

3.1. Soccer Rules

3.1.1 Where matches are scheduled for play other than under regular time (e.g. Special time periods of play on various tournaments or friendly matches) all bets will be settled at the end of that scheduled time.

3.1.1.1 Where less than regular time is played, the operator reserves the right to suspend settlement of all bets pending the official result of that match.

3.1.1.2. Unless non regular time matches are expressly indicated on the website prior to all soccer matches, bets taken on such matches will be considered VOID.

3.1.2 If a match is interrupted and continued within 48h after initial kick-off, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

3.1.3 First Half Betting (1H) applies to first half play only. If a match is abandoned during the first half then all bets are considered void. If a match is abandoned during the second half then all first half bets are still valid.

3.1.4 The Company provides information (e.g. neutral ground, Red card, timer, statistical information, dates, commencement, etc) as a service and accepts no liability whatsoever. It is the customer's responsibility to be aware of the correct information for any match.

3.1.4 Unless otherwise stated, If a match is scheduled to be played on neutral ground (but is played on non neutral ground or vice versa) all bets considered valid.

In the event of a change of venue (home team plays away or vice versa), all bets on the match will be considered void. Bets will also be considered void if the home and away team names are wrongly stated in reverse.

3.1.5 The score will be updated for Soccer live betting and Markets shown during live trading refer to the score displayed at the time the bet is placed. The timer and red card notices are given for reference purposes only.

3.1.6 For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

3.1.7 For live betting, bet placement is allowed up to the 90th minute in addition to any injury time for full time for most games (at the discretion of the Company). Any actions other than the ones mentioned in this section 3.1.8, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: Play in or around the penalty spot area; a penalty; and free-kicks deemed by the Company as dangerous (possibility of goal).

3.1.8 For live betting, all pending bets will be automatically rejected as of the moment the referee ends the match in half time and/or full time.

3.1.9 For live betting but excluding the last 2 minutes of Specific 15-Minutes O/U, Specific 10-Minutes O/U and Specific 15-Minutes HDP, pending bets will be rejected when goal is scored as well as pending bets will be accepted under considered safe area when the penalty missed.

3.1.10 For live fantasy match betting, bet placement is allowed up to the 90th minute in addition to any injury time for full time for most games (at the discretion of the Company). From kick off time (00:00) of play onwards until prior to the end of regulation time (90th minute), whichever is applicable in a game, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: Play in or around the penalty spot area; a penalty; and free-kicks deemed by the Company as dangerous (possibility of goal).

3.1.11 If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.

3.1.12 If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

3.1.13 If odds were offered with an incorrect match time (more than 5 minutes), we reserve the right to void betting.

3.2 Basketball

3.2.1 All Full-Time markets, including Live betting, will be settled on the final result including overtime (unless otherwise stated).

3.2.2 If a match does not start on the scheduled start date then all bets will be void (unless stated otherwise).

3.2.3 If a match starts but is suspended or abandoned within twelve hours of the scheduled start time then Full-Time bets are still considered valid if at least forty-three (43) minutes of an NBA match, or thirty-five (35) minutes of any other basketball match have been completed. Bets will also be considered valid if an official result is declared by the relevant governing body. Otherwise bets on

suspended or abandoned matches will be void, except for those on markets which have been unconditionally determined.

3.2.4 First-Half results are the sum of the First and Second Quarters. Second-Half results are the sum of the Third and Fourth Quarters.

3.2.5 Fourth Quarter results do not include any Overtime that may be played.

3.2.6 If a match is suspended or abandoned then bets placed on unfinished Halves or Quarters will be considered void. If the designated Halves or Quarters are completed then bets will be valid.

3.2.7 The score will not be updated for basketball live betting and the handicap shown during live trading refers to the score at the start of the match i.e. 0-0. The time and scores displayed are for reference purposes only.

3.2.8 Which Team to Score the First Basket markets are settled on the team scoring the first points. If a match is suspended or abandoned after the first points have been scored then bets are still valid.

3.2.9 Which Team to Score the Last Basket markets are settled on the team scoring the last points of a match (including overtime) or specified Half/Quarter (not including overtime). If a match is suspended or abandoned then all bets will be void, except for those on markets which have been unconditionally determined.

3.2.10 Special markets (including the number of Points, Rebounds, Assists, Three-Points, Free-Throws etc) are valid if players named in the market participate in the match. If the player/s do not take part in the match then all bets are void. Results for special markets include Overtime, unless otherwise stated. All results are taken when the official result is declared at the end of the match by the governing body (NBA.com, FIBA.com etc) and any subsequent changes to the statistics are not valid for betting purposes.

3.2.11 The Home/Away venue for NCAA matches are provided as a reference only.

3.2.12 Fantasy Basketball markets (including live markets) are pairings or combinations of teams from different matches. The matches involving both teams must tip-off on the same day, otherwise bets are considered void. The venues for Fantasy Basketball markets are strictly for reference purposes only.

3.2.13 To win most Quarters markets are settled on the team that wins the most number of quarters during a basketball match. If the result of a specific quarter is a tie then neither team wins that quarter. Overtime is NOT included in this market. If a match is suspended or abandoned then all bets will be void.

3.2.14 If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

3.2.15 For some European Leagues (Euro Cup, Champions League, etc.) and International Matches, OT may not be played in case there is a tie after the end of regulation period as part of their standard rules. In this case, the match will be settled based on the final score. However, some exhibition or friendly matches which ends in a draw and the rules of the match have been changed not to go into OT will be settled as void.

3.3 American Football

3.3.1 All Full-Time markets, including Live betting, will be settled on the final result including overtime (unless otherwise stated in these rules).

3.3.2 If a match does not start on the scheduled start date then all bets will be void (unless stated otherwise).

3.3.3 If a match starts but is suspended or abandoned within twelve hours of the scheduled start time then Full-Time bets are still considered valid if at fifty-five (55) minutes of the match has been completed. Bets will also be considered valid if an official result is declared by the relevant governing body. Otherwise bets on suspended or abandoned matches will be void, except for those on markets which have been unconditionally determined.

3.3.4 First-Half results are the sum of the First and Second Quarters. Second-Half results are the sum of the Third and Fourth Quarters, including any Overtime that may be played.

3.3.5 Fourth Quarter results do not include any Overtime that may be played.

3.3.6 If a match is suspended or abandoned then bets placed on unfinished Halves or Quarters will be considered void. If the designated Halves or Quarters are completed then bets will be valid.

3.3.7 Handicap Bets: The score will not be updated for American Football live betting and the handicap shown during live trading refers to the score at the start of the match i.e. 0-0. The time and scores displayed are for reference purposes only.

3.3.8 Which Team to Score the First Points markets are settled on the team scoring the first points. If a match is suspended or abandoned after the first points have been scored then bets are still valid.

3.3.9 Which Team to Score the Last Points markets are settled on the team scoring the last points of a match (including overtime). If a match is suspended or abandoned then all bets will be void.

3.3.10 The Home/Away venue for NCAA matches are provided as a reference only.

3.3.11 For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

3.3.12 If odds were offered with an incorrect match time (more than 89 seconds), we reserve the right to void betting.

3.3.13 In case of postponed matches all markets are considered void unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time). For Abandoned matches all Markets are considered void except for those bets that have already been determined at the time of abandonment.

3.4 Baseball

3.4.1 Pitcher names are strictly for reference purposes only. All baseball bets will still be considered valid regardless of the starting pitchers.

3.4.2 All Full-Time markets, including Live betting, will be settled on the final result including extra innings (unless otherwise stated in these rules). In Japanese baseball a tie can be declared and in this case moneyline bets will be refunded.

3.4.3 If a game does not start on the scheduled start date then all bets will be void (unless stated otherwise).

3.4.4 For baseball bets to be considered valid then the game must go 9 (nine) innings (or 8.5 innings if the home team is leading). If a game is suspended and completed on a subsequent day then all bets (except those which have been unconditionally determined) will be considered void. For 7 inning matches played as part of a double header, the game must go to 7 (seven) innings (or 6.5 innings if the home team is leading).

3.4.5 If a game is suspended or called in extra innings then the score will be determined after the last full inning, unless the home team scores to tie or lead in the bottom half of the inning, in which case the score is determined at the time the game is called.

3.4.6 First 5 Innings bets are settled on the result at the end of five innings. If five innings are not completed, for whatever reason, then all bets will be considered void.

3.4.7 Handicap betting: The score will not be updated for Baseball live betting and the handicap shown during live trading refers to the score at the start of the match i.e. 0-0. The time and scores displayed are for reference purposes only.

3.4.8 World Baseball Classic games can end early if a team is leading by ten or more runs after the opposing team has batted in at least seven innings, or if a team is leading by more than fifteen runs after the opposing team has batted in at least five innings. Should this happen then all bets will be considered valid.

3.4.9 International Baseball games (e.g. Olympic matches) may be called early and for bets to be valid, 6.5 innings must have been completed.

3.4.10 Special markets (including the number of Hits, Singles, Runs, Home Runs etc) are valid if players named in the market participate in the match. If one or both players do not take part in the match then all bets are void. Results for special markets include extra innings, unless otherwise stated. All results are taken when the official result is declared at the end of the match by the governing body and any subsequent changes to the statistics are not valid for betting purposes.

3.4.11 For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

3.4.12 In the case of a postponed match, all markets are considered void unless the match continues within 48 hours of the official start time. In the case of an abandoned match, all undecided markets are considered void unless the match continues within 48 hours of the official start time. All fully decided markets will be settled.

3.5 Ice Hockey

3.5.1 Full-Time markets may be offered as either "Regular Time Only" or "Including Overtime and Penalty Shootouts" or both. Clients should always refer to the market title. For matches that are decided by a penalty shoot-out then the winning team will have one goal added to their score to determine the final result.

3.5.2 If a match does not start on the scheduled start date then all bets will be void (unless stated otherwise).

3.5.3 If a match starts but is suspended or abandoned within twelve hours of the scheduled start time then Full-Time bets are still considered valid if at fifty-five (55) minutes of the match has been completed. Bets will also be considered valid if an official result is declared by the relevant governing body. Otherwise bets on suspended or abandoned matches will be void, except for those on markets which have been unconditionally determined.

3.5.4 For Period betting, a period must be completed for bets to be considered valid.

3.5.5 Third period results do not include any overtime or shoot-outs that may be played.

3.5.6 Ice Hockey Live Betting is settled on the result at the end of normal time (three periods). Overtime and shoot-out results do not count.

3.5.7 Handicap Betting: The score will not be updated for Ice Hockey live betting and the handicap shown during live trading refers to the score at the start of the match i.e. 0-0. The time and scores displayed are for reference purposes only.

3.5.8 For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

3.5.9 If the market remains open when the following events have already taken place: goals and penalties, we reserve the right to void betting.

3.5.10 If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

3.6 Tennis

3.6.1 Moneyline markets refer to the winner of the match or specified set. Handicap markets are based either on sets or games (please refer to market title); Over/Under and Odd/Even markets based on games (unless otherwise stated).

3.6.2 If a player does not start a tournament or match then all bets on that player will be void.

3.6.3 If a player (or pairing) retires or is disqualified during a match then all bets that have not been unconditionally determined will be void.

3.6.4 If a match is postponed or suspended then all bets are still considered valid if the match is completed.

3.6.5 All bets will still be considered valid regardless of any change of venue or court surface (including moving matches from outdoor to indoor courts or vice versa).

3.6.6 If the scheduled number of sets required to win a match is changed from that originally scheduled then all bets will be void, except for those that have been unconditionally determined.

3.6.7 First Set Winner (Second, Third Set Winner etc) refers to the result of the specified set. All bets will be considered void if the specified set is not completed.

3.6.8 Tennis Live Betting is settled on the result of the match (or specified set). The score will not be updated for tennis live betting.

3.6.9 Most Aces (double Faults etc) markets are settled according to the official match statistics. If a player should retire or is disqualified before the match is completed then all bets will be void.

3.6.10 First Ace (Double Fault etc) markets are settled according to the official match statistics. If the first ace (double fault etc) market has been decided, then all bets will still be considered valid even if the match is not completed due to retirement or disqualification. If there is no ace (double fault etc) at the time of the retirement/disqualification then all bets will be considered void.

3.6.11 Game Winner markets refer to the winner of a specific game, e.g. Set 1 Game 1; Set 1 Game 2 etc. Should a set go to a tie-break then the market will be designated as Set 1 TB; Set 2 TB etc. Should there be a retirement/disqualification during an incomplete game then all bets will be considered void. If a game is completed by the umpire awarding a "penalty game" then all bets on that game will be considered void (though if the game is completed by a "penalty point" then all bets are still valid). If a game is suspended then all bets are still considered valid if the game is completed.

3.6.12 If a match is decided by a Match tie-break then it will be considered to be the 3rd set

3.6.13 Every tie-break or Match tie-break counts as 1 game

3.6.14 Race to points in game of set means betting on which player will be the first to reach a certain points total within a certain game of a certain set of match. As long as the points total is reached by either player in the designated game, all bets will be valid.

3.6.15 Race to games of set means betting on which players will be the first to reach a certain games total within a certain set of a match. As long as the games total is reached by either player in the designated set, all bets will be valid.

3.6.16 Correct score in set means betting on what the final score in a specific set will be. As long as the set is completed, all bets will be valid.

3.6.17 Tiebreak in Match means betting on whether or not there will be a tiebreak in a match. Bets will be valid if the result of this market is unconditionally determined.

3.6.18 Tiebreak in Set means betting on whether or not there will be a tiebreak in a set. Bets will be valid as long as the designated set is completed.

3.6.19 Exact number of points in game of set means betting on how many points a specific game will take to reach completion. Bets will be valid as long as the designated game of the set is completed.

3.7 Badminton

3.7.1 Moneyline markets refer to the winner of the match or specified set. Handicap markets are based on either sets or points (please refer to market title); Over/Under and Odd/Even markets based on points (unless otherwise stated).

3.7.2 If a player does not start a tournament or match then all bets on that player will be void.

3.7.3 If a player (or pairing) retires or is disqualified during a match then all bets will be void, except for those on markets which have been unconditionally determined.

3.7.4 If a match is postponed or suspended then all bets are still considered valid if the match resumes before the twelve hour expiration.

3.7.5 First Set Winner (Second, Third Set Winner etc) refers to the result of the specified set. All bets will be considered void if the specified set is not completed.

3.7.6 Badminton Live Betting is settled on the result of the match (or specified set). The score will not be updated for badminton live betting.

3.8 Table Tennis

3.8.1 Moneyline markets refer to the winner of the match or specified set. Handicap markets are based on either sets or points (please refer to market title); Over/Under and Odd/Even markets based on points (unless otherwise stated).

3.8.2 If a player does not start a tournament or match then all bets on that player will be void.

3.8.3 If a player (or pairing) retires or is disqualified during a match then all bets will be void, except for those on markets which have been unconditionally determined.

3.8.4 If a match is postponed or suspended then all bets are still considered valid if the match resumes before the twelve hour expiration.

3.8.5 First Set Winner (Second, Third Set Winner etc) refers to the result of the specified set. All bets will be considered void if the specified set is not completed.

3.8.6 Table Tennis Live Betting is settled on the result of the match (or specified set). The score will not be updated for table tennis live betting.

3.9 Volleyball & Beach Volleyball

3.9.1 Moneyline markets refer to the winner of the match or specified set. Handicap markets are based on either sets or points (please refer to market title); Over/Under and Odd/Even markets based on points (unless otherwise stated).

3.9.2 If a team does not start a tournament or match then all bets on that team will be void.

3.9.3 If a team retires or is disqualified during a match then all bets will be void, except for those on markets which have been unconditionally determined.

3.9.4 If a match is postponed or suspended then all bets are still considered valid if the match resumes before the twelve hour expiration.

3.9.5 First Set Winner (Second, Third Set Winner etc) refers to the result of the specified set. All bets will be considered void if the specified set is not completed.

3.9.6 Volleyball Live Betting is settled on the result of the match (or specified set). The score will not be updated for volleyball live betting.

3.9.7 Golden Set: When a match is decided by a Golden set, bets will be settled on the official final result of regular time.

3.10 Field Hockey

3.10.1 All Full-Time markets, including Live betting, will be settled on the final result at the end of normal time. Extra-time, golden goal and penalty shoot-outs do not count for full-time markets. (Specific markets for extra-time (ET) and penalty shootouts (PEN) may be offered for betting.)

3.10.2 If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.

3.10.3 First Half markets refer to the result of the first half. All bets will be considered void if the specified half is not completed.

3.10.4 Field Hockey Live Betting is settled on the result of the match at the end of normal time.

3.10.5 Handicap Betting: The score will not be updated for Field Hockey live betting and the handicap shown during live trading refers to the score at the start of the match i.e. 0-0.

3.10.6 For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

3.11 Snooker & Pool

3.11.1 Moneyline and handicap markets refer to the winner of the match. Over/Under and Odd/Even markets are based on the number of frames/racks (unless otherwise stated).

3.11.2 If a player does not start a tournament or match then all bets on that player will be void.

3.11.3 If a match starts but is not completed then all bets are considered void, except for those on markets which have been unconditionally determined.

3.11.4 Snooker & Pool Live Betting is settled on the result of the match (or specified frame/rack). The score will not be updated for snooker and pool live betting.

3.11.5. For individual frame markets Over/Under and Odd/Even markets refer to the total number of points scored in that frame.

3.11.6 Which player will pot the first red? markets refer to the player potting the first legal red ball in a match or specified frame, i.e. potting a red while not committing a foul. (Should a frame be re-racked then all bets will still be valid on the original rack.)

3.11.7 Which player race to 30 points? markets refer to which player will be the first to score thirty points in a specified frame. (Should a frame be re-racked then all bets will still be valid on the original rack.)

3.11.8 Highest break markets refer to the number of points scored in a "break" by a player or players in a specified frame, match or tournament.

3.11.9 Total number of century markets refer to the number of “breaks” of 100 points or more scored in a specific match or tournament.

3.12 Golf

3.12.1 All golf bets are settled according to the official tournament results.

3.12.2 If a player does not start a tournament or specific round then all bets on that player will be void. If a golfer plays but retires or is disqualified during a tournament or specified round then all bets on that golfer will be lost. A player is deemed to have played once they have teed off.

3.12.3 If a tournament or specified round is delayed or suspended then all bets will remain valid for forty-eight hours after the scheduled finish time.

3.12.4 Outright (Tournament Winner)

3.12.4.1 “Any Other Player” or “The Field” refers to all golfers not named in the outright market.

3.12.4.2 Outright markets are settled on the tournament winner and the result of any play-off is taken into account.

3.12.4.3 If a tournament is shortened by the officials (i.e. the scheduled number of holes is not completed) then all bets are still valid if an official winner is declared. However, if there is no further play after a bet has been placed then that bet will be void. If no official winner is declared then all bets will be considered void.

3.12.5 Tournament matchups

3.12.5.1 Tournament matchups refer to the golfer with the lowest score during a tournament (usually 72 holes). If the number of holes played is reduced from that scheduled then bets are still valid if an official tournament result is declared.

3.12.5.2 Both golfers must tee off for bets to be valid. The golfer who completes the most holes (excluding play-offs) will be the winner. If the golfers complete the same number of holes (again excluding play-offs) then the player with the lowest score is the winner.

3.12.5.3 If a golfer withdraws or is disqualified after teeing off then the other player is deemed the winner. However, if a player withdraws or is disqualified after the other player has already missed the cut, then the golfer playing the most holes is still declared the winner.

3.12.5.4 If both golfers withdraw or are disqualified during the same round then all bets will be void, irrespective of how many holes each player has completed.

3.12.6 Round matchups

3.12.6.1 Round match ups refer to the golfer with the lowest score over a specified 18 holes. Play-offs are not included.

3.12.6.2 Both golfers must tee off for bets to be valid. If a golfer withdraws or is disqualified after teeing off then the other player is deemed the winner. However, if a disqualified player has already started the next round then the original scores are still valid.

3.12.7 Round Over/Under

3.12.7.1 Round Over/Under markets refer to a golfer (or golfers) score over a specified 18 holes. Play-offs are not included.

3.12.7.2 A golfer must tee off for bets to be valid. If a golfer fails to complete the specified 18 holes then all bets are considered void.

3.12.8 Individual Hole Over/Under

3.12.8.1 Individual hole Over/Under markets refer to a golfer (or golfers) score over a specific individual hole of a specified round.

3.12.8.2 If the hole is not completed by the golfer (or golfers) then all bets will be void.

3.13 Motor Sports

3.13.1 Motor Sports include, without limitation, Formula One, Moto GP and A1GP.

3.13.2 Podium positions will count as the official result, regardless of any subsequent disqualification or amendment to the race result. If there is no podium ceremony then the result is that declared by the relevant governing body immediately after the end of the race. Qualifying markets are based on the final qualifying positions declared by the governing body immediately after the end of qualifying.

3.13.3 If the scheduled venue is changed then all bets will be considered void.

3.13.4 If a race is postponed then all bets are still considered valid if the race is started before the forty-eight hour expiration, otherwise all bets will be considered void. If a race starts but is not completed then all bets will remain valid if an official result is declared. If no official result is declared then all bets will be void.

3.13.5 A motor race is deemed to have started when the signal is given to start the warm-up lap. If a competitor is not ready to start from the grid (or pit lane) then bets on that racer will be void. If a competitor fails to start the official qualifying session then pole position bets on that racer will be considered void.

3.13.6 In Head to Head markets both racers must start the race (or official qualifying session) for bets to be valid. The racer with the better finishing position will be declared the winner. If both racers fail to finish then the competitor completing the most laps is deemed the winner. If the same numbers of laps are recorded for both racers then all bets will be void, unless official finishing positions are declared.

3.13.7 Fastest Lap markets are decided on the racer or team with the fastest lap time during the race.

3.13.8 Number of Classified Finishers markets are decided on the official result declared by the governing body.

3.13.9 Motor Sports Live Betting is settled on the result of the official result of the specified race.

3.13.10 Odd/Even markets are based on the final finishing positions as declared by the governing body. For example if Driver A finishes in 1st Position then the result is odd; if Driver B finishes in 2nd Position then the result is even, etc. If a driver is not given an official classification then bets will be considered void and will be refunded.

3.13.11 Winning Margin markets are based on the time difference (in seconds) between the selected drivers as declared by the governing body. Over means that the time difference will be greater than the handicap, while Under means that the time difference will be less than the handicap offered. Should the time difference be exactly the same as the handicap then bets will be considered void and will be refunded.

3.14 Handball

3.14.1 All Full-Time markets, including Live betting, will be settled on the final result at the end of normal time. Extra-time and penalty shoot-outs do not count for full-time markets.

3.14.2 If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.

3.14.3 Handball Live Betting is settled on the result of the match at the end of normal time.

3.14.4 The score will not be updated for handball live betting.

3.14.5 If odds were offered with an incorrect match time (more than 3 minutes), we reserve the right to void betting.

3.15 Water Polo

3.15.1 All Full-Time markets, including Live betting, will be settled on the final result at the end of normal time (four quarters). Extra-time and shoot-outs do not count for full-time markets.

3.15.2 If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.

3.15.3 First Half markets refer to the result of the first and second quarters. All bets will be considered void if the specified half is not completed.

3.15.4 Water Polo Live Betting is settled on the result of the match at the end of normal time.

3.15.5 The score will not be updated for water-polo live betting.

3.16 Boxing

3.16.1 Bets on postponed fights will still be considered valid if the fight takes place within fourteen days of the original start date.

3.16.2 For moneyline markets (where no draw option is offered for betting) all bets will be void if the fight result is a draw. If odds for a draw are offered as a third betting option, and the fight ends in a draw, then betting on the draw option will be paid as the winner and bets on the two boxers will be lost.

3.16.3 A fight is deemed to have started when the bell is sounded for the beginning of the first round. If one, or both, boxers should fail to start the fight then all bets will be void. If a boxer fails to answer the bell for the start of a round, or is disqualified between rounds, the opponent is deemed to have won in the previous round.

3.16.4 All bets will be settled on the official decision given in the ring immediately after the fight. Subsequent changes to the result are not recognized for betting purposes.

3.16.5 A knock-out (KO) win also includes a technical knock-out (TKO) or win by disqualification (DSQ). A points decision includes a technical decision (TD) and a draw includes a technical draw.

3.16.6 Over/under betting refers to the number of rounds that take place during the contest. For settlement purposes where a half round is stated then up to and including 1 minute and 29 seconds, will determine settlement as 'Under'; 1 minute 30 seconds and after will determine settlement as 'Over' e.g. for a bet on Over 8.5 Rounds to be deemed a winner, the fight must reach 1 minute and 30 seconds or beyond, of Round 9. For MMA fights specifically, where a half round is stated then 2 minutes 30 seconds of the respective round will define the half to determine under or over.

3.16.7 UFC

3.16.7.1 UFC rules also apply to fights promoted by other mixed martial arts (MMA) organizations.

3.16.7.2 Bets on postponed fights will still be considered valid if the fight takes place within fourteen days of the original start date.

3.16.7.3 If a fight ends in a draw then all bets will be void.

3.16.8 In the event of a fight being declared a No Contest all bets will be voided, except for markets where the outcome has already been determined.

3.17 Darts

3.17.1 Moneyline markets refer to the winner of the match. Handicap and Over/Under markets are based on the number of sets or legs (please refer to market title);

3.17.2 If a match is postponed and not started within twelve hours of the scheduled start time then all bets are considered void.

3.17.3 If a player does not start a tournament or match then all bets on that player will be void.

3.17.4 If a match starts but is not completed then all bets will be considered void.

3.17.5 Darts Live Betting is settled on the result of the match. The score will not be updated for darts live betting.

3.17.6 "180s" markets refer to the number of maximum "180s" thrown in a match.

3.18 Cricket

3.18.1 For Limited Over (including ODI and Twenty20) matches all bets will be settled on the official result according to the competition rules.

In matches affected by adverse weather bets will be governed by the official competition rules with the following exception: If a match is abandoned and the result decided on a bowl out or the toss of a coin etc. then all bets will be void.

For tied matches where the official competition rules determine a winner or progressing side using a super over, bets will be settled on the official result.

For tied matches when the official competition rules do not determine a winner, or if the competition rules determine the winner by a coin toss or drawing of lots, then all undecided markets are considered void.

3.18.2 If “No Result” is the official result, or the competition rules do not declare a winner, then all bets on match winner markets will be void. The results of other markets may still be valid if the result has been unconditionally determined.

3.18.3 If a match is postponed or suspended then all bets are considered valid if the match is resumed within the 48 hour expiration.

3.18.4 For 1st Class Matches and Test Matches where “Draw” is a possible result markets will be offered in a 1X2 format. 1 refers to the team that is named first (usually the home team); X refers to the game resulting in a draw; 2 refers to the team that is named second (usually the away team). Should such a match end in a “Tie” (as distinct from a “Draw”) then 1X2 bets will be settled as follows: Draw (X) bets will be settled as losers and the two competing teams (1 and 2) will be settled as joint winners under dead-heat rules. If a match is abandoned due to outside interference then all bets may be declared void.

3.18.5 Dismissal Method (extended) - the options available are: Fielder catch, Bowled, Run Out, Keeper catch, LBW, Stumped, Others. If there is not a wicket for the designated dismissal all bets will be void. Eg. 4th dismissal method (extended) – India ...if there is not a 4th dismissal for India all bets on this specific market will be void.

3.18.6 Last player standing – The winner of this market will be the LAST player to face a ball in the named innings, unless that player is OUT. If the last player to face a ball is OUT then the remaining not-out batsman will be deemed the winner. If more than 11 players bat, the market will be void.

3.18.7 Total runs in a single delivery: For settlement purposes all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over. If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count. If a player was named at the toss, but later is removed as a substitute, that player will still be counted, as will the replacement player.

3.18.8 Highest First group of Overs : If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined. In limited overs matches, if the match is shortened due to external factors after the start of the first innings, the market will be void. In First Class matches the market refers only to each team's first innings. If a player was named at the toss, but later is removed as a substitute, that player will still be counted, as will the replacement player.

3.18.9 Total Runs / Spreads / Ranges: Markets refer to the total number of runs scored by a team during a match or specific period or innings. In limited overs matches, bets will be void if it has not

been possible to complete at least 80% of the specified overs due to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

3.18.10 Total runs in a single over: Extras and Penalty runs count towards settlement. The over must be completed for bets to stand unless result is already determined. If an innings ends during an over then that over will be deemed to be complete. If an over is not completed due to inclement weather all bets will be void unless result is already determined.

3.18.11 Odd / Even number of runs for over: Extras and penalty runs count towards settlement. The over must be completed for bets to stand. If an innings ends during an over then that over will be deemed to be complete. If an over is not completed due to inclement weather all bets will be void. Zero will be deemed to be an even number.

3.18.12 Most/Match Fours : In limited overs matches, bets on "Match Fours" will be void if it has not been possible to complete at least 80% of the total overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets on "Most Fours" will be void if it has not been possible for both teams to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Only fours 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. Fours scored in a super over do not count. In First Class games, only first innings fours will count.

3.18.13 Most/Match Sixes : In limited overs matches, bets on "Match Sixes" will be void if it has not been possible to complete at least 80% of the total overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets on "Most Sixes" will be void if it has not been possible for both teams to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been

determined. Only Sixes scored from the bat (off any delivery – legal or not) will count towards the total Sixes. Overthrows, all run Sixes and extras do not count. Sixes scored in a super over do not count. In First Class games, only first innings Sixes will count.

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

3.18.15 Most Runs Outs Conceded/Match Run Outs : A run out "conceded" means that a member of that team will be run out while batting. Bets on "Match Run Outs" will be void if it has not been possible to complete at least 80% of the total overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets on "Most Runs Out Conceded" will be void if it has not been possible for both teams to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Run Outs in a super over do not count. In First Class games, only first innings run outs will count.

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

3.18.17 Match Top Batsman : The result of this market is determined on the batsman with the highest individual score in the match. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the

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

3.18.18 Match Top Bowler : The result of this market is determined on the bowler with the most wickets in the match. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather. Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count. If no bowlers take a wicket in an innings then all bets will be void.

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

3.18.20 Runs in Session : If fewer than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

3.18.21 Total runs after the next dismissal : if the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls then the result will be the total runs the team amassed. For settlement purposes a batsman retiring does not count as a wicket. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

3.18.22 Player Markets : If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void. If a batsman retires hurt, but returns later, the total runs/fours/sixes scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it

stood when the batsman retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player has completed their innings, or result has already been determined. In First Class games, only first innings runs will count. Runs/Fours/Sixes scored in a super over do not count.

3.18.23 Batsman/Bowler H2H markets : In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting eleven or appear as a substitute. If either does not then subsequently bat/bowl all bets are void. In First Class games, only first innings runs will count. Super over runs/wickets do not count.

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

3.18.25 Player Performance markets : Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the scheduled overs in either innings due to external factors, including bad weather. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled. Both players must be named in the starting eleven. If either player does not then subsequently bat or bowl then all bets are still settled. In First Class games, only first innings points will count. Points scored in a super over do not count.

3.18.26 Completed match : Will there be a result declared or will it be Abandoned or a No result? If there is an official result other than "no result" the winning option in this bet will be yes. Match Abandoned or No result will mean the winning option in this bet will be no.

3.18.27 Batter Handicap Matchbet : In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors,

including bad weather, unless settlement has been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting eleven. If either does not then subsequently bat all bets are void.

In First Class games, only first innings runs will count. Runs scored in a super over do not count.

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

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. All runs, including extras, count towards settlement. Super overs do not count.

3.18.29 Both batsman to score a Boundary in over - If either named batsman are given out before the Specific over has started then bets are valid and will not be void. If either batsman are given out before they have scored a boundary then the bet will be settled as lost.

3.18.30 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 limited overs format matches.

3.19 Rugby Union

3.19.1 All Full-Time markets, including Live betting, will be settled on the final result at the end of normal time (80 minutes). Extra-time does not count for full-time markets.

3.19.2 If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.

3.19.3 First Half markets refer to the result of the first half only. All bets will be considered void if the specified half is not completed.

3.19.4 Rugby Union Live Betting is settled on the result of the match at the end of normal time.

3.19.5 Handicap Bets: The score will not be updated for Rugby Union live betting and the handicap shown during live trading refers to the score at the start of the match i.e. 0-0.

3.19.6 For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information

("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

3.20 Rugby League

3.20.1 All Full-Time markets, including Live betting, will be settled on the final result at the end of the match, including any extra-time that may be played.

3.20.2 If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.

3.20.3 First Half markets refer to the result of the first half only. All bets will be considered void if the specified half is not completed.

3.20.4 Rugby League Live Betting is settled on the result of the match, including any extra-time that may be played.

3.20.5 Handicap betting: The score will not be updated for Rugby Union live betting and the handicap shown during live trading refers to the score at the start of the match i.e. 0-0. The time and scores displayed are for reference purposes only.

3.20.6 For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

3.21 Athletics

3.21.1 Outright (to win Gold Medal) markets refer to the winner of each athletics event.

3.21.2 Moneyline markets refer to the competitor with the best placing in an event (or specified heat). If only one athlete reaches the final of an event then bets on that competitor are winning bets. If both athletes fail to reach the final then the competitor with the better classification during qualifying is declared the winner.

3.21.3 Podium Positions will be the official result for which all bets are settled. Any subsequent disqualifications or amendments to the result will not be considered for betting purposes.

3.21.4 If an event is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void.

3.21.5 If an athlete fails to start an event then all bets will be void. An athlete is deemed to have started an event if they have taken part to the extent necessary to record an official result or classification (including DSQ (disqualified) but excluding DNS (did not start)).

3.22 Swimming

3.22.1 Outright (to win Gold Medal) markets refer to the winner of each swimming event.

3.22.2 Moneyline markets refer to the competitor with the best placing in an event (or specified heat). If only one swimmer reaches the final of an event then bets on that competitor are winning bets. If both swimmers fail to reach the final then the competitor with the better classification during qualifying is declared the winner.

3.22.3 Podium Positions will be the official result for which all bets are settled. Any subsequent disqualifications or amendments to the result will not be considered for betting purposes.

3.22.4 If an event is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void.

3.22.5 If a swimmer fails to start an event then all bets will be void.

3.23 Beach Soccer

3.23.1 All bets will be settled after the result of the full three periods of play (twelve minutes each) unless otherwise stated in writing by the Company.

3.23.2 If a game begins before the scheduled time, any non-live bets placed after the early start but before the scheduled start will be considered VOID. Live bets placed during live betting are considered valid and live betting is deemed to have commenced when the event has started, even if earlier than the scheduled time.

3.23.3 Extra time and penalty shoot-outs do not count for betting and settlement purposes, unless otherwise stated.

3.23.4 If a match is suspended, abandoned or terminated, then the entire match will be considered void. Matches will be declared void irrespective of any official decision to honor the result. The settlement of all bets on voided matches is at the sole discretion of the Company.

3.23.5 The Company provides venue information (e.g. neutral ground) as helpful information only and accepts no liability whatsoever if the stated neutral venues are correct or not. It is the customer's responsibility to be aware of the correct venue for any match.

3.23.6 For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

3.23.7 For live betting, all pending bets will be automatically rejected as of the moment the referee ends the match at the end of each period and/or full time.

3.23.8 Beach Soccer Bet Types

3.23.8.1 The Company offers the following Bet Types:

3.23.8.1.1 Non Live Betting

3.23.8.1.1.1 Asian Handicap - means betting on which team will make the most number of goals based on the final score inclusive of any handicaps.

3.23.8.1.1.2 Odd/Even- means betting that is determined by whether the total number of goals at the end of the full three periods of play (twelve minutes each) is Odd or Even.

3.23.8.1.1.3 Over/Under- means betting on the total number of goals that will be scored in the normal full three periods of play (twelve minutes each) excluding extra time.

3.23.8.1.2 In Running ("Live") Betting

3.23.8.1.2.1 Asian Handicap- means betting on which team will make the most number of goals based on the final score inclusive of any handicaps.

3.23.8.1.2.2 Over/Under- means betting on the total number of goals that will be scored in the normal full three periods of play (twelve minutes each) excluding extra time.

3.23.8.2 For a more comprehensive list of Bet types, please refer to Sec. 2.2 set forth above.

3.24 Squash

3.24.1 Moneyline markets refer to the winner of the match or specified game. Handicap markets are based on either games or points (please refer to market title); Over/Under and Odd/Even markets based on points (unless otherwise stated).

3.24.2 If a player does not start a tournament or match then all bets on that player will be void.

3.24.3 If a player (or pairing) retires or is disqualified during a match then all bets will be void, except for those on markets which have been unconditionally determined.

3.24.4 If a match is postponed or suspended then all bets are still considered valid if the match resumes before the twelve hour expiration.

3.24.5 First Game Winner (Second, Third Game Winner etc) refers to the result of the specified game. All bets will be considered void if the specified game is not completed.

3.24.6 Squash Live Betting is settled on the result of the match (or specified game). The score will not be updated for squash live betting.

3.25 Horse Racing Specials

3.25.1 Horse Racing specials will be offered on certain big races, e.g. Melbourne Cup.

3.25.2 Outright

3.25.2.1 Outright betting is on the winner of a horse race. The result of a race shall be official when the "all clear", "weighed in" or "correct weight" is declared and the "official result" is declared by the racetrack. Subsequent disqualifications or amendment to the results will not be considered for betting purposes.

3.25.2.2 Outright place betting is on horses that fill the designated places in a race. The number of places that are paid as winners will be indicated in the market title.

3.25.2.3 Scratchings/Non-runners – Whenever a horse is withdrawn from a race before coming under starter's orders (or if one or more of the starting gates do not open, thus preventing a fair start) the horse shall be deemed to be a non-runner/scratched and the money wagered on that horse will be refunded.

3.25.2.4 If a "Dead Heat" is declared in any outright market then half the stake is applied to the selection at full odds and the other half of the stake is lost. If more than two horses "Dead Heat" then the stakes are proportioned accordingly.

3.25.3 Head to Head

3.25.3.1 Head to Head betting is on one horse to be better placed than another in a race. If one (or both) horse is scratched/a non-runner then all bets will be void and will be refunded. If the two horses should Dead Heat then all bets will be void. If both horses fail to finish the race then all bets will be void.

3.26 Winter Olympic Games Rules & Regulations

3.26.1 General

3.26.1.1 All markets will be settled on the official result declared by the IOC.

3.26.1.2 The original medal ceremony will be the official result for which all bets are settled. Any subsequent disqualifications or amendments to the result will not be considered for betting purposes.

3.26.1.3 All bets will be considered valid if the match or event is completed within the official period of the Olympic Games, irrespective of the actual start time. Should a match or event not be completed, and no official result is given, then all bets will be considered void and will be refunded.

3.26.1.4 Any bets that are accepted in error after an event has actually started (except for live betting) will be considered void and will be refunded.

3.26.1.5 If a team or competitor does not start an event then all bets placed on that selection (including outright (to win Gold Medal) markets) will be considered void and will be refunded. If a named team or competitor in a Money Line (head to head) market does not start an event then all bets on that market will be considered void and will be refunded.

3.26.1.6 Should a Dead Heat occur in outright (to win Gold Medal) markets then, half the stake is applied to the selection at the full odds, while the other half of the stake is lost. Should a Dead Heat occur in Money Line (head to head) markets then the result will be a tie and bets on both competitors will be refunded.

3.26.2 Olympic Medals

3.26.2.1 Markets will be offered on the number of medals won by individuals or countries at the Olympic Games.

3.26.2.2 These markets will refer to either Gold Medals only, or to Total Medals (Gold, Silver and Bronze medals combined).

3.26.2.3 All markets will be settled by the official medal tables released by the IOC immediately after the end of the Olympic Games. Any subsequent changes to the medal table will not be considered for betting purposes.

3.26.3 Moneyline (Head to Head)

3.26.3.1 Which competitor or team will win a match or be placed higher in an event?

3.26.3.1.1 The final placing is decided by the competitor who progresses furthest in the event. If both competitors are eliminated at the same stage then the competitor with the higher official ranking is

declared the winner. Should both competitors be eliminated at the same stage but neither competitor is given an official ranking then bets will be considered void.

3.26.4 Ice Hockey

3.26.4.1 Olympic Ice Hockey will follow the normal Ice Hockey rules (3.5.) above.

3.26.4.2 Except for rule 3.5.3 which will be replaced by the following - All bets will be considered valid if the match is completed within the official period of the Olympic Games, irrespective of the actual start time. Bets will also be considered valid if an official result is declared by the IOC. Should a match not be completed, and no official result is given, then all bets will be considered void and will be refunded.

3.26.4.3 Additional markets may be offered (e.g Overtime included or Shootout Winner) and the terms of these markets will be clearly stated in the title.

*Note: Overtime will not be played during preliminary round group matches so ties are possible.

3.27 Netball

3.27.1 All Full-Time markets, including Live betting, will be settled on the final result including overtime (unless otherwise stated).

3.27.2 If a match does not start on the scheduled start date then all bets will be void (unless stated otherwise). If a match is suspended or abandoned then all bets placed will be considered void, except for those on markets which have been unconditionally determined.

3.27.3 First-Half results are the sum of the First and Second Quarters. Second-Half results are the sum of the Third and Fourth Quarters, including any Overtime that may be played. Fourth Quarter results do not include any Overtime that may be played.

3.27.4 If a match is suspended or abandoned then bets placed on unfinished Halves or Quarters will be considered void. If the designated Halves or Quarters are completed then bets will be valid.

3.27.5 The score will not be updated for netball live betting and the handicap shown during live trading refers to the score at the start of the match i.e. 0-0. The times and scores displayed are for reference purposes only.

3.28 Olympic Games

3.28.1 General

3.28.1.1 All markets will be settled on the official result declared by the IOC.

3.28.1.2 The original medal ceremony will be the official result for which all bets are settled. Any subsequent disqualifications or amendments to the result will not be considered for betting purposes.

3.28.1.3 All bets will be considered valid if the match or event is completed within the official period of the Olympic Games, irrespective of the actual start time (except Soccer). Should a match or event not be completed, and no official result is given, then all bets will be considered void and will be refunded.

3.28.1.4 Any bets that are accepted in error after an event has actually started (except for live betting) will be considered void and will be refunded.

3.28.1.5 If a team or competitor does not start an event then all bets placed on that selection (including outright (to win Gold Medal) markets) will be considered void and will be refunded. If a named team or competitor in a Money Line (head to head) market does not start an event then all bets on that market will be considered void and will be refunded.

3.28.1.6 Should a Dead Heat occur in outright (to win Gold Medal) markets then, half the stake is applied to the selection at the full odds, while the other half of the stake is lost. Should a Dead Heat occur in Money Line (head to head) markets then the result will be a tie and bets on both competitors will be refunded.

3.28.2 Olympic Medals

3.28.2.1 Markets will be offered on the number of medals won by individuals or countries at the Olympic Games.

3.28.2.2 These markets will refer to either Gold Medals only, or to Total Medals (Gold, Silver and Bronze medals combined).

3.28.2.3 All markets will be settled by the official medal tables released by the IOC immediately after the end of the Olympic Games. Any subsequent changes to the medal table will not be considered for betting purposes.

3.28.3 Moneyline (Head to Head)

3.28.3.1 Which competitor or team will win a match or be placed higher in an event?

3.28.3.2 The final placing is decided by the competitor who progresses furthest in the event. If both competitors are eliminated at the same stage then the competitor with the higher official ranking is declared the winner. Should both competitors be eliminated at the same stage but neither competitor is given an official ranking then bets will be considered void

3.29 Sailing

3.29.1 America's Cup (including Louis Vuitton Cup)

3.29.1.1 All markets will be settled on the official result declared by the official website after each race. Any subsequent disqualifications or amendments to the results will not be considered for betting purposes.

3.29.1.2 If a race is postponed or abandoned then all bets are considered valid if the race is resumed within the 48 hour expiration.

3.30 Politics

3.30.1 US Presidential Election

3.30.1.1 Which Political Party will win the US Presidential Election? Candidate names are given for reference only. Should neither the Republicans nor Democrats win the election, then all bets will be void and will be refunded.

3.31 Cycling

3.31.1 All markets will be settled on the official result declared by the official website after each race. Any subsequent disqualifications or amendments to the results will not be considered for betting purposes.

3.31.2 If a race is postponed or abandoned then all bets are considered valid if the race is resumed within the 24 hour expiration.

3.31.3 In Head to Head markets both racers must start the race for bets to be valid. The racer with the better finishing position will be declared the winner. If both racers fail to finish then bets will be declared void and will be refunded.

3.32 Sepak Takraw

3.32.1 Moneyline markets refer to the winner of the match or specified set. Handicap markets are based on either sets or points (please refer to market title); Over/Under and Odd/Even markets based on points (unless otherwise stated).

3.32.2 If a team retires or is disqualified during a match then all bets will be void, except for those on markets which have been unconditionally determined.

3.32.3 If a match is postponed or suspended then all bets are still considered valid if the match resumes before the twelve hour expiration.

3.32.4 First Set Winner (Second, Third Set Winner etc) refers to the result of the specified set. All bets will be considered void if the specified set is not completed.

3.32.5 The score will not be updated for Sepak Takraw live betting.

3.33 UK/Irish Fixed Odds Head to Head

3.33.1 If a race does not start on the scheduled date then all bets will be void.

3.33.2 Both horses must start the race. If one or both horses are deemed to be non-runners/scratched then all bets will be considered void and will be refunded.

3.33.3 If a bet is accepted in error, after a race has started then that bet will be declared void and will be refunded.

3.33.4 The horse with the better placing in the race will be declared the winner. If one horse does not finish the race then the other will be declared the winner.

3.33.5 Should both horses fail to finish the race then all bets will be considered void.

3.33.6 Should a dead-heat be declared between the two horses in the head to head then all bets will be refunded.

3.33.7 The result will be decided when “weighed in” or “all clear” is announced and the official result is declared.

3.33.8 The term “The Field” refers to all horses other than the named horses in the head to head.

3.34 Winter Sports

3.34.1 For settlement purposes the result is at the time of the podium presentation.

3.34.2 Results will stand for outright markets providing at least one round is completed in full and an official result is declared.

3.34.3 Subsequent disqualifications and/or appeals that change the outright result will not affect bets.

3.34.4 Participants must pass starting line/gate for bets to stand otherwise bets will be void and stakes returned.

3.34.5 Outright 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.

3.34.6 If a specific event is suspended or postponed bets remain valid provided that the event is completed on the same run/same venue within 48 hours. If the event takes place on a different run/venue, bets will be made void and stakes returned.

3.34.7 Head to Head and Match Bet Markets:

3.34.7.1 Both participants must leave the start line/gate for bets to stand and the player with the best official finishing position will be deemed the winner.

3.34.7.2 If an event comprises of just one round then official results from that round will be used for settlement purposes.

3.34.7.3 If an event comprises of just one round and one player is disqualified or withdraws after starting the first round the other player will be deemed the winner providing an official result is confirmed for that player.

3.34.7.4 If an event is abandoned during the 2nd round, meaning that 1st round results become the official event result, then official results from that round will be used for settlement purposes.

3.34.7.5 For multiple round events a player who reaches a subsequent round which the other player does not will be deemed the winner.

3.34.7.6 For Ski Jumping if both participants fail to qualify for the 1st round then settlement will be based on official qualifying standings.

3.34.7.7 If both participants qualify but fail to register a result in the official 1st round/run standings, either by failing to finish or being disqualified then bets will be void.

3.34.7.8 If both participants qualify for the next round but neither completes the event then bets will be void.

3.34.7.9 If a player is disqualified or withdraws after starting either prior to the completion of the first round, or after both players have qualified for a further round, the other player is deemed the winner, assuming that player completes the respective round.

3.34.7.10 If a player fails to finish or is disqualified during a subsequent round, when the other player in the match bet has already not qualified for that round, the player reaching that subsequent round is deemed the winner. This will include qualifying rounds.

Participants must pass starting line/gate for bets to stand otherwise bets will be void and stakes returned. 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.

3.35 Futsal

3.35.1 All bets are based on the result at the end of the scheduled regulation time. Extra-time or penalties DOES NOT count.

3.35.2 If a match is postponed, or is suspended and is not resumed on the same day, then all bets will be considered void.

3.35.3 If a match begins before the scheduled time then only bets made before the actual kick-off will be considered valid. All bets placed after the starting time will be considered void, except for Live Betting.

3.36 SuperBet

3.36.1 General Terms and Conditions

3.36.1.1 SuperBet is only available on Soccer matches, and customers can only place bets on this before Kick Off. Build a Bet is not available In-Play.

3.36.1.2 SuperBet is available for cashout

3.36.1.3 If a selection within the bet itself is cancelled, then the whole bet will be voided, regardless of other outcomes within the bet

3.36.1.4 The Company will be not be responsible should SuperBet not be available for technical reasons

3.36.1.5 The Company reserves the right to reverse the settlement of any particular SuperBet if any selection has been settled incorrectly

3.36.1.6 The Company reserves the right to remove the Bet Builder feature for any customer or group of customers where it has reasonable grounds to believe that the customer or group of customers is misusing the feature.

3.36.1.7 The Company reserves the right to set maximum amount of pay-outs for its existing products and products to be offered.

3.36.2 General Betting Rules

3.36.2.1 Where there is a conflict between the official results and the results used for settlement, the conflict shall be resolved by reference to the Company's video recording of the particular Event to determine the correct result. However, if no such video recording is available, then the correct result shall be determined in accordance with the result of the particular Event's relevant governing body as published in its official website. If the official website is unable to provide the result or official website's posted result is manifestly wrong, then the Company reserves the right to make decisions/ amendments to determine the final result. The Company's decision is final and binding in this regard.

3.36.2.2 SuperBet bets placed on Football apply to 90 minutes plus injury time, unless it is explicitly stated that the bet applies to Extra-time and Penalties. Match officials determine whether the full 90 minutes and injury time has been played.

3.36.2.3 If any individual selection is void, or a player in the bet does not take any part in the match, then the whole bet will be made void.

3.36.2.4 For any obvious pricing errors, we reserve the right to cancel any bets placed at that wrong price.

3.36.3 General Football Betting Rules

3.36.3.1 SuperBet bets placed on Football apply to 90 minutes plus injury time, unless it is explicitly stated that the bet applies to Extra-time and/or Penalties. For all bets containing such wording, the remaining selections in the bet will be settled on the match[i] (90 minutes plus injury time) result, unless stated otherwise. Match officials determine whether the full 90 minutes and injury time is to be played or has been played, all bets are active unless the match is deemed as abandoned (please refer to 3.36.2.7).

3.36.3.2 Any reference to 'bet' refers to the entire contents of a SuperBet betslip. Any reference to a 'selection' is in reference to one selection within the related bet. A SuperBet bet is the aggregate bet comprised of all constituent selections.

3.36.3.3 If a player in the bet does not take any part in the match, then the whole bet will be made void, regardless of the rest of the selections within the bet. This rule refers to any player related markets involving both goals and cards. Please refer to section 2 for period related player selections.

3.36.3.4 If all the selections within the bet are valid (all players involved within the bet take part within the match), any losing selection within the bet will deem the entire bet a losing bet.

3.36.3.5 For any obvious pricing errors, we reserve the right to cancel/void any bets placed at that wrong price. We also reserve the right to cancel/void any bets on events where the venue is changed after the publication of odds.

3.36.3.6 All markets will be settled on the result of the match on the day that it is played and completed. Any results that are changed retrospectively, for example: dubious goals panel reviews, results reversed for ineligible players, will not alter the settlement of the market.

3.36.3.7 If an event is abandoned, any selections where the outcome has already been decided e.g. half-time result or first team to score, will stand. All other selections will be made void regardless of the score-line at the time of abandonment. Abandoned matches will be deemed to be matches which

do not reach their natural conclusion by midnight local time. Matches where a referee removes the players from the field of play for a temporary period, but the remaining minutes of play take place by midnight local time on that same day, will not be deemed as abandoned.

3.36.3.8 If an event is postponed before the kick off and subsequently rescheduled to be played less than 48 hours from the original kick off, all bets will stay active and will be settled upon the result of the rescheduled event. If an event is postponed before the kick-off and subsequently rescheduled to be played more than 48 hours from the original kick off, all bets will be voided.

3.36.3.9 Any event where the kick-off date/time has been altered well in advance (e.g. to accommodate live TV or to ease fixture congestion) will not be classed as postponed.

3.36.3.10 For matches played at a neutral venue, all bets will still count regardless of the order the teams are listed and whether we have indicated it is as being played at a neutral venue (except in the situation of an obvious pricing error, please refer to 3.36.2.3).

3.36.4 Football Bet Period Rules

3.36.4.1 All below periods (3.36.3.2-3.36.3.7) are periods that can be taken with markets (3.36.4.1-3.36.4.22). For example, a bet containing: 90mins (3.36.3.2) period with Who will win? (3.36.4.1), you are betting on the result over the entirety of the match (90 mins plus injury time).

3.36.4.2 90 mins – This refers to the entirety of the match. All bets involving 90 min selections apply to 90 minutes plus injury time. Match officials determine whether the full 90 minutes and injury time is to be played or has been played. Any event occurring before the official start of the match, during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle do not count.

3.36.4.3 1st 10 mins – This refers to the first 10 minutes of the match (00:00 and 09:59). For example, a corner awarded in this period but not taken until after 10:00 will not count. Any event that occurs 10:00 or later within the match will not count. Any event occurring before the official start of the match does not count.

3.36.4.4 - 1st half – This refers to the first half of the match only, including any injury time minutes played within it. Any event occurring before the official start of the match or during the half time break (any time after the whistle for half time) will not count.

3.36.4.5 - 2nd half – This refers to the second half of the match only, including any injury time minutes played within it. Any event occurring before the second half (first half or during the half time break) or after the final whistle will not count.

3.36.4.6 - Each half – This refers to an event happening in both halves of the match. If the chosen event happens in neither half or within only one of the halves this will be deemed a losing selection. Any event occurring before the official start of the match or during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle will not count.

For any 'each half' period player related bets, if the player is to participate in any part of the first half then this selection will stand. If they are not to participate in the first half, then this selection will be voided.

3.36.3.7 - Either half – This refers to an event happening in one, or both halves of the match. If the chosen event doesn't happen within the match this will be deemed a losing selection. Any event occurring before the official start of the match, during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle will not count.

For any player related bets in relation with 'either half', if the player participates at any point in the match then this selection will stand. For example, for a player to score either half, if they score in the first half but do not play in the second half, this will be a winning selection. If they are not to participate in the match at all then this selection will be voided.

3.36.5 Football Bet Type Settlement Rules

3.36.5.1 Who will win? – You are betting on the result, e.g. Team A, Draw or Team B.

3.36.5.2 Who will score? – You are betting on whether a nominated player will score a goal.

In abandoned matches, any player who has already scored at the time of abandonment will be settled as a winner (in relation to this market).

If the named player does not take part in the match, bets on that player will be made void. If the player takes any part in the match, bets will stand.

Own goals do not count.

3.36.5.3 Who will get carded? – You are betting on whether the nominated player will receive a Yellow or Red Card. Only cards shown to players currently on the pitch within the match will count. Cards shown to managers, players on the bench or after the match do not count. If the player does not play, bets taken on the player will be made void.

3.36.5.4 How many corners? – You are betting on whether the total number of corners will be above or below the numbers quoted. Only corners that are taken will count. Corners that are indicated as

given but subsequently not taken will not count. If a corner is re-taken, it will only count as one corner. Extra-time does not count towards the total.

3.36.5.5 How many booking points? – You are betting on whether the total number of booking points is above or below the stated total. Extra-time does not count towards the total nor do booking points received before kick-off and/or after the final whistle. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total.

Yellow Card = 10 & Red Card = 25. If a player receives 2 yellow cards and is consequently shown a red card, the player receives a total of 35 booking points.

3.36.5.6 How many cards? – You are betting on whether total number of cards is above, below or exactly the stated total. Extra-time does not count towards the total nor do booking points received before kick-off and/or after the final whistle. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total.

Yellow Card = 1 & Red Card = 2. If a player receives 2 yellow cards and is consequently shown a red card, the player receives a total of 3 cards. No player can receive more than 3 cards for settlement purposes. For example, a player receiving a yellow card then a straight red card receives 3 cards for settlement purposes. A player receiving two yellows and consequently a red card receives 3 cards for settlement purposes, also. A straight red on its own counts as 2 cards for settlement purposes.

3.36.5.7 Will both teams score? – You are betting on whether both teams will score at least one goal each.

3.36.5.8 What will the score be? – You are betting on what the score will be.

3.36.5.9 How many goals? – You are betting on how many goals will be scored.

Whether the total number of goals will be above or below (over/under) the stated total. Exactly - How many goals exactly will be scored in the match, e.g. no goals, exactly 1 goal etc.

3.36.5.10 What else will happen? – You are betting on whether a nominated match event will occur (within 90 minutes plus injury time, Extra-Time and/or Penalties do not count), including:

a) Penalty awarded - Whether a penalty will be taken (and subsequently missed/scored). Penalties awarded but rescinded, for any reason, and subsequently are not taken will not be deemed a winning selection.

b) Penalty missed - Whether a penalty will be missed. This is any penalty taken that does not result in a goal from that kick directly. If a penalty is ordered to be retaken, the original penalty will not count towards any official settlement. Only a completed penalty outcome is applicable. If a penalty

rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.

c) Penalty scored - Whether a penalty will be scored. This is any penalty taken that results in a goal directly from this kick. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection.

d) 2+ penalties awarded - Whether two, or more, penalties will be taken (and subsequently missed/scored). Penalties awarded but rescinded and subsequently not taken will not be deemed as a penalty awarded.

e) 2+ penalties scored - Whether two, or more, penalties will be scored. Penalties scored but ordered to be retaken, the original penalty will not count.

f) Free-kick goal - Whether a free kick will be scored. Any bets involving free-kick goals must be scored directly from a free-kick. Penalties do not count. The player taking the free kick must be the scorer of the goal.

g) Header goal - Whether a header will be scored over the course of the match. A headed goal is a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.

h) Outside box goal - Whether a goal will be scored from outside of the 18-yard box/penalty area). Own goals are excluded, any other method of goal scored from outside of the penalty area will count, including free kicks.

i) Own goal - Whether an own goal will be scored.

j) Sending off - Whether a player is sent off. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or because of two yellow cards. If the red card is retracted, by VAR or otherwise, then this will not count as a winning selection.

k) Woodwork - Whether the woodwork is hit during active play.

l) Go to extra time – Whether the match will go to extra-time after the 90 minutes, in applicable matches where extra-time can be played.

m) Go to penalties – Whether the match will go to penalties in applicable matches where this can happen. In all other scenarios other than when this is achieved, the selection would be a losing one.

3.36.5.11 How many team goals? – You are betting on how many goals a nominated team will score, including:

a) How many team goals - Whether the total number of team goals in the match will be above or below the stated total.

b) How many goals exactly the nominated team will score in the match, e.g. No Goals, Team A Exactly 1 Goal, Team B Exactly 3 Goals etc. (own goals are included).

3.36.5.12 How many goals will a team win by? – You are betting on by what margin a nominated team will win.

3.36.5.13 How many team booking points? – You are betting on whether the total number of booking points for your nominated team/teams is above or below the stated total. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total. Neither cards shown after the final whistle nor cards shown in extra-time count towards the total.

Yellow Card = 10 & Red Card = 25. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 35 booking points.

3.36.5.14 How many team corners? – You are betting on whether the total number of corners taken by your nominated team/teams will be above or below the numbers quoted.

Only corners that are taken will count. Corners that are indicated as given but subsequently not taken will not count. If a corner is re-taken, it will only count as one corner. Extra-time does not count towards the total.

3.36.5.15 What else will happen to teams? – You are betting on whether a nominated match event will occur to a nominated team (within 90 minutes plus injury time, Extra-Time and/or Penalties do not count), including:

a) Team penalty taken - Whether a penalty will be taken over by your nominated team. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection. Only a completed penalty outcome is applicable.

b) Team penalty missed - Whether a penalty will be missed by your nominated team. This is any penalty taken that does not result in a goal from that kick by the nominated team. Missed penalties that are then re-taken do not count. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.

- c) Team penalty scored - Whether a penalty will be scored by your nominated team. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss. Penalties scored but ordered to be retaken, the original penalty will not count.
- d) Team 2+ penalties awarded - Whether two, or more, penalties will be taken by your nominated team. Penalties awarded but rescinded and subsequently not taken will not be deemed as a penalty awarded.
- e) Team 2+ penalties scored - Whether two, or more, penalties will be scored by your nominated team. Penalties scored but ordered to be retaken, the original penalty will not count.
- f) Team free-kick goal - Whether a free kick will be scored by your nominated team. Any bets involving free-kick goals must be scored directly from a free-kick. Penalties do not count.
- g) Team header goal - Whether a header will be scored by your nominated team. A headed goal is a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.
- h) Team outside box goal - Whether a goal will be scored from outside of the 18-yard box/penalty area by your nominated team. Own goals are excluded. Any goal from outside of the box will be classed as a winner, intentional or not. Free kicks are included.
- i) Team sending off - Whether a player, for your nominated team only, is sent off. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or automatically resulting from 2 yellow cards.
- j) Team clean sheet - Whether your nominated team will keep a clean sheet. For example, 0-0, 1-0 to your team, 2-0 to your team etc. would be winning selections.
- k) First team to score – Which team will score the first goal. Rescinded and/or disallowed goals do not count, only official goals count. If no goal is scored in the match, this market will be resulted as a loser.
- l) Last team to score - Which team will score the last goal. Rescinded and/or disallowed goals do not count, only official goals count. If no goal is scored in the match, this market will be resulted as a loser.
- m) First corner – Which team will be awarded and subsequently take the first corner. If no corners are awarded in the specified period, this would be a losing selection.

n) Last corner – Which team will be awarded and subsequently take the last corner of the match. If no corners are awarded in the specified period, this would be a losing selection.

o) Most corners – Which team will take the most corners in the match. If the match corner count is level at full-time, the selection will be a losing one. Your nominated team needs to get more than the opponents for this to be a winning selection.

p) First card - Which team will be awarded the first card, yellow or red, in the match. If no cards are awarded in the specified period, this would be a losing selection.

q) Last card - Which team will be awarded the last card, yellow or red, in the match. If no cards are awarded in the specified period, this would be a losing selection.

r) Most booking points – Which team will receive the most booking points in the match. If no booking points are awarded (no cards shown) in the match, this will be resulted as a loser. Your nominated team must receive more booking points than the opponent for this to be a winning selection.

Yellow Card = 10 & Red Card = 25. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 35 booking points.

s) Most cards - Which team will receive the most cards in the match. If no cards are shown in the match, this will be resulted as a loser. Your nominated team must receive more cards than the opponent for this to be a winning selection.

Yellow Card = 1 card & Red Card = 2 cards. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 3 cards. The maximum cards one player can receive is 3. A straight red card equates to 2 cards.

3.36.5.16 Which player will score first/last? – You are betting on which player will score the first/last goal within the match.

Bets will be settled according to which player scores the first/last goal for their own team during the match.

Own goals do not count. For example, if you have bet a player to score the first goal in the match and the first goal was an own goal, then the bet will be settled on the next goal that is scored. In this same scenario the scorer of the first goal, which is not an own goal, will be settled as the first goal scorer.

In relation to 'Which player will score first', if your player has not participated in the match at the point the first goal is scored, selections will be made void.

In relation to 'Which player will score last', If your player has participated in the match before or during the time the last goal is scored, related selections will stand.

If no goal is scored in the match, or only own goals have been scored in the match, any selections on a player to score first or last will be resulted as losing selections, if they have participated in the relevant time-frame as stated in the above two points.

3.36.5.17 How many player goals? – You are betting on whether the nominated player will score 1+/2+ or 3+ goals in the match. Own goals are excluded.

3.36.5.18 How will a player score? – You are betting on the method by which the nominated player will score, with the following options available (own goals are excluded for all):

- a) Header – the nominated player scores a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not.
- b) Free Kick - the nominated player scores a direct free kick for their own team.
- c) Outside of the box – the nominated player scores from outside of the 18-yard penalty area for their own team. Free kick scored from outside of the box counts as a winning selection.
- d) Penalty – the nominated player scores a penalty for their own team. The goal must be scored directly from this penalty. A re-bound from a penalty will not be classified as a goal scored by penalty.

3.36.5.19 Who will get carded or sent off? – You are betting on (for the carded element) whether a nominated player will receive a yellow or red card.

You are betting on (for the sent off element) whether a nominated player will receive a red card. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle or during the half time period do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or 2 yellow cards and is therefore subsequently shown a red card.

Cards shown before kick-off, during the half time interval or after full time will not count. Cards shown to players or officials who do not constitute active on-field players do not count.

- a) First player carded – Which player will be awarded the first card, yellow or red, in the match. If no cards are awarded in the specified period, these selections will be losing selections.
- b) First team player carded – Which player will be awarded the first card, yellow or red, for their team only in the match. If no cards are awarded in the specified period, these selections will be losing selections.

3.36.5.20 What is the double chance? – You are betting on the match (or specified period) ending in one of the two displayed outcomes. For example, Team A/Draw would require the match (or specified period) to end with Team A winning, or a draw in order to be a winning selection.

3.36.5.21 Who will be ahead at half-time/full-time – You are betting on the result of the match at half-time and at full-time, both need to be correct in order to be a winning selection.

3.36.5.22 How many team cards? – You are betting on the number of cards for the nominated team during the match. Only cards shown to players on the pitch during active periods of the match will count, cards shown to managers or substitutes do not count.

Only one yellow card will count for a second bookable offence. Two yellows that consequently lead to a red card will count as three cards total. The same applies for a yellow card followed by a straight red card. The maximum card count one player can be issued with is three.

Cards shown before kick-off, during the half time interval or after full time will not count. Cards shown to players or officials who do not constitute active on-field players do not count.

3.36.5.23 How will a team win? – You are betting on different markets relating to how a team will win, including:

- a) Winning margin - By what margin the nominated team will win by.
- b) Win to nil - Whether the nominated team wins to nil. For example, your nominated team winning 1-0, 2-0 etc. would result in this being a winning selection.
- c) Win from behind - Whether the nominated team wins the match (or specified period) from behind.
- d) Win in extra-time - Whether your nominated team wins the tie in extra-time. To be a winning selection your team must win the extra-time period (2 x 15 minutes plus injury time unless otherwise stated). If the match does not go to extra-time this will be a losing selection. If a fixture is postponed, normal postponed match rules apply. If a fixture is abandoned, normal abandoned match rules apply.
- e) Win on penalties - Whether your nominated team wins the tie after penalties. Bets are settled only on fixtures that go to penalties. If the match does not go to penalties this will be a losing selection. If a fixture is postponed, normal postponed match rules apply. If a fixture is abandoned, normal abandoned match rules apply.
- f) Qualify - Whether your nominated team qualifies to the next round of the next round of fixtures in the specified tournament/cup/league. If a fixture is postponed normal postponed match rules apply. If a fixture is abandoned normal abandoned match rules apply. In the event of a forfeit or bye for either team, please refer to the postponed rules (1.8).

[i] Match refers to 90 minutes plus injury time, unless it is explicitly stated that the bet applies to Extra-time and/or Penalties. Match officials determine whether the full 90 minutes and injury time has been played.

[i] Active (in a match context) refers to periods of play within the match. Before the official start of the match, after the whistle for half-time up until the official start of the second half, and after the final whistle will not count as active periods. Active in reference to a player refers to a player on the pitch during the relevant periods of play within the match.

3.36.6 General NBA Basketball Betting Rules

3.36.6.1 All bets will be settled based on official results supplied by OPTA in line with official NBA.com data following the conclusion of the match.

3.36.6.2 Any reference to 'bet' refers to the entire contents of a SuperBet betslip. Any reference to a 'selection' is in reference to one selection within the related bet. A SuperBet bet is the aggregate bet comprised of all constituent selections.

3.36.6.3 SuperBet bets placed on an NBA match apply to the full duration of the match including ALL overtime periods, unless it is explicitly stated that the bet does not include overtime.

3.36.6.4 In the event of an abandonment before its natural endpoint, the bet will be void if there is at least one selection in the slip involving a player that has not yet entered the field of play. If all players have been on the pitch: (i) if there is at least one losing bet on the slip, the slip is a loser as there is no way this bet could have won regardless of how the rest of the match played out. (ii) If all bets on the slip are winners, then the slip is a winner as there is no way this bet could have lost regardless of how the rest of the match played out. (iii) If there are no losing bets on the slip and at least one void selection, then the bet is void, as the slip may still have won or lost depending upon how the rest of the match played out.

3.36.6.5 For any obvious pricing errors, we reserve the right to void any bets placed at that wrong price.

3.36.6.6 If an event is abandoned, any bets where the outcome has already been decided will be resulted e.g. If the match is 101-103 and the bet was over 200.5 that will be a winner. A bet on the under 200.5 will be deemed a loser. An abandoned match will be deemed to be a match which does not reach its natural conclusion by 3am local time. Matches, where the players are removed from the field of play for a temporary period but the remaining minutes of play are resumed by 3am local time, will not be deemed as abandoned.

3.36.6.7 If an event is postponed, the venue is changed or play is halted for any more than 36 hours, all bets on the event will be voided. If an event is postponed before the tip-off and rescheduled less than 36 hours from the original tip-off at the same venue, all bets will stay active and will be settled upon the result of the rescheduled event. If an event does start, however play is halted but will continue within the next 36 hours, then the same event will be updated and used at the new start time.

3.36.7 NBA Basketball Bet Type Settlement Rules:

3.36.7.1 Who will win? – You are betting on: the result of the match, including ALL over time periods.

3.36.7.2 Player OR Team to get points / assists / rebounds / blocks / steals (stats markets)? – You are betting on: whether a nominated player OR team will reach a stat milestone at any time during the course of the match, including ALL overtime.

In abandoned matches, any player OR team who has already reached their stat milestone, at the time of abandonment will be settled as a winner.

If the named player does not take part in the match, bets on that player will be void. If the player takes any part in the match, by stepping onto the court, all bets will stand.

3.36.7.3 Quarter markets - Results are based on the total score / stats of that Quarter.

Quarter 4 (Q4) results include overtime if played.

3.36.7.4 Half markets - Results are based on the total score / stats of that Quarter.

Second Half results (H2) include overtime if played.

3.36.7.5 Points race markets - Results are based on the first team to reach a milestone e.g. first team to 30 points.

When neither team reaches the milestone, the bet is deemed a loser e.g. first team to get to 100 if both teams were not to reach 100, this is a losing bet.

3.36.7.6 Highest scoring half markets - If both halves result with the same high score, the whole SuperBet bet on either half is a loss. All bets include overtime if played.

3.36.7.7 Highest scoring quarter markets - If two or more quarters result with the same high score, the whole SuperBet bet is a loss for any of the four individual quarters. All bets include overtime if played.

3.36.7.8 Highest scoring player stat markets - If two players in a head to head selection result with the same number of the stat bet upon, the whole SuperBet bet is a loss for a bet on either player. All bets include overtime if played.

3.36.7.9 What else will happen/what else will happen to the teams - You are betting on whether a nominated match event will occur including:

- a) Odd total points – The total number of points at the end of the match must be an odd number for this to be a winning selection, this selection includes overtime if played.
- b) Even total points - The total number of points at the end of the match must be an even number for this to be a winning selection, this selection includes overtime if played.
- c) Overtime played – If overtime is played in the event this will be a winning selection, if it is not then this selection will be a losing selection.
- d) First team to score – The first team to score in the match. Any method of scoring is included. This selection includes overtime if played.
- e) Last team to score - The last team to score in the match. Any method of scoring is included. This selection includes overtime if played.

3.37 Fast Markets

3.37.1 The Customer shall predict from one of the stated outcomes to occur during a given period. If none of the stated outcomes should happen or the Customer failed to predict the correct outcome within the given period, all bets will be settled as losing bets.

3.37.2 Bets will be settled using the time of the event provided to the Company by its data provider. The Company shall have the sole and absolute discretion with regard to the selection or appointment of the data provider. Additional and injury times shall not count.

3.37.3 Goal Selection - A Goal shall be deemed made using the time of the event provided to the Company by its data provider regardless of what is shown in the video replay. Own goals shall be counted for the settlement for this market.

3.37.4 Free-kick Selection - A Free-Kick shall be deemed given using the time of the event provided to the Company by its data provider and not when the Free-Kick was actually taken.

3.37.5 Corner Selection - A Corner shall be deemed given using the time of the event provided to the Company by its data provider and not when the Corner was actually taken.

3.37.6 Goal Kick Selection - A Goal Kick shall be deemed given using the time of the event provided to the Company by its data provider and not when the Goal Kick was actually taken. A kick out from the hands of the goalkeeper or a free kick by the goalkeeper shall not be deemed as a Goal Kick.

3.37.7 Throw In Selection - A Throw In shall be deemed given using the time of the event provided to the Company by its data provider and not when the Throw In was actually taken.

3.37.8 Penalty Selection - A Penalty shall be deemed given using the time of the event provided to the Company by its data provider and not when the Penalty was actually taken.

3.37.9 Booking Selection - A Booking shall be deemed given using the time of the event provided to the Company by its data provider. For this selection, only cards that were shown to the player on the playing field count.

3.37.10 None Selection - None means that none of the following events have taken place during a given period, to wit, Goal, Free-kick, Corner, Goal Kick, Throw In, Penalty and Booking.

3.37.11 If the match is abandoned or the specified period is not completed, all bets shall be considered void unless a winning selection has already occurred and established prior to the abandonment or stoppage. Bets in which the time of the bet period was completed will be settled and not declared void.

3.37.12 Any and all disallowed or cancelled goals, free-kicks, corner, goal kick, throw-in, penalty and bookings shall not count.

3.37.13 General Rules

3.37.13.1 All bets that are not determined by the end of the first half will carry over into the second half.

3.37.13.2 All bets that are not determined at full time will be void.

3.37.13.3 Where any event is ultimately cancelled as a result of Video Assistant Referee (VAR) intervention, the event will be deemed not to have taken place.

3.37.14 Next Set Piece

3.37.14.1 For settlement purposes, corners, goal kicks, and throw-ins will be deemed to have occurred as soon as the ball passes the goal line or touchline. Free kicks will be deemed to have occurred at the moment the referee blows the whistle to signal the free kick.

3.37.14.2 The moment at which the throw-in, free kick, goal kick or corner is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the touchline at 44:55, but the actual throw-in is not taken before the half-time whistle sounds, a throw-in will not be deemed to have occurred. However, if the throw-in is taken at 45:30 during first-half injury time, 44:55 is the time on which the market is resulted.

3.37.15 Every Single Minute

3.37.15.1 Predict if a corner, offside, booking or goal will occur within the specified one-minute window.

3.37.15.2 There can be multiple winning elements. The order of events is irrelevant as long as the selected event occurs within the minute.

3.37.15.3 For settlement purposes corners and goals will be deemed to have occurred as soon as the ball passes the goal line. Offsides will be deemed to have occurred at the moment the referee blows the whistle signalling the offside. Bookings will be settled on when the referee shows the player a card.

3.37.15.4 The moment at which the corner or free kick from the offside is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the touchline at 44:55 during first half injury-time, but the actual corner is not taken before the half-time whistle sounds, a corner will not be deemed to have occurred. However, if the corner is taken at 45:30, 44:55 is the time on which the market is resulted.

3.37.16 Live For Five

3.37.16.1 Predict if a corner, offside, booking or goal will occur within the specified five-minute window.

3.37.16.2 There can be multiple winning elements. The order of events is irrelevant as long as the selected event occurs within a five-minute window.

3.37.16.3 For settlement purposes corners and goals will be deemed to have occurred as soon as the ball passes the goal line. Offsides will be deemed to have occurred at the moment the referee blows the whistle signalling the offside. Bookings will be settled on when the referee shows the player a card.

3.37.16.4 The moment at which the corner or free kick from the offside is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the touchline at 44:55 during first half injury-time, but the actual corner is not taken before the half-time whistle sounds, a corner will not be deemed to have occurred. However, if the corner is taken at 45:30, 44:55 is the time on which the market is resulted.

3.37.17 Race For Five

3.37.17.1 Predict which event will occur first out of the following options within a specified time: Five corners and/or free kicks, five throw-ins, one goal, or none of the events.

3.37.17.2 For settlement purposes corners, goals and throw-ins will be deemed to have occurred as soon as the ball passes the goal line or touchline, while free kicks will be deemed to have occurred the moment the referee blows the whistle to signal the free kick.

3.37.17.3 The moment at which the throw-in, free kick or corner is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the touchline at 44:55, but the actual throw-in is not taken before the half-time whistle sounds, a throw-in will not be deemed to have occurred. However, if the throw-in is taken at 45:30 during first-half injury time, 44:55 is the time on which the market is resulted.

3.37.18 Both Teams To

3.37.18.1 Predict whether both teams will take a throw-in or, predict whether both teams will take a free kick within a specified time.

3.37.18.2 For settlement purposes throw-ins will be deemed to have occurred as soon as the ball passes the touchline, while free kicks will be deemed to have occurred the moment the referee blows the whistle to signal the free kick.

3.37.18.3 The moment at which the throw-in or free kick is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the goal line at 44:55, but the actual corner is not taken before the half-time whistle sounds, a corner will not be deemed to have occurred. However, if the corner is taken at 45:30, 44:55 is the time on which the market is resulted.

3.37.19 Rapid Goal

3.37.19.1 Predict whether a goal will be scored within a 60-second period following a penalty, corner or free kick, all of which are referred to as "Dangerous Kick".

3.37.19.2 The Rapid Goal market will become available as soon as a Dangerous Kick is awarded by the referee. The betting window is then active and will close a few seconds before the kick is taken.

3.37.19.3 A 60-second countdown will appear once the market has closed, highlighting the time period in which a goal needs to be scored for a bet to be a winner.

3.37.19.4 For settlement purposes a goal will be settled on the exact time the ball crosses the goal line.

3.38 Kabaddi

3.38.1 All Match Period markets, will be settled on the final result, including extra-time or “golden raid”.

3.38.2 Head to Head markets refer to the winner of the match. Handicap, Over/Under and Odd/Even markets are based on the number of points scored.

3.38.3 If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.

3.38.4 For 1st Class Matches and Test Matches where “Draw” is a possible result markets will be offered in a 1X2 format. 1 refers to the team that is named first (usually the home team); X refers to the game resulting in a draw; 2 refers to the team that is named second (usually the away team). Should such a match end in a “Tie” (as distinct from a “Draw”) then 1X2 bets will be settled as follows: Draw (X) bets will be settled as losers and the two competing teams (1 and 2) will be settled as joint winners under dead-heat rules. If a match is abandoned due to outside interference then all bets may be declared void.

3.39 Greyhound Racing

3.39.1 Each Way (EW) Market for Aussie Greyhound Racing similar to UK Greyhound Racing still consists of 2 bets (Win & Place) but with a slight difference from UK’s Each Way (EW).

In Aussie Greyhounds, when 8-10 runners are in a race, chosen runner should finish in the top 3 to get a return. PLACE bet computation for this is always $\frac{1}{5}$ of the ODDS. To compute, $\text{ODDS}-1$ divided by $5 + 1 = \frac{1}{5}$ of ODDS.

3.39.2 In instances where there’s a non-runner and no reserves are available the total # of runners will be reduced. If the total runners is from 5-7, the chosen runner should finish in the top 2 to get a return. Place bet computation for this is always $\frac{1}{4}$ of the ODDS. To compute, $\text{ODDS}-1$ divided by $4 + 1 = \frac{1}{4}$ of ODDS.

Markets will be settled on the first official result from the track, regardless of subsequent amendments to the result.

3.39.3 In the event of no SP being returned, bets will be declared void.

3.39.4 A grace period of 5 seconds is given after the race start to place bets for all markets. Bets after the grace period will be considered as late bets and will be voided.

3.39.5 If a dog leaves the trap but refuses to race, all bets on this dog will stand.

3.39.6 When a non-runner is declared, the market will be reformed and the following rules will apply to bets placed before the declaration:

- a) Where the trap is left vacant, bets on this selection will be declared void and refunded; all other bets will stand at SP (place terms affected if fewer than 5 dogs race)
- b) Where a reserve dog runs in place of the selection, ALL bets will stand at SP
- d) Forecast and Tricast bets involving a non-runner will be declared void

3.39.7 Antepost markets

- a) All bets on individual greyhounds stand whether the greyhound runs or not.
- b) All antepost bets will be void if the competition is abandoned or the venue is changed.
- c) If a race is postponed or rescheduled, but run at the same venue on another day, all antepost bets will stand provided the entries are not re-opened (i.e. other dogs are allowed to enter).

3.40 Fast Markets

3.40.1 The Customer shall predict from one of the stated outcomes to occur during a given period. If none of the stated outcomes should happen or the Customer failed to predict the correct outcome within the given period, all bets will be settled as losing bets.

3.40.2 Bets will be settled using the time of the event provided to the Company by its data provider. The Company shall have the sole and absolute discretion with regard to the selection or appointment of the data provider. Additional and injury times shall not count.

3.40.3 Goal Selection - A Goal shall be deemed made using the time of the event provided to the Company by its data provider regardless of what is shown in the video replay. Own goals shall be counted for the settlement for this market.

3.40.4 Free-kick Selection - A Free-Kick shall be deemed given using the time of the event provided to the Company by its data provider and not when the Free-Kick was actually taken.

3.40.5 Corner Selection - A Corner shall be deemed given using the time of the event provided to the Company by its data provider and not when the Corner was actually taken.

3.40.6 Goal Kick Selection - A Goal Kick shall be deemed given using the time of the event provided to the Company by its data provider and not when the Goal Kick was actually taken. A kick out from the hands of the goalkeeper or a free kick by the goalkeeper shall not be deemed as a Goal Kick.

3.40.7 Throw In Selection - A Throw In shall be deemed given using the time of the event provided to the Company by its data provider and not when the Throw In was actually taken.

3.40.8 Penalty Selection - A Penalty shall be deemed given using the time of the event provided to the Company by its data provider and not when the Penalty was actually taken.

3.40.9 Booking Selection - A Booking shall be deemed given using the time of the event provided to the Company by its data provider. For this selection, only cards that were shown to the player on the playing field count.

3.40.10 None Selection - None means that none of the following events have taken place during a given period, to wit, Goal, Free-kick, Corner, Goal Kick, Throw In, Penalty and Booking.

3.40.11 If the match is abandoned or the specified period is not completed, all bets shall be considered void unless a winning selection has already occurred and established prior to the abandonment or stoppage. Bets in which the time of the bet period was completed will be settled and not declared void.

3.40.12 Any and all disallowed or cancelled goals, free-kicks, corner, goal kick, throw-in, penalty and bookings shall not count.

3.40.13 General Rules

3.40.13.1 All bets that are not determined by the end of the first half will carry over into the second half.

3.40.13.2 All bets that are not determined at full time will be void.

3.40.13.3 Where any event is ultimately cancelled as a result of Video Assistant Referee (VAR) intervention, the event will be deemed not to have taken place.

3.40.14 Next Set Piece

3.40.14.1 For settlement purposes, corners, goal kicks, and throw-ins will be deemed to have occurred as soon as the ball passes the goal line or touchline. Free kicks will be deemed to have occurred at the moment the referee blows the whistle to signal the free kick.

3.40.14.2 The moment at which the throw-in, free kick, goal kick or corner is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the touchline at 44:55, but the actual throw-in is not taken before the half-time whistle sounds, a throw-in will not be deemed to have occurred. However, if the throw-in is taken at 45:30 during first-half injury time, 44:55 is the time on which the market is resulted.

3.40.15 Every Single Minute

3.40.15.1 Predict if a corner, offside, booking or goal will occur within the specified one-minute window.

3.40.15.2 There can be multiple winning elements. The order of events is irrelevant as long as the selected event occurs within the minute.

3.40.15.3 For settlement purposes corners and goals will be deemed to have occurred as soon as the ball passes the goal line. Offsides will be deemed to have occurred at the moment the referee blows the whistle signalling the offside. Bookings will be settled on when the referee shows the player a card.

3.40.15.4 The moment at which the corner or free kick from the offside is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the touchline at 44:55 during first half injury-time, but the actual corner is not taken before the half-time whistle sounds, a corner will not be deemed to have occurred. However, if the corner is taken at 45:30, 44:55 is the time on which the market is resulted.

3.40.16 Live For Five

3.40.16.1 Predict if a corner, offside, booking or goal will occur within the specified five-minute window.

3.40.16.2 There can be multiple winning elements. The order of events is irrelevant as long as the selected event occurs within a five-minute window.

3.40.16.3 For settlement purposes corners and goals will be deemed to have occurred as soon as the ball passes the goal line. Offsides will be deemed to have occurred at the moment the referee blows the whistle signalling the offside. Bookings will be settled on when the referee shows the player a card.

3.40.16.4 The moment at which the corner or free kick from the offside is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the touchline at 44:55 during first half injury-time, but the actual corner is not taken before the half-time whistle sounds, a corner will not be deemed to have occurred. However, if the corner is taken at 45:30, 44:55 is the time on which the market is resulted.

3.40.17 Race For Five

3.40.17.1 Predict which event will occur first out of the following options within a specified time: Five corners and/or free kicks, five throw-ins, one goal, or none of the events.

3.40.17.2 For settlement purposes corners, goals and throw-ins will be deemed to have occurred as soon as the ball passes the goal line or touchline, while free kicks will be deemed to have occurred the moment the referee blows the whistle to signal the free kick.

3.40.17.3 The moment at which the throw-in, free kick or corner is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the touchline at 44:55, but the actual throw-in is not taken before the half-time whistle sounds, a throw-in will not be deemed to have occurred. However, if the throw-in is taken at 45:30 during first-half injury time, 44:55 is the time on which the market is resulted.

3.40.18 Both Teams To

3.40.18.1 Predict whether both teams will take a throw-in or, predict whether both teams will take a free kick within a specified time.

3.40.18.2 For settlement purposes throw-ins will be deemed to have occurred as soon as the ball passes the touchline, while free kicks will be deemed to have occurred the moment the referee blows the whistle to signal the free kick.

3.40.18.3 The moment at which the throw-in or free kick is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the goal line at 44:55, but the actual corner is not taken before the half-time whistle sounds, a corner will not be deemed to have occurred. However, if the corner is taken at 45:30, 44:55 is the time on which the market is resulted.

3.40.19 Rapid Goal

3.40.19.1 Predict whether a goal will be scored within a 60-second period following a penalty, corner or free kick, all of which are referred to as "Dangerous Kick".

3.40.19.2 The Rapid Goal market will become available as soon as a Dangerous Kick is awarded by the referee. The betting window is then active and will close a few seconds before the kick is taken.

3.40.19.3 A 60-second countdown will appear once the market has closed, highlighting the time period in which a goal needs to be scored for a bet to be a winner.

3.40.19.4 For settlement purposes a goal will be settled on the exact time the ball crosses the goal line.

3.41 SuperBet

3.41.1 General Terms and Conditions

3.41.1.1 SuperBet is only available on Soccer matches, and customers can only place bets on this before Kick Off. Build a Bet is not available In-Play.

3.41.1.2 SuperBet is available for cashout

3.41.1.3 If a selection within the bet itself is cancelled, then the whole bet will be voided, regardless of other outcomes within the bet

3.41.1.4 The Company will not be responsible should SuperBet not be available for technical reasons

3.41.1.5 The Company reserves the right to reverse the settlement of any particular SuperBet if any selection has been settled incorrectly

3.41.1.6 The Company reserves the right to remove the Bet Builder feature for any customer or group of customers where it has reasonable grounds to believe that the customer or group of customers is misusing the feature.

3.41.1.7 The Company reserves the right to set maximum amount of pay-outs for its existing products and products to be offered.

3.41.2 General Betting Rules

3.41.2.1 Where there is a conflict between the official results and the results used for settlement, the conflict shall be resolved by reference to the Company's video recording of the particular Event to determine the correct result. However, if no such video recording is available, then the correct result shall be determined in accordance with the result of the particular Event's relevant governing body as published in its official website. If the official website is unable to provide the result or official website's posted result is manifestly wrong, then the Company reserves the right to make decisions/ amendments to determine the final result. The Company's decision is final and binding in this regard.

3.41.2.2 SuperBet bets placed on Football apply to 90 minutes plus injury time, unless it is explicitly stated that the bet applies to Extra-time and Penalties. Match officials determine whether the full 90 minutes and injury time has been played.

3.41.2.3 If any individual selection is void, or a player in the bet does not take any part in the match, then the whole bet will be made void.

3.41.2.4 For any obvious pricing errors, we reserve the right to cancel any bets placed at that wrong price.

3.41.3 General Football Betting Rules

3.41.3.1 SuperBet bets placed on Football apply to 90 minutes plus injury time, unless it is explicitly stated that the bet applies to Extra-time and/or Penalties. For all bets containing such wording, the remaining selections in the bet will be settled on the match[i] (90 minutes plus injury time) result, unless stated otherwise. Match officials determine whether the full 90 minutes and injury time is to be played or has been played, all bets are active unless the match is deemed as abandoned (please refer to 3.36.2.7).

3.41.3.2 Any reference to 'bet' refers to the entire contents of a SuperBet betslip. Any reference to a 'selection' is in reference to one selection within the related bet. A SuperBet bet is the aggregate bet comprised of all constituent selections.

3.41.3.3 If a player in the bet does not take any part in the match, then the whole bet will be made void, regardless of the rest of the selections within the bet. This rule refers to any player related markets involving both goals and cards. Please refer to section 2 for period related player selections.

3.41.3.4 If all the selections within the bet are valid (all players involved within the bet take part within the match), any losing selection within the bet will deem the entire bet a losing bet.

3.41.3.5 For any obvious pricing errors, we reserve the right to cancel/void any bets placed at that wrong price. We also reserve the right to cancel/void any bets on events where the venue is changed after the publication of odds.

3.41.3.6 All markets will be settled on the result of the match on the day that it is played and completed. Any results that are changed retrospectively, for example: dubious goals panel reviews, results reversed for ineligible players, will not alter the settlement of the market.

3.41.3.7 If an event is abandoned, any selections where the outcome has already been decided e.g. half-time result or first team to score, will stand. All other selections will be made void regardless of the score-line at the time of abandonment. Abandoned matches will be deemed to be matches which do not reach their natural conclusion by midnight local time. Matches where a referee removes the players from the field of play for a temporary period, but the remaining minutes of play take place by midnight local time on that same day, will not be deemed as abandoned.

3.41.3.8 If an event is postponed before the kick off and subsequently rescheduled to be played less than 48 hours from the original kick off, all bets will stay active and will be settled upon the result of the rescheduled event. If an event is postponed before the kick-off and subsequently rescheduled to be played more than 48 hours from the original kick off, all bets will be voided.

3.41.3.9 Any event where the kick-off date/time has been altered well in advance (e.g. to accommodate live TV or to ease fixture congestion) will not be classed as postponed.

3.41.3.10 For matches played at a neutral venue, all bets will still count regardless of the order the teams are listed and whether we have indicated it is as being played at a neutral venue (except in the situation of an obvious pricing error, please refer to 3. 41.2.3).

3.41.4 Football Bet Period Rules

3.41.4.1 All below periods (3. 41.3.2-3. 41.3.7) are periods that can be taken with markets (3. 41.4.1-3. 41.4.22). For example, a bet containing: 90mins (3. 41.3.2) period with Who will win? (3.36.4.1), you are betting on the result over the entirety of the match (90 mins plus injury time).

3.41.4.2 90 mins – This refers to the entirety of the match. All bets involving 90 min selections apply to 90 minutes plus injury time. Match officials determine whether the full 90 minutes and injury time is to be played or has been played. Any event occurring before the official start of the match, during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle do not count.

3.41.3.3 1st 10 mins – This refers to the first 10 minutes of the match (00:00 and 09:59). For example, a corner awarded in this period but not taken until after 10:00 will not count. Any event that occurs 10:00 or later within the match will not count. Any event occurring before the official start of the match does not count.

3.41.3.4 - 1st half – This refers to the first half of the match only, including any injury time minutes played within it. Any event occurring before the official start of the match or during the half time break (any time after the whistle for half time) will not count.

3.41.3.5 - 2nd half – This refers to the second half of the match only, including any injury time minutes played within it. Any event occurring before the second half (first half or during the half time break) or after the final whistle will not count.

3.41.3.6 - Each half – This refers to an event happening in both halves of the match. If the chosen event happens in neither half or within only one of the halves this will be deemed a losing selection. Any event occurring before the official start of the match or during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle will not count.

- For any 'each half' period player related bets, if the player is to participate in any part of the first half then this selection will stand. If they are not to participate in the first half, then this selection will be voided.

3.41.3.7 - Either half – This refers to an event happening in one, or both halves of the match. If the chosen event doesn't happen within the match this will be deemed a losing selection. Any event

occurring before the official start of the match, during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle will not count.

- For any player related bets in relation with 'either half', if the player participates at any point in the match then this selection will stand. For example, for a player to score either half, if they score in the first half but do not play in the second half, this will be a winning selection. If they are not to participate in the match at all then this selection will be voided.

3.41.5 Football Bet Type Settlement Rules

3.41.5.1 Who will win? – You are betting on the result, e.g. Team A, Draw or Team B.

3.41.5.2 Who will score? – You are betting on whether a nominated player will score a goal.

- In abandoned matches, any player who has already scored at the time of abandonment will be settled as a winner (in relation to this market).
- If the named player does not take part in the match, bets on that player will be made void. If the player takes any part in the match, bets will stand.
- Own goals do not count.

3.41.5.3 Who will get carded? – You are betting on whether the nominated player will receive a Yellow or Red Card. Only cards shown to players currently on the pitch within the match will count. Cards shown to managers, players on the bench or after the match do not count. If the player does not play, bets taken on the player will be made void.

3.41.5.4 How many corners? – You are betting on whether the total number of corners will be above or below the numbers quoted. Only corners that are taken will count. Corners that are indicated as given but subsequently not taken will not count. If a corner is re-taken, it will only count as one corner. Extra-time does not count towards the total.

3.41.5.5 How many booking points? – You are betting on whether the total number of booking points is above or below the stated total. Extra-time does not count towards the total nor do booking points received before kick-off and/or after the final whistle. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total.

- Yellow Card = 10 & Red Card = 25. If a player receives 2 yellow cards and is consequently shown a red card, the player receives a total of 35 booking points.

3.41.5.6 How many cards? – You are betting on whether total number of cards is above, below or exactly the stated total. Extra-time does not count towards the total nor do booking points received

before kick-off and/or after the final whistle. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total.

- Yellow Card = 1 & Red Card = 2. If a player receives 2 yellow cards and is consequently shown a red card, the player receives a total of 3 cards. No player can receive more than 3 cards for settlement purposes. For example, a player receiving a yellow card then a straight red card receives 3 cards for settlement purposes. A player receiving two yellows and consequently a red card receives 3 cards for settlement purposes, also. A straight red on its own counts as 2 cards for settlement purposes.

3.41.5.7 Will both teams score? – You are betting on whether both teams will score at least one goal each.

3.41.5.8 What will the score be? – You are betting on what the score will be.

3.41.5.9 How many goals? – You are betting on how many goals will be scored.

- Whether the total number of goals will be above or below (over/under) the stated total. Exactly - How many goals exactly will be scored in the match, e.g. no goals, exactly 1 goal etc.

3.41.5.10 What else will happen? – You are betting on whether a nominated match event will occur (within 90 minutes plus injury time, Extra-Time and/or Penalties do not count), including:

a) Penalty awarded - Whether a penalty will be taken (and subsequently missed/scored). Penalties awarded but rescinded, for any reason, and subsequently are not taken will not be deemed a winning selection.

b) Penalty missed - Whether a penalty will be missed. This is any penalty taken that does not result in a goal from that kick directly. If a penalty is ordered to be retaken, the original penalty will not count towards any official settlement. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.

c) Penalty scored - Whether a penalty will be scored. This is any penalty taken that results in a goal directly from this kick. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection.

d) 2+ penalties awarded - Whether two, or more, penalties will be taken (and subsequently missed/scored). Penalties awarded but rescinded and subsequently not taken will not be deemed as a penalty awarded.

e) 2+ penalties scored - Whether two, or more, penalties will be scored. Penalties scored but ordered to be retaken, the original penalty will not count.

f) Free-kick goal - Whether a free kick will be scored. Any bets involving free-kick goals must be scored directly from a free-kick. Penalties do not count. The player taking the free kick must be the scorer of the goal.

g) Header goal - Whether a header will be scored over the course of the match. A headed goal is a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.

h) Outside box goal - Whether a goal will be scored from outside of the 18-yard box/penalty area). Own goals are excluded, any other method of goal scored from outside of the penalty area will count, including free kicks.

i) Own goal - Whether an own goal will be scored.

j) Sending off - Whether a player is sent off. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or because of two yellow cards. If the red card is retracted, by VAR or otherwise, then this will not count as a winning selection.

k) Woodwork - Whether the woodwork is hit during active play.

l) Go to extra time – Whether the match will go to extra-time after the 90 minutes, in applicable matches where extra-time can be played.

m) Go to penalties – Whether the match will go to penalties in applicable matches where this can happen. In all other scenarios other than when this is achieved, the selection would be a losing one.

3.41.5.11 How many team goals? – You are betting on how many goals a nominated team will score, including:

a) How many team goals - Whether the total number of team goals in the match will be above or below the stated total.

b) How many goals exactly the nominated team will score in the match, e.g. No Goals, Team A Exactly 1 Goal, Team B Exactly 3 Goals etc. (own goals are included).

3.41.5.12 How many goals will a team win by? – You are betting on by what margin a nominated team will win.

3.41.5.13 How many team booking points? – You are betting on whether the total number of booking points for your nominated team/teams is above or below the stated total. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total. Neither cards shown after the final whistle nor cards shown in extra-time count towards the total.

- Yellow Card = 10 & Red Card = 25. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 35 booking points.

3. 41.5.14 How many team corners? – You are betting on whether the total number of corners taken by your nominated team/teams will be above or below the numbers quoted.

- Only corners that are taken will count. Corners that are indicated as given but subsequently not taken will not count. If a corner is re-taken, it will only count as one corner. Extra-time does not count towards the total.

3.41.5.15 What else will happen to teams? – You are betting on whether a nominated match event will occur to a nominated team (within 90 minutes plus injury time, Extra-Time and/or Penalties do not count), including:

a) Team penalty taken - Whether a penalty will be taken over by your nominated team. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection. Only a completed penalty outcome is applicable.

b) Team penalty missed - Whether a penalty will be missed by your nominated team. This is any penalty taken that does not result in a goal from that kick by the nominated team. Missed penalties that are then re-taken do not count. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.

c) Team penalty scored - Whether a penalty will be scored by your nominated team. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss. Penalties scored but ordered to be retaken, the original penalty will not count.

d) Team 2+ penalties awarded - Whether two, or more, penalties will be taken by your nominated team. Penalties awarded but rescinded and subsequently not taken will not be deemed as a penalty awarded.

e) Team 2+ penalties scored - Whether two, or more, penalties will be scored by your nominated team. Penalties scored but ordered to be retaken, the original penalty will not count.

- f) Team free-kick goal - Whether a free kick will be scored by your nominated team. Any bets involving free-kick goals must be scored directly from a free-kick. Penalties do not count.
- g) Team header goal - Whether a header will be scored by your nominated team. A headed goal is a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.
- h) Team outside box goal - Whether a goal will be scored from outside of the 18-yard box/penalty area by your nominated team. Own goals are excluded. Any goal from outside of the box will be classed as a winner, intentional or not. Free kicks are included.
- i) Team sending off - Whether a player, for your nominated team only, is sent off. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or automatically resulting from 2 yellow cards.
- j) Team clean sheet - Whether your nominated team will keep a clean sheet. For example, 0-0, 1-0 to your team, 2-0 to your team etc. would be winning selections.
- k) First team to score – Which team will score the first goal. Rescinded and/or disallowed goals do not count, only official goals count. If no goal is scored in the match, this market will be resulted as a loser.
- l) Last team to score - Which team will score the last goal. Rescinded and/or disallowed goals do not count, only official goals count. If no goal is scored in the match, this market will be resulted as a loser.
- m) First corner – Which team will be awarded and subsequently take the first corner. If no corners are awarded in the specified period, this would be a losing selection.
- n) Last corner – Which team will be awarded and subsequently take the last corner of the match. If no corners are awarded in the specified period, this would be a losing selection.
- o) Most corners – Which team will take the most corners in the match. If the match corner count is level at full-time, the selection will be a losing one. Your nominated team needs to get more than the opponents for this to be a winning selection.
- p) First card - Which team will be awarded the first card, yellow or red, in the match. If no cards are awarded in the specified period, this would be a losing selection.
- q) Last card - Which team will be awarded the last card, yellow or red, in the match. If no cards are awarded in the specified period, this would be a losing selection.

r) Most booking points – Which team will receive the most booking points in the match. If no booking points are awarded (no cards shown) in the match, this will be resulted as a loser. Your nominated team must receive more booking points than the opponent for this to be a winning selection.

- Yellow Card = 10 & Red Card = 25. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 35 booking points.

s) Most cards - Which team will receive the most cards in the match. If no cards are shown in the match, this will be resulted as a loser. Your nominated team must receive more cards than the opponent for this to be a winning selection.

- Yellow Card = 1 card & Red Card = 2 cards. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 3 cards. The maximum cards one player can receive is 3. A straight red card equates to 2 cards.

3.41.5.16 Which player will score first/last? – You are betting on which player will score the first/last goal within the match.

- Bets will be settled according to which player scores the first/last goal for their own team during the match.

- Own goals do not count. For example, if you have bet a player to score the first goal in the match and the first goal was an own goal, then the bet will be settled on the next goal that is scored. In this same scenario the scorer of the first goal, which is not an own goal, will be settled as the first goal scorer.

- In relation to 'Which player will score first', if your player has not participated in the match at the point the first goal is scored, selections will be made void.

- In relation to 'Which player will score last', If your player has participated in the match before or during the time the last goal is scored, related selections will stand.

- If no goal is scored in the match, or only own goals have been scored in the match, any selections on a player to score first or last will be resulted as losing selections, if they have participated in the relevant time-frame as stated in the above two points.

3.41.5.17 How many player goals? – You are betting on whether the nominated player will score 1+/2+ or 3+ goals in the match. Own goals are excluded.

3.41.5.18 How will a player score? – You are betting on the method by which the nominated player will score, with the following options available (own goals are excluded for all):

- a) Header – the nominated player scores a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not.
- b) Free Kick - the nominated player scores a direct free kick for their own team.
- c) Outside of the box – the nominated player scores from outside of the 18-yard penalty area for their own team. Free kick scored from outside of the box counts as a winning selection.
- d) Penalty – the nominated player scores a penalty for their own team. The goal must be scored directly from this penalty. A re-bound from a penalty will not be classified as a goal scored by penalty.

3.41.5.19 Who will get carded or sent off? – You are betting on (for the carded element) whether a nominated player will receive a yellow or red card.

- You are betting on (for the sent off element) whether a nominated player will receive a red card. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle or during the half time period do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or 2 yellow cards and is therefore subsequently shown a red card.

- Cards shown before kick-off, during the half time interval or after full time will not count. Cards shown to players or officials who do not constitute active on-field players do not count.

a) First player carded – Which player will be awarded the first card, yellow or red, in the match. If no cards are awarded in the specified period, these selections will be losing selections.

b) First team player carded – Which player will be awarded the first card, yellow or red, for their team only in the match. If no cards are awarded in the specified period, these selections will be losing selections.

3.41.5.20 What is the double chance? – You are betting on the match (or specified period) ending in one of the two displayed outcomes. For example, Team A/Draw would require the match (or specified period) to end with Team A winning, or a draw in order to be a winning selection.

3.41.5.21 Who will be ahead at half-time/full-time – You are betting on the result of the match at half-time and at full-time, both need to be correct in order to be a winning selection.

3.41.5.22 How many team cards? – You are betting on the number of cards for the nominated team during the match. Only cards shown to players on the pitch during active periods of the match will count, cards shown to managers or substitutes do not count.

- Only one yellow card will count for a second bookable offence. Two yellows that consequently lead to a red card will count as three cards total. The same applies for a yellow card followed by a straight red card. The maximum card count one player can be issued with is three.

- Cards shown before kick-off, during the half time interval or after full time will not count. Cards shown to players or officials who do not constitute active on-field players do not count.

3.41.5.23 How will a team win? – You are betting on different markets relating to how a team will win, including:

a) Winning margin - By what margin the nominated team will win by.

b) Win to nil - Whether the nominated team wins to nil. For example, your nominated team winning 1-0, 2-0 etc. would result in this being a winning selection.

c) Win from behind - Whether the nominated team wins the match (or specified period) from behind.

d) Win in extra-time - Whether your nominated team wins the tie in extra-time. To be a winning selection your team must win the extra-time period (2 x 15 minutes plus injury time unless otherwise stated). If the match does not go to extra-time this will be a losing selection. If a fixture is postponed, normal postponed match rules apply. If a fixture is abandoned, normal abandoned match rules apply.

e) Win on penalties - Whether your nominated team wins the tie after penalties. Bets are settled only on fixtures that go to penalties. If the match does not go to penalties this will be a losing selection. If a fixture is postponed, normal postponed match rules apply. If a fixture is abandoned, normal abandoned match rules apply.

f) Qualify - Whether your nominated team qualifies to the next round of the next round of fixtures in the specified tournament/cup/league. If a fixture is postponed normal postponed match rules apply. If a fixture is abandoned normal abandoned match rules apply. In the event of a forfeit or bye for either team, please refer to the postponed rules (1.8).

[i] Match refers to 90 minutes plus injury time, unless it is explicitly stated that the bet applies to Extra-time and/or Penalties. Match officials determine whether the full 90 minutes and injury time has been played.

[i] Active (in a match context) refers to periods of play within the match. Before the official start of the match, after the whistle for half-time up until the official start of the second half, and after the final whistle will not count as active periods. Active in reference to a player refers to a player on the pitch during the relevant periods of play within the match.

3.41.6 General NBA Basketball Betting Rules

3.41.6.1 All bets will be settled based on official results supplied by OPTA in line with official NBA.com data following the conclusion of the match.

3.41.6.2 Any reference to 'bet' refers to the entire contents of a SuperBet betslip. Any reference to a 'selection' is in reference to one selection within the related bet. A SuperBet bet is the aggregate bet comprised of all constituent selections.

3.41.6.3 SuperBet bets placed on an NBA match apply to the full duration of the match including ALL overtime periods, unless it is explicitly stated that the bet does not include overtime.

3.41.6.4 In the event of an abandonment before its natural endpoint, the bet will be void if there is at least one selection in the slip involving a player that has not yet entered the field of play. If all players have been on the pitch: (i) if there is at least one losing bet on the slip, the slip is a loser as there is no way this bet could have won regardless of how the rest of the match played out. (ii) If all bets on the slip are winners, then the slip is a winner as there is no way this bet could have lost regardless of how the rest of the match played out. (iii) If there are no losing bets on the slip and at least one void selection, then the bet is void, as the slip may still have won or lost depending upon how the rest of the match played out.

3.41.6.5 For any obvious pricing errors, we reserve the right to void any bets placed at that wrong price.

3.41.6.6 If an event is abandoned, any bets where the outcome has already been decided will be resulted e.g. If the match is 101-103 and the bet was over 200.5 that will be a winner. A bet on the under 200.5 will be deemed a loser. An abandoned match will be deemed to be a match which does not reach its natural conclusion by 3am local time. Matches, where the players are removed from the field of play for a temporary period but the remaining minutes of play are resumed by 3am local time, will not be deemed as abandoned.

3.41.6.7 If an event is postponed, the venue is changed or play is halted for any more than 36 hours, all bets on the event will be voided. If an event is postponed before the tip-off and rescheduled less than 36 hours from the original tip-off at the same venue, all bets will stay active and will be settled upon the result of the rescheduled event. If an event does start, however play is halted but will continue within the next 36 hours, then the same event will be updated and used at the new start time.

3.41.7 NBA Basketball Bet Type Settlement Rules:

3.41.7.1 Who will win? – You are betting on: the result of the match, including ALL over time periods.

3.41.7.2 Player OR Team to get points / assists / rebounds / blocks / steals (stats markets)? – You are betting on: whether a nominated player OR team will reach a stat milestone at any time during the course of the match, including ALL overtime.

- In abandoned matches, any player OR team who has already reached their stat milestone, at the time of abandonment will be settled as a winner.
- If the named player does not take part in the match, bets on that player will be void. If the player takes any part in the match, by stepping onto the court, all bets will stand.

3.41.7.3 Quarter markets - Results are based on the total score / stats of that Quarter.

- Quarter 4 (Q4) results include overtime if played.

3.41.7.4 Half markets - Results are based on the total score / stats of that Quarter.

- Second Half results (H2) include overtime if played.

3.41.7.5 Points race markets - Results are based on the first team to reach a milestone e.g. first team to 30 points.

- When neither team reaches the milestone, the bet is deemed a loser e.g. first team to get to 100 if both teams were not to reach 100, this is a losing bet.

3.41.7.6 Highest scoring half markets - If both halves result with the same high score, the whole SuperBet bet on either half is a loss. All bets include overtime if played.

3.41.7.7 Highest scoring quarter markets - If two or more quarters result with the same high score, the whole SuperBet bet is a loss for any of the four individual quarters. All bets include overtime if played.

3. 41.7.8 Highest scoring player stat markets - If two players in a head to head selection result with the same number of the stat bet upon, the whole SuperBet bet is a loss for a bet on either player. All bets include overtime if played.

3.41.7.9 What else will happen/what else will happen to the teams - You are betting on whether a nominated match event will occur including:

a) Odd total points – The total number of points at the end of the match must be an odd number for this to be a winning selection, this selection includes overtime if played.

b) Even total points - The total number of points at the end of the match must be an even number for this to be a winning selection, this selection includes overtime if played.

c) Overtime played – If overtime is played in the event this will be a winning selection, if it is not then this selection will be a losing selection.

d) First team to score – The first team to score in the match. Any method of scoring is included. This selection includes overtime if played.

e) Last team to score - The last team to score in the match. Any method of scoring is included. This selection includes overtime if played.