number of Team Goals will be void.

First Half/Second Half

Predict the result of first and second half separately. If a match is abandoned, bets will be void.

Example:

To win a bet on '1/X', the home team must win the first half and the result of the second half should be a draw. Extra time and a penalty shootout do not count.

1X2 rest of the match

All bets are determined without taking into consideration the current result at the time the bet is being placed – as if the game was starting again from 0:0 score after the bet had been placed. If a match is abandoned, all bets are void. Example: Current result is 1-0 and final result is 1-1. The result for the bet settlement is 0-1:

1 - Bets on Home Team are lost X - Bets on Draw are lost 2 - Bets on Away Team are winners.

Win to Nil

Predict if a certain team will win the game, without conceding a goal.

Penalty

Penalty is similar to Over/Under Wager. Win/loss is determined by the number of penalties accumulated by both teams. If a match is abandoned, bets will be void, unless the outcome of a bet is already determined. If a penalty is awarded, but not taken (referee changes his decision, the game is abandoned before the penalty is taken), this penalty will be ignored for settlement purposes.

Win From Behind

Predict if a certain team will be down by one or more goals during any time of the match, but will eventually win the match.

Goal Scored 1-15Min, 16-30Min, 31-Half Time, Starting 2nd Half-60Min, 61-75Min, 76-Full Time

Bet on whether a goal will be scored in the named periods. If the match is abandoned, bets on the periods before the time of abandonment still stand, while all bets on periods after that time will be cancelled. Bets on the period which includes the minute the game was stopped, will be settled in case there is a goal already scored in the named period. Otherwise bets will be void.

Example:

If the match is abandoned in the 38nd minute:

- **Bets on minutes:** 1 to 15 and 16 to 30 will be settled
- **Bets on minutes:** start of second half-60, 61-75, 76-Full Time will be void
- **Bets on minutes:** 31-Half Time will be settled if there was a goal scored between 31st and 38th min
- **Bets on minutes:** 31-Half Time will be void if there was no goal scored between 31st and 38th min

1X2 Corners Full Time/1st Half/2nd Half

Predict which team will take more corners. Available options are:

1 – Home team to take more corners

X – Both teams to take an equal number of corners

2 – Away team to take more corners

Corners 1X2 Full Time is settled according to the corners taken during the whole match.

Corners 1X2 1st Half is settled according to the corners taken in the first half only.

Corners 1X2 2nd Half is settled according to the corners taken in the second half only.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

Asians Handicap & Over/Under Corners FT/1st Half/2nd Half

This market is similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the corners taken by each team, applying the given Handicap. Win/Loss for Over/Under part is determined by the corners taken by both teams. Push rules apply.

Asians & Over/Under Corners FT will be settled according to the corners taken during the whole match.

Asians & Over/Under Corners 1st Half will be settled according to the corners taken in the first half only.

Asians & Over/Under Corners 2nd Half will be settled according to the corners taken in the second half only.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

Total Team Corners

Total team corners are similar to Over/Under wager. Win/Loss is determined by the number of corners taken by the chosen team. Push rules apply. Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

Total Corners 2 Way

Predict if the total corners taken in the match (by both teams) will be over or under a given number. Push rules apply.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

Total Corners Odd/Even

Predict if the total corners taken in the match (by both teams) will add up to an odd or even number.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

Corners 3 Way Handicap

In 3 way HC betting, the line is set so that there can also be a draw outcome, giving you 3 potential bets. Bets are settled by comparing the corners taken by each team, applying preset handicap.

For example:

- **Handicap (-1)** - You win if your team takes two or more corners more than the opponent.
- **Tie (-1)** - You win if the team with (-1) Handicap takes exactly one corner more than its opponent.
- **Handicap (+1)** - You win if your team takes a bigger or an equal number of corners than its opponent.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

Corners 3 Way Over/ Under

Predict if corners taken by both teams during the match will be over, under or exactly a given number.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

Corners Over/Under, Corners 1st Half Over/Under, Corners 2nd Half Over/Under

Predict if the total corners taken in the match (by both teams) will be over or under a given number. Push rules apply.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

First/ Last Corner

Predict which team will take the first/ last corner in the game.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

2nd /3rd/4th/... Corner

Predict which team will take the named corner in the game. If this specific corner is not taken in the game, bets will be void. For example game finishes or is abandoned with 8 corners taken – all bets on any corner after the 8th will be void (9th, 10th, etc.).

Substitutes

Substitutes are similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the substitutes used by each team, applying the given Handicap. Win/Loss for Over/Under part is determined by substitutes used by both teams.

If a match is abandoned all bets will be void unless settlement is already determined.

Total Throw In

Total Throw Ins is similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the throw-ins taken by each team, applying the given Handicap. Win/Loss for Over/Under part is determined by throw-ins taken by both teams.

If a match is abandoned all bets will be void, unless settlement is already unconditionally determined.

Outright/Winner

Predict the winner of the relevant competition. Bets are settled on the final league position, after play offs (if played), unless otherwise stated.

To Qualify/Win the Cup

Winner is the team advancing to the next round or winning the cup. Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification/win the cup bets will be void.

Group Winner / Qualify / Forecast / Points / Bottom / Highest Scoring / Top Goal Scorer

- **Group Winner** – Predict the team which will win the group.
- **Group Qualify** – Predict if a team will qualify for the next round of the tournament without playoffs.
- **Group Bottom** – Predict which team will finish in last position.
- **Highest Scoring Group** - Predict which Group will have the most goals scored in it across all of its qualifying games.
- **Group Top Goal scorer** - Predict which player will score the most goals within just the Group Stage of the tournament.

Tournament Totals

Tournament Goals

Predict the total number of goals to be scored during the entire tournament. Goals scored in regular time and extra-time count. Penalty shootouts do not count.

Tournament Corners

Predict the total number of corners that will be taken during the entire tournament. If a corner needs to be retaken for any reason, it will be counted as 1 corner. Corners taken in regular time and extra time count. Corners awarded but not taken do not count.

Tournament Draws

Predict the total amount of games which will finish as a draw in regular time.

Tournament 0-0s

Predict the total amount of games which will finish 0-0 in regular time.

Tournament Games Over 2.5 Goals

Predict the total amount of games which will have over 2.5 goals scored in regular time. Extra time and penalty shoot outs do not count.

Name The Finalists

Predict the two teams that will reach the final of the tournament.

First / Last Throw

Predict the team that will mark the first / last throw-in of the game. If a game is canceled, all bets will be void unless the settlement of those bets has already been determined.

1X2 & Over / Under 1.5 1st Half

Predict the winner of the game and whether they will be scored over or under 1.5 goals in the 1st half, based on the options given.

If the game is canceled all bets will be void."

Match To Go To Penalties

Predict if the match outcome will be decided after penalty shoot-out.

Interval / Regulatory Time and Over / Under 2.5

Predict the result of the game at half-time and at the end of the game, and if at least 3 goals will be scored in the game. Example: For the '1 / X and Over 2.5' bet to be successful, the home team must win the first half, and the end result must be a tie and 3 or more goals must be scored during the game. Extra time and penalty shoot-outs will not be considered.

Interval / Regulatory Time and Over / Under 3.5

Predict the result of the game at half-time and at the end of the game, and if at least 4 goals will be scored in the game. Example: For the '1 / X and Over 3.5' bet to be successful, the home team must win the first half, and the end result must be a tie and 4 or more goals must be scored during the game. Extra time and penalty shoot-outs will not be considered.

1st Goal Period

Predict when the 1st goal of the game will be scored by choosing from given time periods. Own goals will count for settlement purposes. Betting periods at the end of either half include any

injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

If a match is abandoned after the first goal is scored all bets will stand. If a match is abandoned before the first goal is scored, or a game finishes without any goals being scored, all bets will be void. As soon as a game kicks off it will be deemed to be in the first minute. So for example a goal scored after 24 minutes and 16 seconds will be settled as scored in the 25th minute.

Both Teams To Score

Predict whether both teams will score at least one goal in the game. Own goals count for the team credited with the goal. If the game is canceled, bets will be void, unless the outcome of those bets has already been determined.

Yes - means that both teams will score.

No - means that one or both teams do not score."

Both teams score and Over 2.5

Yes = both teams will score AND at least 3 goals will be scored in the game.

No = neither team will score OR both teams will score but less than 3 goals in all.

If an event is canceled, all bets will be void unless the outcome of those bets has already been determined."

Teams that score in the 1st / 2nd Half / Both halves

Predict the team that will score at least one goal in the 1st Half / 2nd Half / Both halves. Own goals count towards the team credited with the goal for the purposes of the bet.

If an event is canceled, all bets will be void unless the outcome of the placed bet has already been determined."

Team wins both halves

Predict whether a given team wins both parts of the game separately. The selected team must win both the first and the second half of the game.

"Teams that score in the 1st / 2nd Half / Both halves >>>> Predict the team that will score at least one goal in the 1st Half / 2nd Half / Both halves. Own goals count towards the team credited with the goal for the purposes of the bet.

If an event is canceled, all bets will be void unless the outcome of the placed bet has already been determined."

Teams that score in the 1st / 2nd Half / Both halves

Predict the team that will score at least one goal in the 1st Half / 2nd Half / Both halves. Own goals count towards the team credited with the goal for the purposes of the bet.

If an event is canceled, all bets will be void unless the outcome of the placed bet has already been determined."

Teams that score in the 1st / 2nd Half / Both halves

Predict the team that will score at least one goal in the 1st Half / 2nd Half / Both halves. Own goals count towards the team credited with the goal for the purposes of the bet.

If an event is canceled, all bets will be void unless the outcome of the placed bet has already been determined."

First/Last Substitute

Predict which team will make first/last substitution in the game. If both teams make a substitution at the same time, which happens to be first/last in the game, bets on it will be void.

If a match is abandoned all bets will be void unless settlement is already determined.

Shots on goal

Shots on goal are similar to Handicap and Over / Under bets. The victory / defeat of the bet in the Handicap part is determined by comparing the shots on goal made by each team, and applying the determined Handicap.

The victory / defeat of the bet in the Over / Under part is determined by the shots on goal made by both teams."

Interval / Regulatory Time and Over / Under 2.5

Predict the result of the game at half-time and at the end of the game, and if at least 3 goals will be scored in the game. Example: For the '1 / X and Over 2.5' bet to be successful, the home team must win the first half, and the end result must be a tie and 3 or more goals must be scored during the game. Extra time and penalty shoot-outs will not be considered.

Teams that score in the 1st / 2nd Half / Both halves

Predict the team that will score at least one goal in the 1st Half / 2nd Half / Both halves. Own goals count towards the team credited with the goal for the purposes of the bet.

If an event is canceled, all bets will be void unless the outcome of the placed bet has already been determined."

Teams that score in the 1st / 2nd Half / Both halves

Predict the team that will score at least one goal in the 1st Half / 2nd Half / Both halves. Own goals count towards the team credited with the goal for the purposes of the bet.

If an event is canceled, all bets will be void unless the outcome of the placed bet has already been determined."

First / Last Throw

Predict the team that will mark the first / last throw-in of the game. If a game is canceled, all bets will be void unless the settlement of those bets has already been determined.

Odd / Even >>>> Predict whether the total number of goals scored by both teams will give an odd or even number. When no goals are scored, this result is considered Par for the purpose of resolving the bet. If an event is canceled, all bets will be void unless the outcome of those bets has already been determined.

Possession of Ball

Ball possession is similar to handicap betting. The win / loss of the bet is determined by the possession of the ball by both teams, and then by comparing the possession with the handicap determined before the game begins.

For the purposes of resolving the bet, the ball possession percentages are rounded to the nearest number as follows:

50.4%> 50%

50.6%> 51%

If the game is canceled all bets will be void."

Shots on goal

Shots on goal are similar to Handicap and Over / Under bets. The victory / defeat of the bet in the Handicap part is determined by comparing the shots on goal made by each team, and applying the determined Handicap.

The victory / defeat of the bet in the Over / Under part is determined by the shots on goal made by both teams."

1st/Last Goal Kick

Predict which team will be first/last to take a goal kick in the game. If a match is abandoned all bets will be void unless settlement is already determined.

BASKETBALL

General

All games must start on the scheduled date (local time) for bets to have action. An exception is made if incorrect start time is announced on our website.

If a game 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 based on the original listing will be void.

All bets on a game include overtime unless otherwise stated.

In 2-way markets push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

3-way Match Winner market bet settlement purposes excludes overtime.

48-minute games must go at least 43 minutes of play and 40-minute games must go at least 35 minutes of play in order for full time bets to take actions.

If a game is suspended after the minimum time has been played and not resumed the same day, then regardless of whether the game is completed at a later date, the score when the game is halted will determine the betting results.

Champions League - If a match finishes in a tie and overtime isn't played, Match betting and Normal Time Match Betting (2 way) will be settled as a push. Should there be Overtime, Markets will be settled as Yes.

If a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.

Match Winner

Predict which team will be the winner.

Handicap

Predict which team will be the winner, applying the given spread to the score.

Over/Under

Predict if the points scored by both teams will be over or under a given number.

1st Half

All 1st Half markets (Winning Team, Handicap, Over/Under, Total Team Points, Total Odd/Even and Total Team Odd/Even) will be settled according to the result of the first half only. If the game is abandoned before half time, all 1st half bets will be void.

2nd Half

All 2nd Half markets (Winning Team, Handicap, Over/Under, Total Team Points, Total Odd/Even and Total Team Odd/Even) will be settled according to the result of the second half including overtime if played. If the game is abandoned bets will be void. An exception is made if there are 5 or less minutes of scheduled playing time remaining. In this case bets will be settled according to the result at the time of abandonment.

1st/2nd/3rd/4th Quarter

All Quarter markets (Winning Team, Handicap, Over/Under, Total Team Points, Total Odd/Even and Total Team Odd/Even, Margin of Victory) will be settled according to the result of the relevant quarter. The 4th quarter result includes overtime if played. Quarters must be finished in order for bets on them to be settled. If the game is abandoned during the scheduled playing time, bets on the running and following quarters will be void.

Example:

If the game is abandoned in the 2nd Quarter, bets on the 1st Quarter will be settled, the rest (2nd/3rd/4th Quarter) will be void.

If the game is abandoned in the 4th Quarter (even if there are less than 5 min of scheduled playing time left), bets on it will be void. Bets on 1st/2nd/3rd Quarter will be settled.

If the game is abandoned in overtime, all Quarter bets will be settled. 4th Quarter bets will be settled according to the 4th quarter result, adding any points scored in overtime up to the time of abandonment.

Total Team Points

Predict if a certain team will score more or less points than a given number.

Total Odd/Even

Predict if the points scored by both teams will add up to an odd or an even number.

2nd Half Odd/Even

Predict if the points scored by both teams in 2nd half will add up to an odd or an even number, including if overtime is played.

2nd Half Teams Odd/Even

Predict if the points scored by a certain team in 2nd half will add up to an odd or an even number, including if overtime is played.

2nd/3rd/4th Quarter Odd/Even

Predict if the points scored by both teams in 2nd/3rd Quarter will add up to an odd or an even number.
Predict if the points scored by both teams in 4th Quarter will add up to an odd or an even number, including overtime if played.

2nd/3rd/4th Quarter Teams Odd/Even

Predict if the points scored by a certain team in 2nd/3rd Quarter will add up to an odd or an even number.
Predict if the points scored by a certain team in 4th Quarter will add up to an odd or an even number, including overtime if played.

Total Team Odd/Even

Predict if the points scored by a certain team will add up to an odd or an even number.

Winning Margin/Margin of Victory

Predict the winning team and exactly by how many points this team will win by choosing from given options.

Margin of Victory 2nd/3rd/4th Quarter (To Win By 3+)

Predict Margin of Victory for 2nd/3rd Quarter.
Predict Margin of Victory for 4th Quarter, including overtime if played.

Winning Margin (Any Team)

Predict the winning team and exactly by how many points this team will win by choosing from given options, including overtime if played.

Halftime/Fulltime

Predict the result of the game at half time and at the end of the game, including overtime if played. If a game is abandoned or for some reason ends in a draw and no overtime is played, bets will be void.

Race to 10/15/20 points

Predict which team will be the first to reach 10/15/20 points. If the game is abandoned before any team reaches the quoted number of points, bets will be void.

Winner / Outright

Bets will be settled according to the final league position including Play offs and according to the official site of the event.

To Qualify

Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be void.

Players

There are several markets available for any named players:

- MVP of the match (Pre-event & Live Betting)
- top scorer (Pre-event & Live Betting)
- Player to score first (Pre-event only)
- Player to score last (Pre-event only)
- Player to score anytime (Pre-event only)

If the relevant player doesn't get any playing time in the match, bets on him will be void. Any stats achieved in overtime (if played) will be taken into account for settlement purposes. Win/Loss is determined by a comparison between the stats achieved by the named player and a pre-given number of stats.

A settlement will be made according to the statistics provided by the official site of the Tournament in which the game is played.

TENNIS

General

In the event of any of the following circumstances, all bets will stand:

- A change of schedule and/or day of match
- A change of venue
- A change from indoor court to outdoor court or vice versa
- A change of surface (either before or during a match)
- A delay in the start of a match will not affect the standing of wagers, nor will a suspension, as long as the play is resumed and the match completed.

Winner Full Time including Live Betting

If the full statutory number of sets hasn't been completed, all bets will be deemed as void.

Asian Handicap & O/U Full Time including Live Betting

Refers to the sets played in the match. Win/loss is determined by the number of sets accumulated by both players. If the full statutory number of sets hasn't been completed, all bets will be deemed as void. A super tie break is considered as one set for bets on O/U.

Point Winner / 1st Point Winner (Live Betting Only)

Predict which player will win the stated point. The nominated point will be featured in the name of the bet type, for example: **1st set - 5th game – 1st Point Winner.**

If a point is not played for any reason – it is awarded by the umpire as a penalty point, the game or the match is over before the point is played, a player withdraws, etc. – bets on it will be void. Tie break points will not be counted for this bet type.

Game Winner

Predict which player will win the stated game. The nominated game will be featured in the name of the bet type, for example:

2nd set – 7th game – Winner.

If a game is not completed for any reason, bets on it will be void. Tie break points will not be counted for this bet type.

Game Exact Score (Live Betting Only)

Predict the points of the winner and his opponent in the stated game by choosing from the given options. The nominated game will be featured in the name of the bet type, for example:

1st set – 8th game – Exact Score.

If a game is not completed for any reason, bets on it will be void.

First/Second/Third/Fourth/Fifth Set (Set Winner/Handicap or Over/Under) including Live Betting

In the event of the set not being completed, all bets will be void.

Exact Score (Set Betting) including Live Betting

Predict the sets score at the end of the match. Bets are void if the full statutory number of sets is not completed, or changed.

Tie Break in a match including Live Betting

Settlement is determined by the number of tie breaks in the match. If there was a Tie Break in an unfinished event, bets will be valid. If there's no Tie Break in an unfinished event, bets will be void.

Total Aces

Total Aces is similar to Asian and Over/Under Wager. Settlement is determined by the number of aces accumulated by both players. Bets are void if the statutory number of sets has not completed, or changed. If a match is not completed because of a player retirement or disqualification, all bets will be void.

To Win 1st Game

Predict which player will win the first game for Live Betting only. All bets placed after the coin toss will be void.

Outright

Predict the winner of the tournament. In the event of a non-runner, all bets are void.

Winner

Predict the winner of the tournament. The player must start Round 1.

Finalists / To Reach the Final

Predict the players that will reach the final of the tournament.

Handicap Games and More / Less Games including Live Betting

The resolution of the bet is determined by the number of games accumulated by both players. Bets will be void if the total regulatory number of sets is not completed or if it is changed.

A tie break as well as a super tie break is considered to be a game for the purposes of betting resolution.

Over/under Set - Total Games

Predict whether the games won by both players will be above or below a certain number in that set. If the set is not completed, all bets will be void.

Fast Markets

In the event of penalty point(s) awarded by the umpire, all bets on that game will stand.

In the event of a penalty game, all bets on that game will be void with the exception of any market where the settlement has already been determined.

Player X Aces O/U

Predict how many Aces the stated player will serve in the match. This will be settled off the official data from the governing body. If the match is not completed, all bets on undetermined results will be void.

Match Winner, Most Aces, Total Games

Predict the winner of the match, who will serve the most Aces and if the total games in the match will be above or below the stated line. If the match is not completed, all bets on undetermined results will be void.

Next Game Point Handicap

Predict who will win the next game with the stated points handicap taken into account. If the next game is not completed all bets on the market will be void.

Total Aces O/U

Predict if the total number of Aces will be above or below the stated line. This will be settled off the official data from the governing body.

AMERICAN FOOTBALL

General

Games must start in the same scheduling week of the league (scheduling week is Thursday-Wednesday, local stadium time, for NFL) for bets to have action.

For season long player prop bets, the nominated player must be in one game during the regular season for bets to stand.

All bets on the game include overtime scoring unless stated otherwise.

Regular Season – Moneyline 3-Way Full-Time bets are settled either at FT or after Overtime has been played. Overtime could result in a tie in Regular Season games.

Playoffs – Moneyline 3-Way Full-Time bets are settled at FT, excluding Overtime.

Games must go at least 55 minutes of play for bets to have action. If a game is suspended before 55 complete minutes are played, all bets on the outcome of the game are refunded unless otherwise stated, except for bets on any markets that have been unconditionally determined.

In 2-way markets push rules apply unless otherwise stated below. Stakes on single bets are returned and in multiples/parlays the selection is treated as a non-runner.

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 based on the original listing will be void.

Statistics provided by the official website of the relevant competition will be used to settle wagers. In the absence of an official website, or when significant conflicting evidence is present, bets will be settled based on an official score provider.

Forfeited games, whether won or lost, will not count as a game played or completed (or any other similar term) for settlement purposes.

Live-Betting

Live betting game bets include overtime.

Points are considered regardless of whether they are scored before or after the bet is placed.

Winner

Predict the winner of the game. Bets include overtime if played. If the game ends in a draw, 2Way bets on Winner will be void.

Over/Under/Total Points

Predict if the points scored by both teams will be over or under a given number.

1st Half

Bets settled on the first half result only. Bets will be void if the match is abandoned before halftime.

If a match is abandoned during the second half then all first half bets are still valid.

2nd Half

Bets settled on the second half result only include overtime.

1st/2nd/3rd Quarter

Bets settled on the quarters result only.

If the entire game is not completed, wagers on quarters will have action in case the relevant period was completed.

4th Quarter

Bets settled on the 4th quarter result only include overtime (unless otherwise stated).

Halftime/Fulltime

Predict the result of a match at halftime and fulltime.

Example: If you choose 1/2, you bet on the home team to lead in the first half and the away team to win the game.

Bets on Halftime/Fulltime exclude overtime.

Odd/Even

A prediction of whether the total number of accumulated points in a game will add up to an odd or even number.

Total team points

"Total team points" is similar to Over/Under Wager.

Win/loss is determined by the points accumulated by a named team.

To Qualify

Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be void.

Handicap

Predict the winner of the game, applying the given handicap (spread).

BASEBALL

General

All games must start on the scheduled date (local time) for bets to have action. If a game does not start on the scheduled start date then all bets will be void. The exception is if we advertise an incorrect start time.

Bets on suspended games (which have already started) will carry over and have action as long as the game is resumed within 36 hours of the original start time. If a suspended game is scheduled to be resumed more than 36 hours after the original start time, all bets will be void, unless the wager has been unequivocally determined prior to the game's suspension. This applies unless otherwise stated. If a game is terminated before becoming official (not planned to be resumed from where it was halted) all bets will be void, unless the wager was already determined (i.e. game is terminated in 3rd inning, settlement on 1st inning O/U still stands).

An exception is made for games in which a Mercy Rule is used: the result at the time of the Mercy Rule call will be used for settlement purposes.

All bets include extra innings unless otherwise stated.

There must be at least 5 full innings of play unless the home team is leading after 4½ innings, for bets on Match Winner to have action. 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. Monies will be refunded if the home team ties the game and it is then suspended. Suspended games will not carry over to the following day.

The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets on Over/Under or Run line to have action with the exception of when a result has already been determined.

3-way Match Winner market is related to the first 9 innings. Settlement will exclude any extra inning(s) played.

Extra Inning market refers to any inning(s) played after the full 9 innings ended in a tie.

For 7 innings games the game must go at least 7 full innings (or 6½ innings if the home team is ahead) for bets on Over/Under or Run line to have action unless specified otherwise.

In 2-way markets push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

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.

MLB Wagers

Walk

Settled based on the official MLB definition of a walk, which includes an intentional walk. A hit-by-pitch is not included in the definition and will NOT be graded as such.

Live-Betting

Names of the starting pitchers in the selections for live betting are simply for informational purposes. Live wagers are action regardless of pitching changes.

Match Winner

Predict which team will win the game.

Run line

Win/loss is determined by the number of runs accumulated by both teams and then comparing with the run line given before the game start.

Run line -1.5

You win if your team wins the game with a run difference of two or more.

Run line +1.5

You win if your team wins or losing with in exactly a one run difference.

O/U / Totals / 2W Total Line

Predict the total runs achieved in a match.

Over 9.5

Your bet wins if there are more than 9 runs in the match otherwise your stake is lost.

Under 9.5

Your bet wins if there are less than 10 runs in the match otherwise your stake is lost.

Under 9

Your bet wins if there are less than 9 runs in the match. If there are 9 runs exactly the stake is returned otherwise your stake is lost.

Over 9

Your bet wins if there are more than 9 runs in the match. If there are 9 runs exactly the stake is returned otherwise your stake is lost.

Odd/Even

A prediction of whether the total number of accumulated runs in a game will add up to an odd or even number. The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets to have action.

To win the Series betting

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

1st Inning Winner (pre-match)

Predict the winner at the end of the first inning. Bets can be made by either selecting a Home Win, a Draw or an Away Win.

3-Way Run Line and 3-Way Handicap

Predict the winner with preset game advantage. There are 3 possible outcomes that include the preset game advantage – Home win, Draw and Away Win.

3-Way Total

Predict if the total runs accumulated by both teams will be Over, Under or Exactly preset number.

To Qualify

Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification/win the cup bets will be void for.

Outright

Bets settled on final league position include play offs.

MLB Regular Season Wins

Team(s) listed on wager must complete at least 98% of scheduled regular season games (using schedule from

Opening Day) for bets to have action, unless remaining games during season would not affect the result. Playing games do not count towards the regular season win total.

MLB doubleheaders 2020

During the MLB 2020 season, all doubleheaders will be played as two seven-inning games. All listed rules apply with the following differences:

- All markets settled according to the "4.5 innings rule" will be settled according to a "3.5 innings rule" - For bets to have action, the game must go at least 4 full innings (3.5 innings if the home team is ahead).
- All markets settled according to the "8.5 innings rule" will be settled according to a "6.5 innings rule" - For bets to have action, the game must go at least 7 full innings (6.5 innings if the home team is ahead)

CRICKET

General

All games must start on the scheduled date (local time) for bets to have action.

Abandoned or postponed matches are void unless rearranged and played on the same date (local time) or stated otherwise in the rules. An exception is made if incorrect start time is announced on our website.

"Test Matches" and "Two/Three/Four Day Matches" are excluded from the rules stated above.

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 based on the original listing will be void.

All wagers will be settled using the official result as declared by the relevant governing body of the match or competition concerned.

Push rules apply for all 2-way markets.

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other formats unless otherwise specified within individual market rules.

One Day / Twenty20 / T10 / 100-Ball Competitions

In matches affected by adverse weather bets will be governed by the official competition rules with the following exception: if a match is decided upon either a bowl out or the toss of a coin, then all bets will be void.

If a match is abandoned due to outside interference, then bets will be void unless a result is declared based on the official competition rules. In the event of a change of opponent from the one advertised then all bets for that match are void.

Where no specific price or state is quoted for the tie and the official competition rules determine a winner/progressing side, bets will be settled on the official result.

In competitions where a Bowl Out or Super Over determines a winner then bets will be settled on the official result.

Innings Runs

If Duckworth-Lewis method (D / L) is called into play and the runs for one of the teams are being reduced – market will be valid for settlement.

If the match is reduced in overs, prior to match commencing, bets on Innings Runs will stand. Bets will only be voided in this scenario, if further overs are lost once match has commenced, depending on what type of match, see below.

In One Day matches – bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 or more from the originally scheduled, unless the market is already determined.

In the event of a re-calculated Duckworth-Lewis method (D/L) target for the side batting second, with the amount of overs reduced being fewer than five (5), only the runs scored by the side batting first will be used for settlement. Additional runs awarded to the side batting first for loss of overs due to the intervention of rain or any other delay will not be counted towards this market.

Twenty20 matches - bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 3 or more from the originally scheduled and when bets were struck, unless the market is already determined.

In the event of a re-calculated Duckworth-Lewis method (D/L) target for the side batting second, with the amount of overs reduced being fewer than three (3), only the runs scored by the side batting first will be used for settlement. Additional runs awarded to the side batting first for loss of overs due to the intervention of rain or any other delay will not be counted towards this market.

T10 matches - bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 1 or more from the originally scheduled and when bets were struck, unless the market is already determined.

100-Ball matches - bets will be void if the intervention of rain or any other delay results in the number of balls being reduced by 21 or more from the originally scheduled and when bets were struck, unless the market is already determined.

In the event of a re-calculated Duckworth-Lewis method (D/L) target for the side batting second, with the amount of balls reduced being fewer than twenty-one (21), only the runs scored by the side batting first will be used for settlement. Additional runs awarded to the side batting first for loss of balls due to the intervention of rain or any other delay will not be counted towards this market. Three/Four/Five Day Matches

A minimum of 50 overs must be bowled unless All Out or team declares. Otherwise bets void, unless settlement of bets is already determined.

Test Matches / First-Class Matches

Bets will stand according to the official result provided in case at least one ball has been bowled

1st 6 Over Runs

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.

1st 12 Over Runs

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.

Session Runs

Predict how many runs will be scored in the specific session. The result is determined by the total number of runs scored, 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.

5 Over Run Bands

If the selected number of overs is not complete due to external factors or adverse weather then bets will be void, unless settlement of the bet is already determined.

If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand.

Next Over Runs

Predict the total runs scored during the next Over of the match. Extras and penalty runs will be included. If Over is not completed, bets will be void unless bets have already been determined.

Next Over Runs (5 Balls)

Predict the total runs scored during the next Over (5 Balls) of the 100-Ball match. Extras and penalty runs will be included. If Over (5 Balls) is not completed, bets will be void unless bets have already been determined.

Batsman Total Runs

Will named batsman score more or less than specified total.

In all forms of Cricket Batsman must face at least 1 ball for bets stand unless is out before first ball is faced.

Test Matches/First Class Matches

Subject to above ruling all bets will stand regardless of delays and interruption caused by adverse weather.

One Day Matches (40/50 Overs)

Batsman run bets will be void if intervention of rain or any other delay results in a loss of 5 or more overs at the time of bet placement unless a settlement has already been determined.

Twenty20 Matches

Batsman run bets will be void if intervention of rain or any other delay results in a loss of 3 or more overs at the time of bet placement unless a settlement has already been determined.

100-Ball Matches

Batsman run bets will be void if intervention of rain or any other delay results in a loss of 21 or more balls at the time of bet placement unless a settlement has already been determined.

T10

In 10 Over matches bets will be void if the entire innings is not completed, unless settlement for bet is already determined.

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

Top Batsman/Top Bowler

Only the first innings count. Bets on players not selected in the starting 11 or designated as substitutes, will be void. If a player is selected but does not bat or field, Bets on players who are selected but do not bat or field will be settled as losers. If two players or more end on an equal number of wickets, then the bowler with the least number of runs conceded will be deemed the winner.

There is a minimum number of overs that should be played before the game is interrupted, or All Out. Otherwise all bets will be void:

- One day International – 20 overs
- All Domestic 40 Over Competitions – 10 overs
- All Domestic 50 Over Competitions – 20 overs
- All Twenty20 Cup – 6 overs
- 10 Over Matches – 6 overs

- All 100-Ball Matches – 40 Balls
- Test Cricket - A minimum of 50 overs must be bowled unless All Out. Otherwise the bets are void.

Highest Individual Score

Minimum number of Overs must be played, otherwise all bets will be void:

- Twenty20 matches – full 20 overs for each Team;
- One Day matches – at least 40 overs for each Team;
- 100-Ball Matches – full 100 balls for each Team
- Test & First-Class matches – whole match counts; if game is drawn there must be minimum of 200 overs bowled for settlement

Player To Score Most Sixes

Bets placed on any player not in the starting 11 will be void. The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined. Bets on players who are selected but do not bat will be settled as losers if one or more six is scored.

In matches decided by a Super-Over, sixes hit during the Super-Over will not count for settlement purposes. Bets will be void if no Sixes are scored.

- Twenty20 Matches - The full 20 overs for each team.
- One Day Matches - At least 40 overs for each team.

1st Over Total Runs / 1st 5 Balls Total Runs

Predict the total runs scored during the 1st Over or 1st 5 Balls of the match. Extras and penalty runs will be included. If 1st Over or 1st 5 Balls is not completed, bets will be void.

1st Innings Score

Prices will be offered for the number of runs scored during the 1st innings of the match, regardless of which team bats first. The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

- Twenty20 Matches - The full 20 overs for each team.
- One Day Matches - At least 40 overs for each team.

Test and First-Class Matches - Declarations will be considered the end of an innings for settlement purposes. In the event of the 1st innings being forfeited all bets will be void. In the event of an innings not being completed due to outside interference or inclement weather all bets will be void unless settlement is already determined.

1st Innings Lead

Both teams must complete their first innings for bets to stand (including declarations).

Odd/Even

Predict if the sum of all runs scored in the relevant period (Match, Innings, Over) will be an odd or an

even number. Extras and Penalty runs will be included for settlement purposes. If the relevant period is not finished, all bets on it will be void.

Total Runs In Match O/U

Predict if the number of runs in the relevant period (Innings, Over) will be over or under a given number. If the relevant period is not finished, all bets will be void.

The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined:

- Twenty20 Matches - The full 20 overs for each team.
- 100-Ball Matches - full 100 balls for each team.
- One Day Matches - At least 40 overs for each team.
- Test and First-Class Matches - The whole match counts. In drawn matches there must be a minimum of 200 overs bowled.

Total Match 6's

Predict whether the total number of sixes in the match will be over or under a specified figure. If an intervention from rain or any other delay results in the number of overs being reduced, from that scheduled when the bet was struck, open bets on total match sixes in a Twenty 20 match will be void, if the reduction is by 3 or more overs and void in other limited overs matches, if the reduction is by 5 or more overs.

In matches decided by a Super-Over, Sixes hit during the Super-Over will not count for settlement purposes.

Only Sixes scored from the bat (off any delivery - legal or not) will count towards the total Sixes. Overthrows and extras do not count.

Total Match 4's

Predict whether the total number of fours in the match will be over or under a specified figure.

If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled when the bet was struck open bets on total match fours in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs. In a 100-Ball match, bets will be void if 21 or more balls are lost.

In matches decided by a Super-Over, Fours hit during the Super-Over will not count for settlement purposes.

Only Fours scored from the bat (off any delivery - legal or not) will count towards the total Fours. Overthrows, all run Fours and extras do not count.

Innings Total 4's and 6's

Predict whether the total number of fours or sixes in the innings will be over or under a specified figure.

If an intervention from rain or any other delay results in the number of overs being reduced, from that scheduled when the bet was struck, open bets on total innings fours or sixes in a Twenty 20 match will be void, if the reduction is by 3 or more overs and void in other limited overs matches, if the reduction is by 5 or more overs. In a 100-Ball match, bets will be void if 21 or more balls are lost.

In matches decided by a Super-Over, Fours and Sixes hit during the Super-Over will not count for settlement purposes.

Only Fours and Sixes scored from the bat (off any delivery - legal or not) will count towards the total innings Fours and Sixes. Extras do not count.

Total Match Wides

Predict whether the total number of wides will be over or under a specified figure.

If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled, when the bet was struck all open bets on total match wides in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs. In a 100-Ball match, bets will be void if 21 or more balls are lost.

In matches decided by a Super-Over, Wides bowled during the Super-Over will not count for settlement purposes.

Team With Highest 1st 6/10/15 Overs Score or 1st 25 Balls Score

Predict which team will have the higher score after 1st 6/10/15 Overs or 1st 25 Balls. Push Rules apply. If either team do not complete number of overs or balls stated, bets will be void unless bet is already determined. In the event of a tie, bets will be void.

Batsman Matches

Predict which Batsman will score more runs in the game. Push Rules apply. In Test and County Championship matches only the first innings counts for settlement purposes. Bets will stand if each Batsman has faced at least one ball.

Outright

Predict the winner of the league. Bets are settled on the final league position, unless otherwise stated.

Top Series Batsman/Bowler

Any quoted player, who takes no part in the specified series, will be void. In the event of two or more players ending on an equal number of wickets, then the bowler with the least number of runs conceded will be the winner.

To Win Pool

Predict the team which will finish top at their Pool.

Finalists

Predict the two teams which will play in the Final of the Tournament.

To Reach The Final

Predict if a certain team will reach the Final of the Tournament.

DARTS

General

All games must start on the scheduled date (local time) for bets to have action. The exception is if we advertise an incorrect start time.

Abandoned or postponed matches are void unless rearranged and played in the same date (local time) or stated otherwise in the rules.

In the event of the statutory number of sets/legs being changed or differing from those offered for betting purposes then all bets are void unless otherwise stated.

Outright

Predict the winner of the tournament. In the event of a non-runner, all bets are void. Bets stand once the player participate in his first match of the tournament.

To Reach the Final

Predict which player will reach the final. In the event of a non-runner, all bets are void.

Bets stand once the player participate in his first match of the tournament.

To Win a Quarter

Predict which player will win the quarter. In the event of a non-runner, all bets are void.

Bets stand once the player participate in his first match of the tournament

Tournament Matchup

Predict which player will reach the higher round in (or win) the tournament. In the event of a non-runner, all bets are void.

When players are eliminated at the same stage of the tournament bets will be void.

Bets stand once the player participate in his first match of the tournament.

Over/Under

In the event of the statutory number of sets/legs not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if match is not completed.

In-Play betting

Bets on any match market abandoned before the full completion of the statutory number of legs/sets will be void.

Winner Full Time

Predict which player will win the match. In the event of a match starting but not being completed, the player progressing to the next round or being awarded the victory is deemed the winner for settlement purposes.

In the event of the statutory number of sets/legs being changed or differing from those offered for betting purposes then all bets will stand.

Bets are void in the two-way market if the match result is a tie.

Handicap / Handicap Alternative

Predict which player will win the match after the handicap scores have been applied. In the event of the statutory number of sets/legs not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if match is not completed.

GOLF

General

If the start of a round is delayed, or if play during a round is suspended, all pending wagers will remain valid for 48 hours. If the postponement lasts more than 48 hours, all pending wagers will be canceled and the monies refunded. Where a golfer withdraws before the start of a tournament then all bets on that participant will be declared void. Non-runner, no-bet.

Bets stand once the player has teed off the first hole

Outright Betting

All outright bets are settled on the player winning the trophy. The result of play-offs is taken into account. All bets stand -except for those placed on participants not competing in the first round. Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count).

In the event that there is a change to or decrease in the booked number of rounds or openings played in the competition, wagers set on this market will stand if 36 holes of the tournament have been completed. If less than 36 holes have been completed or outright bets were placed after the last shot of the previous completed round then bets will be void.

The four 'Majors', namely the US Masters, USPGA, US Open and British Open Championships. Pre-Tournament Outright Winner bets will stand so long as the event is completed in the calendar year, otherwise they will be void.

HANDBALL

General

All bets will be settled based on the score at the end of regulation time, excluding overtime (if played), unless otherwise stated.

All games must start on the scheduled date (local time) for bets to have action. All games are based on the result at the end of a 60-minute scheduled play unless otherwise stated. If the scheduled 60 minutes are not played, then bets will be void, unless otherwise stated. An exception is made for games in which a mercy rule is used: the result at the time of the mercy rule call will be used for settlement purposes.

If a match is postponed or abandoned for any reason, all bets will be void, unless re-arranged and played on the same day or stated otherwise in the rules. An exception is made if incorrect kick off time is announced on our website.

The statistics provided by the official website of the relevant competition or fixture will be used for settlement purposes. In case statistics are not available on the official website or there is significant evidence that the official website is incorrect, we will use an independent source to settle bets.

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

If the relevant player doesn't get any playing time in the match, bets on him will be void. Any stats achieved in overtime (if played) will be taken into account for settlement purposes unless specified otherwise. Win/Loss is determined by a comparison between the stats achieved by the named player and a pre-given number of stats.

A settlement will be made according to the statistics provided by the official site of the Tournament in which the game is played.

Live-Betting

If the event is not completed, then all bets will be void, unless otherwise stated or the outcome has already been determined.

1x2

Bets are made by selecting a Home Win, a Draw or an Away win:

1 – Home Win

X – Draw

2 – Away Win

Handicap

Predict the winner, applying the given handicap.

Over/Under

Predict if the total number of goals scored by both teams will be over or under a given number. If the game is abandoned then all bets will be void, unless the outcome has already been determined.

Alternative Goals

Predict if the total number of goals scored by both teams will be over or under a given alternative number. If the game is abandoned then all bets will be void, unless the outcome has already been determined.

1st Half

Bets (1X2, Handicap and Over/Under) are settled on the first half result only. If the 1st half is not completed then all bets are void, unless the outcome has already been determined

2nd Half

Bets (1X2, Handicap and Over/Under) are settled on the second half result only. If the 2nd half is not completed then all bets are void, unless the outcome has already been determined..

First team to score/Last team to score

Predict which team will score the first/last goal in the match. Own goals count towards the team credited with the goal. If a game is abandoned after a goal is scored, then all bets on First team to score will stand, while bets on Last team to score will be void.

Odd/Even

A prediction of whether the total number of accumulated goals by both teams will add up to an odd or even number.

Halftime/Fulltime

Predict the result of a match at halftime and at the end of regular time. If a game is abandoned, bets will be void.

For example:

If you choose 1/X, you bet on the home team to lead in the first half and the match to end in a draw. Extra time doesn't count.

Highest Scoring Half

Predict in which half most goals will be scored. Includes Draw

Total team goals

"Total team goals" is similar to Over/Under Wager. Win/loss is determined by the goals accumulated by a named team. If the game is abandoned then all bets will be void, unless the outcome has already been determined..

Team Odd/Even

Predict whether a team's total number of accumulated goals in a match will be an odd or an even number.

Team with Highest Scoring half

Predict which team will score the most goals in any (either 1st or 2nd) Half of the game. Includes Draw.

Winning Margin

Predict by how many goals the winning team will win the game. Includes Tie.

Halftime/Fulltime Alternative

Predict the result of a match at halftime and at the end of regular time. Selections are based on winning ones only without the tie options plus any other as additional selection. If a game is abandoned, bets will be void.

To Qualify

Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be void.

Group Winner

Predict the team to win the group. Bets will be settled on the final Group positions.

Top Goalscorer/Top Team Goalscorer

Goals scored in regular time (60 minutes) and extra-time count for settlement purposes. However, penalty shootout goals do not count. If a player takes part in the tournament, all bets will have action.

Outright/Winner

Predict the winner of the relevant competition. Bets are settled on the final league position, after play offs (if played), unless otherwise stated.

ICE HOCKEY

General

All games must start on the scheduled date (local stadium time) for bets to have action. The exception is if we advertise an incorrect start time.

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, bets placed based on the original listing will be void.

Games must run for a minimum of 55 minutes for action. If a game is suspended before 55 complete minutes are played, all bets on the outcome of the game are refunded unless otherwise stated, except for bets on any markets that have been unconditionally determined.

Statistics provided by the official website of the relevant competition will be used to settle wagers. In the absence of an official website, or when significant conflicting evidence is present, bets will be settled based on an official score provider.

Overtime Settlement

Markets are settled including overtime (and penalty shootout if needed) unless otherwise stated. For the settlement of markets that include overtime, when the match is decided by a penalty shootout one goal will be added to the score of the winning team.

Most markets that exclude overtime are denoted by “(Excl. OT)” in the market name or use the phrases of “Regular Time” or “60 Minutes”, the exceptions to this are as follows:

- Money Line/Puck Line/Total Goals for the match - see below for more details
- All Period Related Markets
- All Goal scorer Markets

For Pre-Live betting unless otherwise stated the main Money Line (or Winner), Puck Line and Total Goals (or O/U) markets for the match will be settled excluding overtime with the exception of the NHL league. The Alternative Puck Line and Alternative Total Goals markets will be settled including overtime for all leagues unless otherwise stated.

For Live betting unless otherwise stated the main Money Line (or Winner), Puck Line and Total Goals (or O/U) markets for the match will be settled including overtime. The only exceptions are for matches in the below leagues which will be settled excluding overtime unless otherwise stated:

- Friendly
- Friendly International
- Champions League (play-off phase)

The Alternative Puck Line and Alternative Total Goals markets will be settled including overtime for all leagues unless otherwise stated.

Grand Salami – NHL

Predict total number of goals scored in all games scheduled in NHL for that given day. All scheduled games must play three full periods. If any of the games is cancelled or abandoned before three full periods are played, all wagers will be void. 1st/2nd/3rd Period

Bets settled on the first/second/third period result only.

The 3rd period excludes overtime.

The relevant period must be completed for bets to have action.

If a match is abandoned during the second period, all first period bets are still valid.

If a match is abandoned during the third period, all first/second period bets are still valid.

FT Winner

Predict the winner of the match including overtime and penalties

FT Puck Line

Predict the spread between both teams at the final score.

Spread bets on pre live games (exclude NHL) will be settling with the regulation result.

Spread bets on live events will be settling with the overtime/penalty shootout result.

Examples:

- +0.5 You win if your team ties or wins the match.
- -0.5 You win if your team wins the match.

FT O/U

Predict the total goals achieved in a match.

Over/Under bets on pre live games (exclude NHL) will be settling with the regulation result.

Over/Under bets on live events will be settling with the overtime/penalty shootout result.

Examples:

- Over 2 Bets win if there are three or more goals scored in the match. If there are two goals exactly, the stake is returned. Bets lose if there is 0 or 1 goal scored in the match.
- Over 2.5 Bets win if there are three or more goals scored in the match. Bets lose if there are 0, 1 or 2 goals scored in the match.
- Under 2.5 Bets win if there are 0, 1 or 2 goals scored in the match. Bets lose if there are three or more goals scored in the match.

Alternative Total Goals

Predict the total goals achieved in the match.

Over 2.5 - The bet will be a winner if there are 3 goals or more in the match.

Under 2.5 - The bet will be a winner if there are no goals or less than 3 goals in the match.

Spread (3 Way)

In a Spread (3-Way), the line is set so that there can also be a tie outcome, giving you 3 potential bets.

Handicap (-1) - You win if your team wins the match with a goal difference of two or more. Tie: You win if the team with (-1) Handicap wins the match with exactly one goal difference. Handicap (+1) -

You win if your team ties or win the match.

Regular Time Winner

Predict the winner after regular time only.

Asian Lines Puck Line & O/U

Asian markets are settled on the result after Regular Time. Live Asian Handicap bets are settled according to the score for the remainder of the game (regular time) after the bet was placed. Goals scored before the bet was placed are not included.

Total Number of Goals

Bet on the total number of goals scored by the two teams within the official 60-minute play. Own goals are counted for betting purposes.

Team Total Goals

Predict the total goals achieved by a named team.

Over 0.5 - The bet will be a winner if the team scores 1 or more goals

Under 0.5 - The bet will be a winner if the team doesn't score

Over 1.5 - The bet will be a winner if the team scores 2 or more goals

Under 1.5 - The bet will be a winner if the team scores 1 goal or less

Own goals are counted for betting purposes.

First Goal / Last Goal / Next Goal

Which team will score the first/last/next goal in a match. Own goals count to the team credited with the goal.

If an Event is abandoned after a goal was scored then all bets on team of "First Goal" will stand, "Last Goal" will be void, team of "Next Goal" goal which has already been determined will stand and "Next Goal" which has not been determined will be void.

If an Event is abandoned without any goal being scored, then all "First Goal / Last Goal" bets will be void.

Odd/Even

A prediction of whether the total number of accumulated goals in a match will add up to an odd or even number.

Any match resulting in 0-0 will be settled as an even number of goals.

Correct Score

Predict the score at the end of regular time (except NHL).

If a correct score occurs that is not an option in our offer, all bets are lost.

Double Chance

A Double Chance bet allows you to cover two of the three possible outcomes in a match with one bet. The following options are available:

- 1 or X - if the result is either a home win or a tie, bets on this option are winners.

- X or 2 - if the result is either a tie or away win, bets on this option are winners.
- 1 or 2 - if the result is either a home win or an away win, bets on this option are winners.

All bets are valid for regulation time in all leagues

Most Goals

Predict in which period the most goals will be scored. If 2 or more periods have the same score, all bets will be void. Most goals excludes overtime (including NHL).

Winner

Bets settled on final league/tournament position include playoffs.

Group Winner

Bets settled on final Group position.

Team to Win All Periods

Predict if one of the two Teams will win all of the three Periods in the match.

Highest Scoring Period

Predict which of the three Periods will have most goals scored in it.

1st Period/End of 60 Minutes

Predict which of the two Teams will be winning at the end of the 1st Period and of Regular Time in one combined bet type.

MMA/UFC

General

Prices are offered for each fighter to win the fight and in the event of a draw all bets will be void and stakes returned. If either fighter is replaced with another fighter all bets will be void and stakes returned. If an event is postponed bets are void.

If the scheduled number of rounds in a fight change, bets placed on this market will stand.

Decisions

If the decision is a Majority win, then this will be classed as a Split Decision. If the fight does not go the distance, then all bets will stand. If we have a Unanimous decision bets will be settled involving striking in which all three judges agree on which fighter won the match.

Total Rounds (Over/Under) (Pre-Event Only)

Predict whether the fight will finish under or over a specified number of rounds.

For “Total Rounds” settlement purposes, 2 minutes and 30 seconds will represent half a round (if the round lasts for 5 minutes).

For example:

For a bet on “Over 1.5 rounds” to be a winner, the fight must last beyond 2 minutes and 30 seconds in round 2. If the number of rounds in a fight is changed after “Total Rounds” markets have been set, then all bets on these markets will be void.

If a fighter withdraws in the period between rounds, the fight will be deemed to have ended in the previous round for “Round Betting” settlement.

Should the scheduled number of rounds be changed before the fight, all “Round Betting” bets will be made void.

Settlement of Bets

Bets will be settled on the official result given by Judges after the bout has concluded, and will not be affected by any future appeals or amendment to the result (unless the amendment was made because of a human error).

Total rounds

For settlement purposes where a half round is stated then 2 minutes 30 seconds of the respective round will define the half to determine under or over. For example: Over 2 minutes and 30 seconds into the 2nd round will equal Over 1.5 rounds. In the event of a Technical Decision or Technical Draw the market will be settled by the point the fight was stopped.

To Win Fight and Over/Under Rounds

The market will be settled as per the winner of the fight combined with the time they do so in.

For settlement purposes where a half round is stated then 2 minutes 30 seconds of the respective round will define the half to determine under or over. For example: Over 2 minutes and 30 seconds into the 2nd round will equal Over 1.5 rounds.

If the fight ends at exactly 2 minutes 30 seconds of the round bets will be made void.

MOTOR RACING

General

If a race or qualifier is postponed for any reason, all wagers will remain valid for 48 hours.

Formula One Racing - Race Outright

All race bets are settled on the official classification from the Federation Internationale de l'Automobile (FIA), the sports governing body, at the time of the podium presentation.

Championship Outright

Wagers will be graded as per FIA classification immediately after the final race of the Season and will not be affected by any subsequent penalties or demotions.

Fastest Lap (except for Rally & National Rally Championship)

The official FIA result at the time of the podium presentation for the race will be used.

Podium Position

The result for settlement is at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

NASCAR - Outright Race

The Official NASCAR winner of the race shall be the winner of the race for wagering purposes; this includes all races which are halted prematurely for any reason.

Any drivers who do not qualify for the race will be deemed no action, i.e. all bets on such driver will be declared void.

Rally

All race bets are settled on the official classification as defined by the official race organizers and will not be affected by any subsequent enquiries.

Motorbikes - Championship Outright

All-in compete or not. Bets will be determined by the number of points accumulated following the podium presentation of the final race of the season and will not be affected by any subsequent enquiries.

Race Outright

Non-Runner no-bet.

The podium positions will be used to determine the winner for betting purposes. Subsequent disqualifications and/or appeals will not affect bets.

Head to Head

Predict on which of Players will finish in a higher position. Two drivers may be paired for betting purposes and prices offered on which of them will finish in a higher position in a specific race.

In the event neither driver finishes the race, the driver completing more laps will be deemed the winner. If both drivers have completed the same number of full laps, bets will be void.

Fastest Lap & Race Win

This market applies to the same driver achieving the following in the same Grand Prix: Setting the fastest lap during the race and winning the actual race.

RUGBY LEAGUE/UNION

General

All games must start on the scheduled date (local stadium time) for bets to have action.

If a match is postponed or abandoned for any reason all bets are void, unless re-arranged and played on the same day or stated otherwise in the rules. The exception is if we advertise an incorrect kick off time.

Unless otherwise stated Rugby 7s (sevens) & 10s (tens) match bets are settled on the specific tournament regulation play and exclude extra-time (overtime) if played.

All Rugby bets are settled on 80 minutes' play. The term "80 minutes' play" includes any stoppage time unless otherwise stated.

If a venue is changed from the one advertised then all bets on that match are void. In the event of a change of opponent from the one advertised, then all bets for that match are void.

1st Half

Bets are settled on the first half result only. Bets are void if the match is abandoned before half time.

If a match is abandoned during the second half then all first half bets are still valid.

2nd Half

Bets are settled on the second half result only.

Total Match Points

Predict the total number of points scored in the match.

Total Team Points Odd/Even

Predict whether the total number of points scored in the match will be an odd or an even number.

Total Team Points – Home and Away

Predict the total points scored by the home/away team in the match.

Outright

Bets are settled on final league position include playoffs unless stated otherwise.

Group Winner

Bets are settled on final Group position.

Halftime/Fulltime

Predict the result of a match at half-time and at full-time.

Example: If you chose 1/X, you bet on the home team to lead in the first half and the match ending in draw.

Winning Margin

Predict which team will win the match and the victory margin. Settlement is executed upon the regular time result only.

Rugby Union Pre-Match

3 Way Handicap

Predict which team will win the match after the handicap scores have been applied, including the handicap draw

All bets will be void if the match is not completed.

Winning Margin 5 Way

Predict the winning margin and team of the match.

All bets will be void if the match is not completed.

Winning Margin 17 Way

Predict the winning margin and team of the match.

All bets will be void if the match is not completed.

Try scorer Betting

Predict who will be First/Last/Anytime Try scorer from list of Players. Penalty tries do not count.

In the event of a penalty try, settlement is deferred to the next awarded try. Bets on players not taking part in the match will be void.

Total Team Tries – Home and Away

Predict whether the total number of tries scored by the home/away team in the match will be an odd or an even number.

Total Team Tries Odd/Even

Predict whether the total number of points scored by the home/away team in the match will be an odd or an even number.

Total Match Tries

Predict whether the total number of tries scored in the match will be over or under a specific figure.

Grand Slam

A team that wins all its matches. The market is specific to the Rugby Union Six Nations championship only.

Triple Crown

May only be won by one of the Home Nations of England, Ireland, Scotland or Wales, when one nation wins all three of their matches against the others. The market is specific to the Rugby Union Six Nations championship only.

SNOOKER & POOL

General

Non-Runner no-bet - With the exception of bets placed on any player who takes part in a given tournaments' qualifying but fails to qualify for the main tournament. Such bets will be deemed losers for settlement purposes. All participants in a given tournament will be priced to win the tournament outright. Details are displayed under the competition title.

Match Winner

Predict which player will win the match.

In the event of a match starting but not being completed the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

In the event of a match not starting at all, all bets are refunded.

Over/Under

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void. In the event of a disqualification or retirement bets will be void.

In the event of a match starting but not being completed for whatever reason or a match not starting at all, all bets are refunded.

Half Time/Full Time

Predict the result after the first 4 frames and the overall winner of the match.

All bets void if match is not completed.

Handicap Betting (including Alternatives)/Asian Handicap/Frame Betting/Total Frames(including Alternatives)/Asian Total/Correct Score

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void. In the event of a disqualification or retirement bets will be void.

In the event of a match starting but not being completed for whatever reason or a match not starting at all, all bets are refunded.

VOLLEYBALL

General

If a match is not completed, all full-time bets will be void.

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 based on the original listing will be void.

Abandoned or postponed matches are void unless rearranged and played on the same date (local time) or stated otherwise in the rules. An exception is made if incorrect kick off time is announced on our website.

Live-Betting

If the event is not completed, all bets will be void. Exceptions are made for bets on sets which are already over, in this case the bets will be settled.

Points are considered regardless of whether they are scored before or after the bet is placed.

Winner

Predict the winner of the game. A best-of-five sets format is used. Golden Set is not counted for settling purposes.

Over/Under

Predict over or under a given number of sets will be played in order for the winner to be determined.

Set Score

Predict the sets' score at the end of the match.

Bets are void if the statutory number of sets is not completed, or changed.

Total Points

Total Points is similar to Handicap and Over/Under Wager. Win/loss is determined by the number of points accumulated by both teams, and then by comparing these points with the handicap and/or over/under given before the match started.

1st/2nd/3rd/4th/5th set Winner

Predict the winner of the relevant set.

1st/2nd set Over/Under

Predict if the sum of the points scored by both teams in the relevant set will be over or under a given number.

Outright

Predict the winner of the relevant competition. Bets are settled according to the final league position, after play offs (if played), unless otherwise stated.

Group Winner

Bets are settled according to the final Group position.

BADMINTON

In the event of any of the named players in a match changing before the match starts then all bets will be void. If the event starts but not being completed then all bets will be void.

BEACH SOCCER

Predict the result at the end of normal time. Normal time is 36 minutes of play. If a match is postponed all bets will be void.

If a match starts but is not completed, match bets will be settled on the official result. Other markets will be void unless a winning market has been determined.

BEACH VOLLEYBALL

In the event of any of the named players in a match changing before the match starts all bets will be void.

In the event of a match starting but not being completed then all bets will be void.

FUTSAL

All match markets will be settled on regulation time, unless stated otherwise.
Regulation time must be completed for bets to stand unless otherwise stated.

TABLE TENNIS

General

In the event of any of the named players in a match changing before the match starts, all bets will be void. In the event of a match starting but not being completed, all bets will be void, unless the outcome of a bet is already determined.

Winner- Outright

Predict the winner of the tournament. The player must start Round 1.

Match Winner

Predict the winner of the match.

Total Points

Predict the total number of points scored in a specified game.

Correct Score

Predict the correct score in the specified market; i.e. Correct Match Score, Correct Game 1 Score, etc

Total Points (Odd/Even)

Predict whether the points within a specified market finish odd or even.

Total Games

Predict the total number of games played in the match

Total Game Points

Predict the total number of points that are scored in a specified game.

WATER POLO

The 1x2 (match winner) market will be settled on regulation time, unless stated otherwise. Regulation time must be completed for bets to stand unless otherwise stated.

In the event of a match starting but not being completed then bets will be void.

SURFING

Outright bets predict the winner of the league/tournament. Bets will be settled according to the final standings, unless otherwise stated.

CYCLING

All bets are settled on the result at the time of the podium presentation. Any disqualification or appeal leading to change in the results made after that will not be taken under consideration.

Bets made on players who don't start relevant race will be voided.

Race/Stage Winner

Predict which cyclist or team will win the Race/Stage in question.

ATHLETICS

All bets are settled on the result at the time of the podium presentation. Any disqualification or appeal leading to change in the results made after that will not be taken under consideration.

For the Olympics, following rules will apply:

- The podium presentation will determine the settlement of the bets.
- Subsequent disqualifications and/or appeals will not affect bets.

BETWAY BOOSTS

Betway Boosts will be settled based on the result at the end of regulation, including injury time.

Unless otherwise stated extra time, penalties, etc... do not count for settlement purposes.

If one selection included in a betway Boost (Eg a football Treble) is a non-runner/does not take place, all bets on the boost will be void, unless result is already known.

Betway Boosts are offered for promotional purposes only. The prices offered can be considerably greater than these offered on the same outcomes elsewhere in the sportsbook. In order to ensure as many customers as possible can benefit from these promotions, the maximum permitted stake or payout amount can be significantly smaller compared to the regular sportsbook offering.

Betway Boosts prices are subject to change.

Relevant sports betting rules apply for Betway Boosts unless stated otherwise (EG Tennis rules apply for Tennis Boosts)

OLYMPICS

General Rules

In Outright markets all bets shall stand irrespective of whether the athlete/team competes or not. If an athlete/team withdraws before they have taken part in the event, the bet will be settled as a loser. If an event is cancelled, all bets are void unless settlement or bets have already been determined.

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.

For outright markets where there is a conflict with sports specific rules, the Olympic rules stated above shall prevail for Olympic outright markets.

Team events will count as one gold medal/medal for any totals markets.

Gold Medal Winner Market

Which Country/Athlete will win the Gold Medal?

Settled according to official competition website. In the event that any team/competitor is disqualified, including for false starts, bets will be settled as losers on that selection. If Olympics is postponed all bets will be void unless result and bets have already been determined.

To Win a Medal

Will Country/Athlete win a medal?

Settled according to official podium result taken from official competition website. In the event that any team/competitor is disqualified, including for false starts, bets will be settled as losers on that selection.

If Olympics is postponed all bets will be void unless result and bets have already been determined.

To Reach the Final

Which Country/Athlete will make the final/semi final of their event? Settled according to official competition website. In the event that any team/competitor is disqualified, including for false starts, bets will be settled as losers on that selection.

If Olympics or event is postponed all bets will be void unless result and bets have already been determined.

Betting Without

Betting on who will win event, finish higher without named athlete or team. Settled according to official competition website. In the event that the athlete/team we are betting without fails to win the event, the winner for the purposes of this market will be the athlete/team that wins the gold medal.

If Olympics or event is postponed all bets will be void unless result and bets have already been determined.

Match Bets

Which Team/Athlete will progress furthest in the event? Match Bets are settled using official competition website. If in a head to head match both Team/Athlete go out in the same round the bet is settled on who has achieved the better qualifying mark. If Team/Athlete are eliminated at the same stage bets will be void unless a tie is offered as a selection.

If Olympics or event is postponed all bets will be void unless result and bets have already been determined.

To Break the World Record

Will a Athlete break the current World Record for an event? Bets are settled using official competition website. If an Athlete is disqualified, they are deemed to not have broken the record for settlement purposes.

Heat Betting

Betting on which Team or Athlete will win X heat. In the event that any Athlete/Team is disqualified or withdraws for any reason, including for false starts, bets will be settled as losers on that selection. Bets are settled using official competition website.

Number of Medals Won

Betting on under/over number of Medals won by Athlete or Country at the Olympic Games. Bets placed on this market will be settled on the official medals table for all events.

If Olympics or any event are postponed all bets will be void unless result and bets have already been determined.

Most Medals Won

Betting on which Country will win the most Gold, Silver and Bronze medals at the Olympic games. The final medal table declared by the official Olympics website at the end of the event will be used to settle bets on how many medals an Athlete or country may win. If Olympics or any event are postponed all bets will be void unless result and bets have already been determined.

Gold medal/medal match bet

Which country/athlete will win the most gold medals.

In the event of a tie on most golds, the winner will be decided firstly on which country wins most silver medals and if still level then which country wins most bronze medals.

SPORTS BETS TYPES

Singles, Accumulators and System Bets

Broaden your betting possibilities by going beyond the 1 selection opportunities offered by singles betting. Discover a world of winning chances across multiple selections with Accumulators and System bets.

Singles and Accumulators

Bet name	No. of Selections
Single	1
Double	2
Treble	3
4-Fold	4
5-Fold	5
6-Fold	6
7-Fold	7
8-Fold	8
9-Fold	9
10-Fold	10
11-Fold	11
12-Fold	12
13-Fold	13
14-Fold	14
15-Fold	15
16-Fold	16
17-Fold	17
18-Fold	18
19-Fold	19
20-Fold	20

In all cases, all selections must be successful to be a winner. If one or more selections from the accumulator are cancelled, the bet stands as soon as at least one of the remaining selections is settled as a winner or loser.

Push

This is a game / selection that is tied after taking the handicap/spread into account. All bets will be void.

Non-Runner

A non-runner is a selection that is named but doesn't take part in the event. If your selection is a non-runner, your bet will be void (and your stake returned). If the selection is part of an accumulator

(multiple), the bet will become the next accumulative bet down, e.g. a treble becomes a double, a double becomes a single, etc.

Void

In all cases where the term 'void' is used, settlement will be as follows:

- **Single bets** - stakes will be refunded.
- **Accumulator (Multiple) bets** - void selections will be treated as non-runners within the bet, meaning If the selection is part of an accumulator (multiple), the bet will become the next accumulative bet down, e.g. a treble becomes a double, a double becomes a single, etc.

System Bets

System bets are similar to accumulators or accumulators in that you choose several selections within one bet, but all possible combinations of bets from those selections are covered, with the advantage of winning even if not all picks are winners.

Systems bets are presented as two numbers separated by a slash: e.g. 2/4, with the first number denoting the type of bets involved (in this case, doubles), and the second number denoting the number of selections involved.

For example, in a 2/4 system bet, you would choose 4 selections and click on the System tab at the top of the bet slip, where you would then see your system bets options. The 2/4 system bet is made up of the 6 possible combinations using your 4 selections, so a stake of €0.50 would cost €3. Even if only 2 of those possible combinations were winners, your bet would win, with the return amount dependant on how many possible combinations actually win. If none or only one of your picks wins, your system bet loses. When you place your system bet, the amount of winnings shown is the maximum winnings possible if all picks win.

You can see the details of active system bets by checking Open Bets under My Account.

Systems involving 3 selections

System 2/3

A 2/3 system consists of 3 bets involving 3 selections in different events - 3 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 2/3 costs €3.

	Single	Accumulator bet
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Number of bets placed		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
3	-	3	-	-	-	-	-	-

Trixie

A Trixie consists of 4 bets involving 3 selections in different events, 3 doubles and 1 treble. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 Trixie costs €4.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
4	-	3	1	-	-	-	-	-

Patent

A patent consists of 7 bets involving 3 selections in different events, 3 singles, 3 doubles and 1 treble. Any one winning bets guarantees a return. More winning bets means a higher return. Please note that a €1 Patent costs €7.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
7	3	3	1	-	-	-	-	-

Systems involving 4 selections

System 2/4

A 2/4 system consists of 6 bets involving 4 selections in different events - 6 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 2/4 costs €6.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
6	-	6	-	-	-	-	-	-

System 3/4

A 3/4 system consists of 4 bets involving 4 selections in different events - 4 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 3/4 costs €4.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
4	-	-	4	-	-	-	-	-

Yankee

A Yankee consists of 11 bets involving 4 selections in different events, 6 doubles, 4 trebles and 1 four-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 Yankee costs €11.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
11	-	6	4	1	-	-	-	-

Lucky 15

A Lucky 15 consists of 15 bets involving 4 selections in different events, 4 singles, 6 doubles, 4 trebles and 1 four-fold. Any one winning bet guarantees a return. More winning bets means a higher return. Please note that a €1 Lucky 15 costs €15.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
15	4	6	4	1	-	-	-	-

Systems involving 5 selections

System 2/5

A 2/5 system consists of 10 bets involving 5 selections in different events, 10 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 2/5 costs €10.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
10	-	10	-	-	-	-	-	-

System 3/5

A 3/5 system consists of 10 bets involving 5 selections in different events, 10 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 3/5 costs €10.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
10	-	-	10	-	-	-	-	-

System 4/5

A 4/5 system consists of 5 bets involving 5 selections in different events, 5 four-folds. Any four winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 4/5 costs €5.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
5	-	-	-	5	-	-	-	-

Super Yankee

A Super Yankee system consists of 26 bets involving 5 selections in different events, 10 doubles, 10 trebles, 5 four-folds, and 1 five-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 Super Yankee costs €26.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
26	-	10	10	5	1	-	-	-

Lucky 31

A Lucky 31 system consists of 31 bets involving 5 selections in different events, 5 singles, 10 doubles, 10 trebles, 5 four-folds, and 1 five-fold. Any one winning bet guarantees a return. More winning bets means a higher return. Please note that a €1 Lucky 31 costs €31.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
31	5	10	10	5	1	-	-	-

Systems involving 6 selections

System 2/6

A 2/6 system consists of 15 bets involving 6 selections in different events, 15 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 2/6 costs €15.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
15	-	15	-	-	-	-	-	-

System 3/6

A 3/6 system consists of 20 bets involving 6 selections in different events, 20 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 3/6 costs €20.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
20	-	-	20	-	-	-	-	-

System 4/6

A 4/6 system consists of 15 bets involving 6 selections in different events, 15 four-folds. Any four winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 4/6 costs €15.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
15	-	-	-	15	-	-	-	-

System 5/6

A 5/6 system consists of 6 bets involving 6 selections in different events, 6 five folds. Any five winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 5/6 costs €6.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds

6	-	-	-	-	6	-	-	-
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Heinz

A Heinz system consists of 57 bets involving 6 selections in different events, 15 doubles, 20 trebles, 15 four-folds, 6 five-folds, and 1 six-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 Heinz costs €57.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
57	-	15	20	15	6	1	-	-

Lucky 63

A Lucky 63 system consists of 63 bets involving 6 selections in different events, 6 singles, 15 doubles, 20 trebles, 15 four-folds, 6 five-folds, and 1 six fold. Any one winning bet guarantees a return. More winning bets means a higher return. Please note that a €1 Lucky 63 costs €63.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
63	6	15	20	15	6	1	-	-

Systems involving 7 selections

System 2/7

A 2/7 system consists of 21 bets involving 7 selections in different events – 21 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 2/7 costs €21.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
21	-	21	-		-	-	-	-

System 3/7

A 3/7 system consists of 35 bets involving 7 selections in different events – 35 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 3/7 costs €35.

Number of bets placed	Single	Accumulator bet						
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		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
35	-	-	35	-	-	-	-	-

System 4/7

A 4/7 system consists of 35 bets involving 7 selections in different events – 35 four-folds. Any four winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 4/7 costs €35.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
35	-	-	-	35	-	-	-	-

System 5/7

A 5/7 system consists of 21 bets involving 7 selections in different events – 21 five-folds. Any five winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 5/7 costs €21.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
21	-	-	-	-	21	-	-	-

System 6/7

A 6/7 system consists of 7 bets involving 7 selections in different events – 7 six-folds. Any six winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 6/7 costs €7.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
7	-	-	-	-	-	7	-	-

Super Heinz

A Super Heinz system consists of 120 bets involving 7 selections in different events, 21 doubles, 35 trebles, 35 four-folds, 21 five-folds, 7 six-folds, and 1 seven-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 Super Heinz costs €120.

Number of bets placed	Single	Accumulator bet						
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		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
120	-	21	35	35	21	7	1	-

Systems involving 8 selections

System 2/8

A 2/8 system consists of 28 bets involving 8 selections in different events – 28 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 2/8 costs €28.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
28	-	28	-	-	-	-	-	-

System 3/8

A 3/8 system consists of 56 bets involving 8 selections in different events – 56 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 3/8 costs €56.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
56	-	-	56	-	-	-	-	-

System 4/8

A 4/8 system consists of 70 bets involving 8 selections in different events – 70 four-folds. Any four winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 4/8 costs €70.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
70	-	-	-	70	-	-	-	-

System 5/8

A 5/8 system consists of 56 bets involving 8 selections in different events – 56 five-folds. Any five winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 5/8 costs €56.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
56	-	-	-	-	56	-	-	-

System 6/8

A 6/8 system consists of 28 bets involving 8 selections in different events – 28 six-folds. Any six winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 6/8 costs €28.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
28	-	-	-	-	-	28	-	-

System 7/8

A 7/8 system consists of 8 bets involving 8 selections in different events – 8 seven-folds. Any seven winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 System 7/8 costs €8.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
8	-	-	-	-	-	-	8	-

Goliath

A Goliath system consists of 247 bets involving 8 selections in different events, 28 doubles, 56 trebles, 70 four-folds, 56 five-folds, 28 six-folds, 8 seven-folds, and 1 eight-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a €1 Goliath costs €247.

Number of bets placed	Single	Accumulator bet						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
247	-	28	56	70	56	28	8	1

HANDICAP BETTING

Asian Handicap

The Asian Line is a special type of handicap used for soccer matches. Depending on the strength of each team, a handicap is issued for the game. This enables the odds for each side to be more similar, allowing for more competitive betting opportunities. All bets on the Asian Handicap in live betting (including 1st/2nd half bets) are settled according to the score line. Any goals prior to the bet being placed are ignored for settlement purposes.

<i>Asian Handicap</i>	<i>What it means</i>
0	You win if your team wins the match. If there's a draw (0 goals difference), you are refunded your stake.
0.25	You win if your team wins the match. If there's a draw, your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
0.5	You win if your team draws or wins the match.
0.75	You win if your team wins or draws the match. If it loses with a one goal difference, you lose half of the amount staked.
1	You win if your team wins or draws the match. If it loses with a goal difference of one, your stake is refunded.
-0.25	You win if your team wins the match. If it draws you lose half of the amount staked.
-0.5	You win if your team wins the match.
-0.75	You win if your team wins the match with a goal difference of two or more. If it wins with one goal your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
-1	You win if your team wins the match with a goal difference of two or more. If it wins with a goal difference of one, your stake is refunded.

Live betting example:

Juventus vs Man.United - Live score 1:0

Team	Asian Handicap	Odds
Juventus	-0.75	5/6 (1.80)
Manchester	+0.75	23/20 (2.15)

Final score 3:0

- If you bet on Juventus €100, your net win is €80

Final score 2:0, 3:1

- If you bet on Juventus €100, your net win €40

Final score 1:0, 1:1, 1:2, 1:3, 2:1, 2:2, 3:2, 3:3

- If you bet on Man. United €100, your net win is €115

3-Way Handicap

In a 3-Way Handicap, the line is set so that there can also be a draw outcome, giving you 3 potential bets.

Handicap (-1) - You win if your team wins the match with a goal difference of two or more.

Tie: You win if the team with (-1) Handicap wins the match with exactly one goal difference. **Handicap**

(+1) - You win if your team draws or win the match.