



## Sports Betting Rules

Version 1.10.1

# SPORTS BETTING RULES

## 1. General

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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. Betway 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. Customers cannot cancel or change a bet once the bet has been placed and confirmed. Regardless of the format that you choose to visualize the odds of the bets on your player account, and should it be necessary to round those odds, the rounding will be done up to two decimal places.
4. When an event is cancelled, all related bets will be void automatically and accounts refunded.
5. 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.
6. Betway 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.

7. 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.
8. Winnings will be credited to the Customer's account following confirmation of the final result.
9. The maximum total winnings to any customer on any calendar day for bets placed with Betway is €100,000.00 or equivalent (hereafter the "Maximum Daily Payout").

## 2. Soccer

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### 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 1<sup>st</sup>/2<sup>nd</sup> 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
<b>0</b>	You win if your team wins the match. If there's a draw (0 goals difference), your stake is refunded.
<b>0.25</b>	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.
<b>0.5</b>	You win if your team draws or wins the match.
<b>0.75</b>	You win if your team wins or draws the match. If it loses with a one goal difference, you lose half of the stake.
<b>1</b>	You win if your team wins or draws the match. If it loses with a goal difference of one, your stake is refunded.

<b>-0.25</b>	You win if your team wins the match. If it draws you lose half of the stake.
<b>-0.5</b>	You win if your team wins the match.
<b>-0.75</b>	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.
<b>-1</b>	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 is €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
<b>Under 2</b>	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.
<b>Under 2.25</b>	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.
<b>Under 2.5</b>	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.
<b>Under 2.75</b>	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.
<b>Over 2</b>	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.
<b>Over 2.25</b>	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.
<b>Over 2.5</b>	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.
<b>Over 2.75</b>	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 1<sup>st</sup> Half**

Predict the total goals scored in the match/1<sup>st</sup> 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/ 1<sup>st</sup> half

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

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

## **1<sup>st</sup> 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.

## **2<sup>nd</sup> 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 30<sup>th</sup> 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 30<sup>th</sup> min, bets will be void. If a match is abandoned after the 30<sup>th</sup> min, all bets will stand.

## **1X2 Up to 70<sup>th</sup> 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 70<sup>th</sup> min, bets will be void. If a match is abandoned after the 70<sup>th</sup> 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 1<sup>st</sup> Half market, which is settled according to the result of the 1<sup>st</sup> 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 1<sup>st</sup> Half – you have to predict the score of the 1<sup>st</sup> Half.

## 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 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: 1<sup>st</sup> Half 3-Way Handicap, which is settled according to the result of 1<sup>st</sup> 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 if accumulated goals by both teams will add up to an odd or even number. When no goals are scored, 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:

- Odd/Even – bets on it are settled according to Full time score

## **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. In case two or more players score the same amount of goals, dead-heat rules apply. 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.

If two or more players score the same amount of goals, dead-heat rules apply.

## **Teams to score in 1<sup>st</sup> Half/2<sup>nd</sup> Half**

Predict if a team will score at least one goal in 1<sup>st</sup> Half/2<sup>nd</sup> 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.

## **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 1<sup>st</sup> Half**

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

## **Number of Team Goals/Number of Team Goals 1<sup>st</sup> Half**

Predict the exact number of goals scored by a named team in the match/1<sup>st</sup> half. Own goals count to the team credited with the goal. If an event is abandoned after the 1<sup>st</sup> half is completed, bets on Number of Team goals 1<sup>st</sup> 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.

**Win to Nil**

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

**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 38<sup>nd</sup> 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 31<sup>st</sup> and 38<sup>th</sup> min
- **Bets on minutes:** 31-Half Time will be void if there was no goal scored between 31<sup>st</sup> and 38<sup>th</sup> min

**1X2 Corners Full Time/1<sup>st</sup> Half/2<sup>nd</sup>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 1<sup>st</sup> Half is settled according to the corners taken in the first half only.

Corners 1X2 2<sup>nd</sup> 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/1<sup>st</sup> Half/2<sup>nd</sup> 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 1<sup>st</sup> Half will be settled according to the corners taken in the first half only.

Asians & Over/Under Corners 2<sup>nd</sup> 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 1<sup>st</sup>Half Over/Under, Corners 2<sup>nd</sup> 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.

## **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**

Bets settled on final Group standings.

**Group Forecast** – Predict the exact place the named team or teams will finish in.

**Group Points** – Predict how many points a team will accumulate.

# **3. Basketball**

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## **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.

## **1<sup>st</sup> 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.

## **2<sup>nd</sup> Half**

All 2<sup>nd</sup> 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.

## **1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup> 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 4<sup>th</sup> 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 2<sup>nd</sup> Quarter, bets on the 1<sup>st</sup> Quarter will be settled, the rest (2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup> Quarter) will be void.

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

If the game is abandoned in overtime, all Quarter bets will be settled. 4<sup>th</sup> Quarter bets will be settled according to the 4<sup>th</sup> 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.

## **2<sup>nd</sup> Half Odd/Even**

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

## **2<sup>nd</sup> Half Teams Odd/Even**

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

## **2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup> 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.

## **2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup> 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 2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup> Quarter (To Win By 3+)**

Predict Margin of Victory for 2<sup>nd</sup>/3<sup>rd</sup> Quarter.

Predict Margin of Victory for 4<sup>th</sup> 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.

## 4. Tennis

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### 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 / 1<sup>st</sup> 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: **1<sup>st</sup> set - 5<sup>th</sup> game – 1<sup>st</sup> 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:

**2<sup>nd</sup> set – 7<sup>th</sup> 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:

**1<sup>st</sup> set – 8<sup>th</sup> 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 1<sup>st</sup> 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.

# **5. American Football**

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## **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 kick off time is announced on our website.

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

- **Regular Season** – Match Winner 3-Way Full-Time (FT) bets are settled either at FT or after Overtime has been played. Overtime could result in a tie in Regular Season games.
- **Playoffs** – Match Winner 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.

## **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.

## **1<sup>st</sup> 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.

## **2<sup>nd</sup> Half**

Bets settled on the second half result only include overtime.

## **1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> 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.

## **4<sup>th</sup> Quarter**

Bets settled on the 4<sup>th</sup> 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.

## 6. Baseball

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### 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.

If a game is suspended and completed on a subsequent day then all bets will be considered void (unless otherwise stated in these rules).

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.

## **Live-Betting**

All bets are action regardless of pitching changes. Extra innings count.

## **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 bets wins if there are less than 10 runs in the match otherwise your stake is lost.

### **Under 9**

Your bets 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.

## **7. Darts**

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### **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.

### **Outright**

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

### **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.

## 8. Golf

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### 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 cancelled and the monies refunded.

Where a golfer withdraws before the start of a tournament then all bets on that participant will be declared void.

Bets stand once the player has teed off the first hole.

### Outright

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.

Competition champion and placings will be determined by the official rules of the respective governing body.

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 a competition is diminished to less than the planned number of rounds, all bets placed after the last shot of the previous completed round will be void.

## 9. Handball

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### 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.

### Live-Betting

If the event is not completed, then all bets will be void, unless otherwise stated.

#### 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.

## **1st Half**

Bets (**1X2**, **Handicap** and **Over/Under**) are settled on the first half result only.

Bets will be 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 (**1X2**, **Handicap** and **Over/Under**) are settled on the second half result only.

Bets will be void if the match is abandoned.

## **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.

**Total team goals**

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

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

**Team Odd/Even**

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

**Winning Margin**

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

**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. Dead-heat rules apply. 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.

## 10. Ice Hockey

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### 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.

Each one of the bet types available, either for pre-live or live betting, has been specified at the end of the respective bet type inside square brackets, clarifying how the settlement will affect the selections. Please refer to the naming as follows: [Excluding OT] and [Including OT].

### Pre-Live Betting

Pre-Live betting will be settled according to the final score including overtime (and penalty shootout if needed) or excluding overtime, depending on the terms of the specific bet market. The results of matches decided by a penalty shootout will include the entire penalty shootout as one goal for the winning team.

**In Pre-Live betting the following bet types will be settled excluding overtime:**

- Period Betting – All Periods bet types (1st, 2nd, 3rd) are settled Excluding Overtime
- Exact Score
- Double Chance
- Number Of Goals

- Both Teams To Score
- 3 Way Handicap
- First Team To Score
- Asian Handicap Lines

**In NHL League for Pre-Live betting the following bet types will be settled including overtime:**

- 2 Way Match Winner
- 2 Way Handicap
- 2 Way Over / Under
- Exact Score
- Odd/Even

## **Live Betting**

Live betting will be settled according to the final score *including overtime* (and penalty shootout if needed). The results of matches decided by a penalty shootout will include the penalty shootout as one goal for the winning team.

**The following bet types will be settled excluding overtime:**

- 3 Way Match Winner (Regular Time Winner)
- 3 Way Handicap
- 3 Way Total Goals OU
- Asian Lines – Handicap & OU
- Double Chance
- First Team to Score
- Number of Goals
- Number of Team Goals
- Exact Score (with draw)
- Odd/Even
- Periods Betting – All Periods bet types (1st, 2nd, 3rd)

**The following bet types will be settled including overtime for all ice hockey leagues:**

- Handicap FT (2 Way)
- Exact Score (without draw)
- Odd/Even
- Total Team Goals (2 Way)

- Total Goals (2 Way)
- 2 Way Match Winner
- 2 Way Handicap
- 2 Way Over/Under

## **NHL**

NHL bets (pre-match and live) include overtime and penalty shootouts unless specifically stated otherwise.

If a game is decided by a penalty shootout, one goal will be added to the winning team's score and the game total.

NHL regular time and pre-season match bets are settled on the score at the end of regulation time.

**The following NHL bet types will be settled according to regulation time:**

- 3 Way Match Winner
- Asian Lines – Handicap & OU
- First Team To Score
- Next Goal

## **All Competitions (Excluding NHL)**

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

For live betting – see live betting rules.

## **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.

## **2 Way Match Winner**

Predict the winner of the match including overtime and penalties

## **Over/Under**

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.

## **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.

## **Regular Time Winner**

Predict the winner after regular time only.

## **Asian Handicap and Over/ Under**

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 after the bet was placed. Goals scored before the bet was placed are not included.

### **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.

### **Total Team 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 Team to score / Team to Score Next Goal**

Which team will score the first/ 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 to score" will stand, 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 to score" bets will be void.

## **To Qualify**

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

To qualify bets Include overtime/shootouts.

## **To Win Series**

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

## **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 o-o will be settled as an even number of goals.

## **Exact Score**

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

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

## **Winner**

Bets settled on final league/tournament position include playoffs.

## **Group Winner**

Bets settled on final Group position.

## **1st Period/Full Time**

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.

## 11. MMA/UFA

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### 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).

## **12. Motor Racing**

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### **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.

# **13. Rugby League/Union**

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## **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.

## 14. Snooker & Pool

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### 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.



## 15. Volleyball

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### 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/2<sup>nd</sup> 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.

# **16. Winter Sports**

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## **General**

All bets are settled according to the official results of winter sports federations governing the relevant race, even if not all of the scheduled events are held. Bets will be settled according to the official result declared after the race has finished. Any later appeals and disqualifications will not affect bets.

If an event does not take place as scheduled, unless it is postponed due to weather conditions, all bets are void. An exception is made if incorrect kick-off time is announced on our website.

If an event is abandoned or suspended and not staged within 36 hours (local time) and on the same field (track) all bets are void.

Bets on any participant who takes part in qualifying for a specified event but then fails to qualify for the main Round(s) will be classed as losers.

Dead heat rules apply.

## **Outright**

Predict the winner of the stage, race (it will be specified in the name of the outright). If the participant does not start the official event, bets will be void.

## **17. Other Sports**

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### **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 in the same date (local time) or stated otherwise in the rules. The exception is if we advertise an incorrect start time.

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

If a match venue is changed then bets will be void unless stated otherwise.

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

### **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

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.

## 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.

# SPORTS BET TYPES

## 1. Singles, Accumulators and System Bets

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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.

### 1.1 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.

## 1.2 System Bets

### What is a system bet?

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

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#### 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.



Number of bets placed	Single	Accumulator bet						
		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

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### 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	-	-	-	-	-
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### 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	-	-	-
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## 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	-	-	-

### 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						
		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						
		Double	Treble	4 folds	5 folds	6 folds	7 folds	8 folds
120	-	21	35	35	21	7	1	-

## Systems involving 8 selections

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### 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	-	-
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### 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

## 2. 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.

Asian Handicap	What it means
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.

*Last updated: 18 December 2019*