

Betting Rules

1.1 General terms

- 1.1.1 All terms used in these Betting Rules shall have the meaning as described in the Terms and Conditions.
- 1.1.2 All the Betting information announced in the website has compliantly been provided for all the users to see. Nevertheless, the Company cannot accept arrears for any errors, inaccuracies or oversights in regards to dates, times, venues, competitors, odds, results, statistics, jersey or other Betting Information. The Company holds its prerogative to amend any apparent mistakes and shall undertake all equitable measures to ascertain that markets are managed with righteousness and clarity. The Company holds its prerogative to have the final decision.
- 1.1.3 It is only the Client's responsibility to be informed and keep himself updated about the match score and all information significant. It is highly recommended that the Client validates the status of the match before placing his bet.
- 1.1.4 The Company holds its prerogative to correct the betting rules at any point in time. Any such modifications will take effect forthwith after being published on the website.
- 1.1.5 It is accepted that the Client concedes to accept the fact that all the data, displayed in the website may be a subject to a time delay or be a faulty one and any bets placed based on this data are completely at the Client's own risk. The Company supplies the data with no insurance in regards to its fidelity, wholeness or proper timing and takes no amenability for any Client's loss (direct or indirect), as it has been a result of Client's own choice to rely on it.
- 1.1.6 The bookmaker company has the right to use any of the mentioned rights separately or in combination.
- 1.1.7 The minimum bet amount is determined by the bookmaker company on a case-by-case basis.
- 1.1.8 The maximum bet amount is determined by the bookmaker company on a case-by-case basis.
- 1.1.9 If any issue is not regulated by these rules, the **platform** reserves the right to make decisions on an individual basis.
- 1.1.10 These Rules come into effect as soon as you check the box indicating that you have read them and click the "ACCEPT" button during account registration. By doing this, you confirm that you have read and accept the Rules of account usage and behavior on the platform. By using any service of the Website, you confirm your agreement with these Rules.
- 1.1.11 These Rules apply to the casino, live games, sportsbook, and any other games that will be available on the Website and the application.
- 1.1.12 The Company identifies the Client by establishing the following mandatory information: last name, first name, etc.
- 1.1.12.1 The Client guarantees that they are not a resident of prohibited countries.

- 1.1.12.2** All funds deposited by the Client into the Company's account are not tainted by any illegal activity and do not originate from any illegal activity.
- 1.1.12.3** The Client understands that by participating in games, they risk losing the money deposited into their account.
- 1.1.12.4** The Client is not a professional player in any sport, competition, or league where the Company offers bets and is not affiliated with them.
- 1.1.12.5** The Client is obliged to inform [Dicebet.com](https://dicebet.com) (hereinafter referred to as the Company) about any changes or clarifications of personal data previously provided to the Company.
- 1.1.12.6** Under no circumstances does the Company compensate the Client for losses incurred due to the Company's requirements. If the Client refuses the procedures for updating information or identification, the Company has the right to terminate the relationship with the Client, in which case the Client's access to the services will be completely blocked.
- 1.1.13** By agreeing to participate in video verification, the Client automatically agrees to the audio and video recording of such video verification.
 - 1.1.13.1** The Company reserves the right to cancel all bets or wagers placed by the Client if inaccurate information about the Client and/or fake documents were provided during identification and/or registration.
 - 1.1.13.2** The Client must not allow any other person, including minors or relatives, to use their Account, access and/or use any materials or information from the Website, or accept any Prizes. If the Company has reasonable suspicions that one of our clients allowed another person to use their account, we reserve the right to block the client's account at our discretion. All winnings obtained as a result of allowing another person to use their Account will be annulled. The Company reserves the right to withhold all bonuses, free bets, and winnings obtained from such bonuses and free bets, including deposits.
- 1.1.14** Transferring a device with the application installed or access to the account for third parties to place bets in the Client's account is prohibited. If a violation of this clause is detected or the use of the Client's account details by third parties during the Client's re-registration is found, including using another login, the Company reserves the right to refuse the Client's acceptance of interactive bets, conclusion of wagers, and/or payment of winnings.
- 1.1.15** If the Company detects multiple Client accounts on the Company's Website belonging to one individual or having the same contact details (mobile phone and email) provided during registration, the Company has the right to block all the Client's accounts on the Website and settle the bets made from such accounts with a coefficient of '1'.
 - 1.1.15.1** If we find that a client's account belongs to or is being used by a minor, a person under 18 years old, such an account will be immediately blocked, and all bets will be considered invalid.
 - 1.1.15.2** If the password becomes known to third parties, the Client must report the incident to the bookmaker company and/or change the password themselves.
- 1.1.16** If it is found that third parties are using the Client's account information for re-registration, including using a different login, the Company reserves the right to refuse the Client in accepting interactive bets, entering into wagers, and/or paying out winnings.

- 1.1.16.1** An interactive bet can be used by the Client for entering into one or more wagers. The funds deposited by the Client serve as a condition for participation in gambling in accordance with the Rules established by the Company. The entire deposited amount (bet, interactive bet) must participate in gambling (wager).
- 1.1.17** The Company reserves the right to withhold funds during withdrawal if these funds were not used for placing bets and other gaming transactions.
- 1.1.18** The Company may refuse the participant of the wager the option to buy out the wager at any time or make an offer on new terms. Such refusal by the Company is its right and does not require additional explanations to the Client regarding the reasons for such refusal.
- 1.1.19** It is prohibited to place bets having access to insider information. By placing a bet, the client confirms that they did not know the outcome of the relevant event in advance. Bets on events in which the client is directly involved are also prohibited.
- 1.1.20** The Client is prohibited from using bank cards or other means of payment that do not belong to them, including the use of stolen, cloned, or illegal payment methods. Accounts of Clients who violate this rule may be blocked by the Bookmaker company. We also reserve the right to consider any deposit made in violation of this rule and the winnings obtained from it invalid.
- 1.1.21** If the Company mistakenly credits your account with winnings and/or funds that do not belong to you, due to human error, payout table errors, or other reasons, this amount remains the property of the Company and will be removed from your account. If a withdrawal request was approved using funds that do not belong to you before the Company became aware of the error, the erroneously paid amount will represent your debt to the Company.
- 1.1.22** In case of a violation of the Rules by the Client, the Company has the right to unilaterally decide to refuse the payout request and take the following measures to counteract the Client's illegal actions: set temporary limits on receiving winnings, block the account, and other actions deemed necessary to ensure the security of its interests.
- 1.1.23** In disputed situations without precedent, the final decision is made by the Company.
- 1.1.24** The Company reserves the right at any time to:
 - 1.1.24.1** Suspend the conduct of promotions, bonus campaigns, loyalty programs without prior notification of the Client.
 - 1.1.24.2** Exclude the Client from participation in promotions, bonus campaigns, loyalty programs with the annulment of all bonuses, funds, and other payments accrued under the promotions, campaigns, loyalty programs.
 - 1.1.24.3** Make a payment only for one promotion, bonus campaign, loyalty program if the Client participates in multiple promotions, bonus campaigns, loyalty programs.
- 1.1.25** Depending on the Client's status, the Company may offer the Client individual conditions for receiving winnings. The Company reserves the right to determine individual conditions for paying out winnings to the Client at the current moment.
- 1.1.26** The Client has the right, based on personal written statements, to impose the following self-restrictions:
 - 1.1.26.1** Limit the maximum bet amount (interactive bets) for a certain period.

- 1.1.26.2** Request a temporary ban on the Company's services for placing bets for a certain period.
- 1.1.26.3** Request a complete ban on the Company's services for placing bets.
- 1.1.27** The Client undertakes not to assign the right to claim winnings to third parties, not to use the right to collect winnings to offset mutual claims with third parties, or in any similar circumstances.
- 1.1.28** The Company reserves the right, in case of violation of these Rules by the Client, as well as in other cases:
 - 1.1.28.1** To refuse the Client from entering into bets without explanation.
 - 1.1.28.2** To refuse the Client from entering into bets and paying out winnings if the Client refuses to provide an identity document or if the provided document is expired.
 - 1.1.28.3** To suspend the acceptance of bets, interactive bets, and the payout of winnings during the update of the Client's identification information.
 - 1.1.28.4** To cancel bets, recalculate odds based on market values, and declare bets as lost at any time.
- 1.1.29** The Company reserves the right, in case of violation of these Rules by the Client, as well as in other cases:
 - 1.1.29.1** If the Client uses any software that automates the process of making predictions on events, lines, and other methods of placing bets;
 - 1.1.29.2** If the Client uses multiple devices for authorization within a short period;
 - 1.1.29.3** If the Client uses third-party data for registration as a new Client, including family members of such Client;
 - 1.1.29.4** If multiple Clients use one device;
 - 1.1.29.5** If multiple users use one IP address (local network);
 - 1.1.29.6** If multiple Clients use one payment method;
 - 1.1.29.7** If individuals use a payment method belonging to others and are not participants in the relevant bet according to these Rules;
 - 1.1.29.8** If the Client refuses to undergo video verification as established by these Rules.
- 1.1.30** The Company has the right to use any technical means and methods, as well as to involve third parties to assess the actions of gambling participants and establish (detect) violations of these Rules.
- 1.1.31** The Company is not obliged to provide Clients with evidence of circumstances that served as the basis for the decision to introduce restrictive measures, responsibility, and/or the basis for canceling a bet. The cancellation of a bet is an unconditional right of the Company and is subject to calculation with a coefficient of "1".
- 1.1.32** The Company is obliged to consider the social consequences of its activities to combat gambling addiction and to take measures to minimize negative social consequences.
- 1.1.33** The Company and the Client proceed from the principle of good faith participation in bets.

- 1.1.34** In case of intentional concealment by the Client from the Company of information known in advance about an event, the risk of consequences lies with the Client, including the bet may be canceled or declared lost. In this regard, the Client may be required to compensate for the expenses and other losses incurred by the Company.
- 1.1.35** When entering into bets, the Company has a zero-tolerance policy towards prohibited actions and fraudulent activities by the Client. If there is suspicion of illegal influence by the Participant on the outcome of a sports event, the Company is obliged to contact law enforcement authorities.
- 1.1.36** In disputed situations, the final decision is made by the Bookmaker company.
- 1.1.37** Client appeals, received through any communication channels, regarding event outcomes, as well as any other incidents, are considered by the Company within 3 (three) days from the event or incident completion. Appeals are accepted based on a written statement by the Client, composed in any separate subdivision of the Bookmaker company, personally upon presenting the following documents:
 - 1.1.37.1** Passport or another valid identity document;
 - 1.1.37.2** Video verification;
 - 1.1.37.3** Evidence that the client can provide in support of their position (screenshots from websites, videos from events, confirming the client's position).

1.2 Abandonments and Postponements

- 1.2.1** If an event does not start at the date scheduled, respectively does not finish at the completion date that has previously been announced in the concrete sports rules, the only bets considered valid will be the ones on markets that have unconditionally been determined; all the rest will be void.
- 1.2.2** If an event starts at the scheduled time but is subsequently abandoned, and is not completed with the previously defined timeframe/date scheduled, the only bets considered valid will be the ones on markets that have unconditionally been determined; all the rest will be void.
- 1.2.3** If a match is postponed or abandoned and is completed within 48 hours of the previous scheduled start time, then all open bets will be settled with the final result. If the match is not completed within 48 hours, then all undecided bets are considered void.

1.3 Results and Settlement

- 1.3.1** Markets are mainly being settled soon after the completion of an event. Nevertheless, some markets may be settled before the official result has been defined as a part of Client service.

- The Company holds its prerogative to postpone for an infinite amount of time the settlement of any markets of an event, where the final outcome of the game is ambiguous. If the outcome of a market cannot be verified officially, Company reserves the right to delay the settlement until official confirmation. If the outcome of a market cannot be verified officially, Company reserves the right to void them.
- 1.3.2**
- If an event starts earlier than scheduled, the only bets considered valid will be the ones, placed before the start of the event mentioned (this does not apply to live betting). The Company reserves the right to void all bets placed after the actual start time, in cases where the market has not been closed or abeyant at the time specified (this does not apply to live betting).
- 1.3.3**
- All match markets do not include overtime unless otherwise stated.
- 1.3.4**
- Company reserves the right to suspend odds during an event due to failed transmission or other technical related issues or if fraud is suspected
- 1.3.5**
- For team events, all bets will be void, in cases where the defined venue has been changed after the market has already been opened, and the new venue is home ground of the team, who has previously been defined as “away”.
- 1.3.6**
- For all non-team events, all bets will still be considered valid, in cases where the defined venue has been changed after the market has already been opened.
- 1.3.7**
- If markets were offered when the outcome was already known, Company reserves the right to void any betting.
- 1.3.8**
- In the case of any obviously incorrectly displayed or calculated prices, Company reserves the right to void betting.
- 1.3.9**
- If markets remain open with an incorrect score which has a significant impact on the prices, Company reserves the right to void betting.
- 1.3.10**
- In the case of an incorrect settlement of markets, Company reserves the right to correct them anytime.
- 1.3.11**
- If the players/teams are displayed incorrectly, Company reserves the right to void betting.
- 1.3.12**
- Company reserves the right to void bets even subsequently if any such bet was won by the customer because of a technical fault or error, inclusive of but not limited to an error or fault in transmission.
- 1.3.13**
- The Company will not accept any alterations or corrections to the result of bets that have already been settled, brought about 72 hours after the event’s start time.
- 1.3.14**
- The results indicated in the official protocols are considered valid. In their absence, the calculation is based on the results published on the websites of sports federations, team websites, and other official sources of information.
- 1.3.15**
- If the result differs among official sources, the Bookmaker company reserves the right to unilaterally determine the source of information about the event for the purposes of these Rules.
- 1.3.16**
- If information about the event is absent from official sources, the Bookmaker company reserves the right to use any public sources, as well as its own sources or video broadcasts, to calculate the bet.

- The statistical information provided in the match widget is for informational purposes only and is not the basis for calculating the bet. The Bookmaker company makes decisions on calculating statistical indicators based on official protocols, its own sources, or video broadcasts of sports events.
- 1.3.17**
- In case of disputes, the Bookmaker company reserves the right to use official event sources provided by the Client disputing the result to establish the true result.
- 1.3.18**
- In disputed situations, the final decision is made by the Bookmaker company.
- 1.3.19**
- Only counted goals, pucks, points, cards, etc. are considered when calculating the bet. Goals, pucks, points, cards, etc. canceled during the game are not considered when calculating the bet.
- 1.3.20**
- If a team fields a reserve team or an underage team instead of its main team, the Bookmaker company reserves the right to cancel the bets.
- 1.3.21**
- If the match does not conform to the generally accepted format (e.g., unusual period duration, counting procedure, match format, etc.), we reserve the right to cancel any market.
- 1.3.22**
- If the rules or format of the match differ from the norms accepted by us, we reserve the right to cancel any market.
- 1.3.23**
- If a team fields a reserve team or an underage team instead of its main team, the platform reserves the right to cancel the bets.
- 1.3.24**
- The maximum number of events in an express bet is 20.
- 1.3.25**

1.4 Markets

- 1.4.1** Winner - betting on one of the opponents/teams to be the winner in an event or to score higher in an event. The remaining winner rules can be found in the specific event's betting rules.
- 1.4.2** Handicap - means placing a bet where one of the opponents/teams obtains a virtual lead over the other (received before the beginning of the event). The winner is the opponent or team with the higher score after applying the specified handicap to their outcome.
- 1.4.3** Total. This bet type gives a player the ability to put their stake on the number of goals (games etc.) scored in the match and whether it will be over or under a specific number. If the total exceeds the Over/Under predefined line, it means that winning will be bets, placed on an outcome "Over". If the total is lower than the Over/Under predefined line - winning will be bets placed on an outcome "Under".
- 1.4.4** Odd/Even. This bet type gives a player the ability to put their stake on the number of goals (games etc.) scored in the match and whether it will be an odd or an even number.
- 1.4.5** Correct Score - this bet type gives a player the chance to forecast the final outcome of the game, own goals is included. Correct Score to win "5-0UP" (or 0-5UP) the selected team must win by (or over) five goals.

- 1.4.6** First Goal/Last Goal - betting on which team will score the first or last goal in an event. Own goals are assigned to the team awarded with the goal. If an event is discontinued, subsequently to a goal scored, all bets placed on "First Goal" and "No goal" will stand, all bets on Last Goal will be void. If an event is discontinued without any goals being scored then all bets on First Goal, Last Goal and No Goal will be void.

1.5 Bet types

- 1.5.1** "Single" ("single bet", "ordinar") - a bet on a single outcome event. The calculation of winnings on a single bet is equal to the product of the bet amount on the odds set for this outcome.
- 1.5.2** Multiple Bets - represents a unification of selections (minimum two), combined in one wager. For this type of bet to acquire a winning status, it would take for all of the selections included to be properly predicted. If one (or more) selections lose, the multi bet loses also. If one (or more) selections get adjourned, the odds for the selections mentioned will recur to 1.00.
- 1.6** Bet redemption
- 1.6.1** Redemption of a bet is a special case of bet settlement, in which there are changes in the terms and conditions of the bet with the Client's consent.
- 1.6.2** Bet redemption is an individual offer of the Bookmaker Company to the Client, aimed at fixing the result and completion of the bet at the moment of the Client's request for bet redemption. at the moment of the Client's request for bet redemption.
- 1.6.3** As a result of redemption of the bet, the early settlement of the bet with a coefficient value different from the value at the time of the bet.
- 1.6.4** The bet buyout allows the Client to request early settlement, which allows to fix the winnings or reduce the loss if the bet loses.
- 1.6.5** A bet buyout may be offered by the Bookmaker Company only for single and express bets concluded both before the start of the event and in the course of the game.
- 1.6.6** The betting company reserves the right to determine the bets available for sale at the current moment of time, as well as the amount of the offer for redemption. redemption.
- 1.6.7** The redemption amount offered by the Bookmaker Company shall be displayed in the bet history and "My bets" section in the subsection "Cashout", by clicking on "Cashout" the Client agrees to the proposed amount and, in case of successful processing of the request, the bet will be applied to the bet. calculation.

- 1.6.8** The Bookmaker's Company may refuse to redeem the bet at any time or form an offer on new conditions. In this case, the refusal of the Bookmaker Company is its right and does not require additional explanations to the Client about the reasons for such refusal.
- 1.6.9** The betting company reserves the right to cancel the redemption of the bet at any time for any reason and recalculate the bet according to the original terms.

2. PECULIARITIES OF BETTING CALCULATION BY TYPES OF SPORTS

2.1 Football rules

- 2.1.1** All markets (except halftime, first half markets, overtime and penalty shoot-out) are considered for regular time only, unless otherwise stated.
- 2.1.2** If a match is interrupted and continued within 48 hours after the initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.
- 2.1.3** Regular 90 Minutes: markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.
- 2.1.4** 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.
- 2.1.5** If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
- 2.1.6** If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.
- 2.1.7** If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- 2.1.8** If the team names or category are displayed incorrectly, Company reserves the right to void betting.
- 2.1.9** In case of any score or card/corner/penalty related changes, Company reserves the right to void betting on any video assistant referee (VAR) situation.
- 2.1.10** Markets.
- 2.1.10.1** Winning Method - in the case of multiple matches, all of them are considered for this market.
- 2.1.10.2** To qualify - in the case of multiple legs, all matches are considered for this market.
- 2.1.10.3** 1st Goalscorer & 1x2 - any player who doesn't score will be settled as "other".
- 2.1.10.4** Anytime goalscorer & 1x2 - any player who doesn't score will be settled as "other".
- 2.1.10.5** 1st Goalscorer & correct score - any player who doesn't score will be settled as "other", as well as if any team scores more than 4 goals.

- 2.1.10.6** Anytime goalscorer & correct score - any player who doesn't score will be settled as "other", as well as if any team scores more than 4 goals.
- 2.1.10.7** Next goalscorer - own goals are considered for settlement purposes as a dedicated outcome is provided.
- 2.1.10.8** When will the next goal be scored? - If a goal is scored in added injury or stoppage time, it will be accounted for outcomes Min 31-45/Min 76-90.
- 2.1.10.9** Time Frame Betting. Time frames are defined as follows: 1-10 minutes is 0:00-9:59, 11-20 minutes is 10:00-19:59, etc; 1-15 minutes is 00:00-14:59; 16-30 minutes is 15:00-29:59, etc.
- 2.1.10.10** Time periods 31-45 and 76-90 include any added time.
- 2.1.10.11** 1st/2nd Half Markets apply to the statutory 45 minutes play, including injury time and added time.
- 2.1.10.12** In case of unusual time periods (e.g., 3 periods of 30 minutes each), 1st half markets will be settled based on goals scored between the start of the game and 44:59, and 2nd half markets between 45:00 and the end of the game (including added time and injury time, excluding extra-time and/or penalties).
- 2.1.10.13** Interval Markets. Markets will be settled based on the goal time announced by TV. If this is not available, the time according to the match clock is considered.
- 2.1.10.14** Goal markets are settled based on the time the ball crosses the line, and not the time the kick is made.
- 2.1.10.15** Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.
- 2.1.10.16** Booking interval markets are settled based on the time the card is shown and not the time the infringement is made
- 2.1.10.17** Offsides will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.
- 2.1.10.18** Penalty markets will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.
- 2.1.10.19** Penalties awarded but not taken are not considered
- 2.1.10.20** Booking markets. Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow-red card is not considered. Consequently, one player cannot cause more than 3 cards. Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play. Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play. Cards shown after the match are not considered. Cards for non-players (already substituted players, managers, players on bench) are not considered.
- 2.1.10.22** Goalscorer Markets. Own goals do not count in the settlement of bets. If for any reason an unlisted player scores a goal all bets on listed players stand. All players who took part in the match since kick off or previous goal are considered as runners.
- 2.1.10.23** Corner Markets. Corners awarded but not taken are not considered
- 2.1.10.24** Player Markets. If a player was not in the starting lineup the bet will be voided

2.2. Basketball Rules

- 2.2.1** In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.
- 2.2.2** Markets.
 - 2.2.2.1** Will there be overtime Market will be settled as yes if at the end of regular time the match finishes in a draw, regardless of whether overtime is played.
 - 2.2.2.2** Who scores Xth point? (incl. ot) - If a match ends before the Xth is reached, this market is considered void.
 - 2.2.2.3** Which team will win race to x points? (incl. ot) - If a match ends before the Xth is reached, this market is considered void (cancelled).
 - 2.2.2.4** Markets do not consider overtime unless otherwise stated.

2.3. Tennis Rules

- 2.3.1** Match Retirements.
 - 2.3.1.1** In the event of a retirement or disqualification in a match, all markets that have not already had their result determined will be settled as void.
 - 2.3.1.2** Markets must be actually decided in order to have settlements. For example, if the match ends via retirement in the first set with the score at 4-4 Company would void the first set total 9.5 line as the actual number of total games at the time of retirement was only eight.
 - 2.3.1.3** A tennis match is deemed to have started with the first serve of the match.
- 2.3.2** Match Walkovers. In the event of a Walkover all markets will be settled as void.
- 2.3.3** Tie-break. For all bets referring to the number of games played, a tie-break is counted as one game.
- 2.3.4** If a match tie-break is played as a deciding set in Bo3 format, it will be considered as the 3rd set
- 2.3.5** If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- 2.3.6** If the players/teams are displayed incorrectly, Company reserves the right to void betting
- 2.3.7** Match not played as listed. In the event of any of the following circumstances all bets will stand:
 - 2.3.7.1** Change of schedule and/or day of match
 - 2.3.7.2** Change of venue
 - 2.3.7.3** Change from indoor court to outdoor court or vice versa

2.3.7.4 Change of surface (either before or during a match)

2.3.7.5 In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.

2.4. Volleyball Rules

2.4.1 Who scores [Xth] point in set [y] - If a set ends before the Xth point is reached, this market is considered void.

2.4.2 Golden set is not considered in any of the mentioned markets.

2.4.3 Unless otherwise specified in the Line, "Forehand" and "Total" in an event are indicated in points

2.5. Ice Hockey Rules

2.5.1 In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all markets.

2.5.2 Unless otherwise stated, all bets are settled based on the result of the main match time (3 periods of 20 minutes).

2.6. Table Tennis Rules

2.6.1 In the case of a match not being finished all undecided markets are considered void.

2.6.2 If the players/teams are displayed incorrectly, we reserve the right to void betting.

2.6.3 If a player retires all undecided markets are considered void.

2.7. American Football Rules

2.7.1 In case of abandoned or postponed matches all undecided markets are considered void unless the match continues in the same weekly schedule (Thursday - Wednesday local stadium time).

2.7.2 New first down & yards gained by play penalties will not be considered for settlement purposes.

2.7.4 In case of no plays, all markets will be settled with the next play or voided if the drive ends before reaching the respective play.

2.7.5 In case of the drive ended before the respective play number was reached, all markets for the respective play will be considered void. This includes punts and field goals

2.7.6 Field goal yardage will not be considered for total yards gained in a play.

2.7.7 If no further touchdown is scored, the market will be voided.

2.7.8 A touchdown is credited as a first down only when the offense scores a touchdown

- 2.7.9** Markets do not consider overtime unless otherwise stated.
- 2.7.10** Markets. Will there be overtime? - will be settled as yes if at the end of regular time the match finishes in a draw, regardless of whether overtime is played.
- 2.7.10.1** Total home team Includes overtime.
- 2.7.10.2** Total away team Includes overtime.
- 2.7.10.3** Xth drive - result - only offensive plays will be considered for settlement purposes. A drive ending by interception return. Touchdown by the defense, end of half or end of game, will be settled with “other”.
- 2.7.10.4** Xth drive play n – play type A sack will be considered as a pass play. Only a forward pass will be taken into consideration for a pass play by definition.
- 2.7.10.5** Xth drive play n – pass completion Only a forward pass will be taken into consideration for a pass play by definition.
- 2.7.11** Any references to First Half refer to Quarters 1 & 2, any to Second Half refer to Quarters 3 & 4.
- 2.7.11.1** Market outcome is determined only based on the score in the respective period (e.g., 1st Quarter, 2nd Half etc.) excluding points scored in other periods both in regular time and overtime.
- 2.7.11.2** The quarter must have been completed for bets to stand.
- 2.7.11.3** The half must have been completed for bets to stand.
- 2.7.11.4** In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continu

2.8 Baseball Rules

- A baseball match is usually scheduled for 9 innings, but some matches can be scheduled for 7 innings and even 5, 6, 8. However, just because a match is scheduled for x innings, this does not mean that that many innings will actually be played. A match could be called early because of weather conditions and although the full number of innings was not played the result is still considered official. A match could also have more than the scheduled number of innings if it is tied score and goes to extra innings.
- 2.8.1**
- 2.8.2** All markets will be cleared according the final result after 9 innings (8 ½ innings if home team is leading at this point).
- 2.8.3** If a hit and an error occur within the same play, a hit will be considered for **settlement purposes**.
- 2.8.4** If a player does not show up at the plate again but related player markets have been offered, undecided markets are considered void.
- 2.8.5** A foul ball will always be considered as strike for settlement purposes.
- 2.8.6** Possible extra innings are not considered in any market unless otherwise stated.

- Bets on players where match is marked as postponed or cancelled in game state before the scheduled start time shall be left with pending status and resulted if the game starts within 72 hours of the original (global game time) scheduled start time. If game does not start within 72 hours, bets shall be voided.
- 2.8.7**
- If the match starts but is abandoned or suspended at any time before the match reaches a natural end and the match does not resume within 5 hours, then all bets on that player shall be voided.
- 2.8.8**
- If any player selected for any bet type does not participate in game, then all bets on that player shall be voided.
- 2.8.9**
- All Player Markets include extra innings for bet resulting.
- 2.8.10**
- If a player was not in the starting lineup the bet will be voided
- 2.8.11**
- The game must go at least 8.5 innings for bets to stand. Otherwise, all bets will be voided.
- 2.8.12**
- Markets.
- 2.8.13**
- 2.8.13.1** 1X2 The match must go the full number of scheduled innings otherwise the market will be voided.
- 2.8.13.2** Winner (incl. extra innings) The Winner market will be settled for pre-match if the match goes at least 5 innings (4.5 if home team is leading) and is considered official.
- 2.8.13.3** Winning margin (incl. extra innings) The match must go the full number of scheduled innings otherwise the market will be voided.
- 2.8.13.4** Handicap The match must go the full number of scheduled innings otherwise the market will be voided.
- 2.8.13.5** Total (incl. extra innings), all markets The match must go the full number of scheduled innings otherwise the market will be voided unless the over outcome has already won.
- 2.8.13.6** Odd/even (incl. extra innings) The match must go the full number of scheduled innings otherwise the market will be voided.
- 2.8.13.7** Race to x runs (incl. extra innings) Will be voided if neither team reaches the x value.
- 2.8.13.8** Will there be an extra inning The match must go the full number of scheduled innings otherwise the market will be voided.
- 2.8.13.9** Competitor1 to bat in 9th inning The match must go the full number of scheduled innings otherwise the market will be voided.
- 2.8.13.10** Team to win more innings The match must go the full number of scheduled innings otherwise the market will be voided.
- 2.8.13.11** Team with highest scoring inning The match must go the full number of scheduled innings otherwise the market will be voided.
- 2.8.13.12** Highest scoring inning The match must go the full number of scheduled innings otherwise the market will be voided.
- 2.8.13.13** Innings 1 to 5, all markets The match must have completed 5 innings (4.5 if home team is leading).
- 2.8.13.14** Innings 1 to 5 – Total, all markets The match must have completed 5 innings (4.5 if home team is leading) unless over has already won
- 2.8.13.15** xth inning – 1x2 The inning must be completed.

- 2.8.13.16** xth inning – Total The inning must be completed unless over has already won.
- 2.8.13.17** Maximum consecutive runs by either team The match must go scheduled number of innings unless 5+ has already won.
When will the match be decided The match must go scheduled number of innings. This market will be settled as “any extra inning” if at the end of regular time (after full 9 Innings) the match finishes in a draw, regardless of whether or not extra innings are played.
- 2.8.13.18** When will the xth run be scored (incl. extra innings) The match must go scheduled number of innings. If a match ends before the Xth run is reached this market is considered void.
- 2.8.13.19** Xth run is reached this market is considered void.
- 2.8.13.20** xth inning – competitor1 to score The inning must be completed unless home team have already scored.
- 2.8.13.21** xth inning – competitor2 to score The inning must be completed unless away team have already scored.
- 2.8.13.22** Total hits (incl. extra innings), all markets The match must go scheduled number of innings unless over has already won at time match ends.
- 2.8.13.23** 1st inning - total hits, all markets The 1st inning must be completed unless over has already won.
Innings 1 to 5 - total hits, all markets The match must have completed 5 innings (4.5 if home team is leading) unless over has already won.
- 2.8.13.24** already won.
- 2.8.13.25** Winner & total (incl. extra innings) The match must go scheduled number of innings.
Total home runs (incl. extra innings), all markets Match must go scheduled number of innings unless over has already won at time match ends
- 2.8.13.26** time match ends
- 2.8.13.27** 1st inning – Winner The 1st inning must be completed.
- 2.8.13.28** Race to x runs (incl. extra innings) If a match ends before the Xth run is reached this market is considered void.
Will there be an extra inning Market will be settled as “Yes” if at the end of regular time (after full 9 Innings) the match finishes in a draw, regardless of whether or not extra innings are played.
- 2.8.13.29** in a draw, regardless of whether or not extra innings are played.
- 2.8.13.30** Which team wins race to x points? If an inning ends before the Xth point is reached (incl. extra innings), this market is considered void.

2.9 Beach Volleyball Rules

- 2.9.1** Who scores [Xth] point in set [y] if a set ends before the Xth point is reached, this market is considered void.
- 2.9.2** Unless otherwise specified in the Line, "Forehand" and "Total" in an event are indicated in points

2.10 Beach Soccer Rules

- 2.10.1** All markets (except halftime, first half markets, overtime and penalty shoot-out) are considered for regular time only.
If a match is interrupted and continued within 48h after initial kick-off date, all open bets will be settled with the final result.
- 2.10.2** Otherwise, all undecided bets are considered void.

2.11. Handball Rules

- All markets (except Who scores the Xth point and Which team will win race to X points) are considered for regular time only.
If the match goes to a 7-metre shootout; the markets Who scores Xth point? and Which team will win race to X points? will be voided.
Who scores Xth point? and Which team will win race to X points? will be voided.
Who scores Xth point? (incl. ot) If a match ends before the Xth is reached, this market is considered void (cancelled).
Which team will win race to x points? (incl. ot) - If a match ends before the Xth is reached, this market is considered void.

2.12. Mixed Martial Arts (MMA)

- 2.12.1** All markets are settled according to the result available immediately after the end of the fight. Any subsequent appeals or amendments to the result are not taken into consideration for settlement purposes.
- 2.12.2** If either fighter fails to answer the bell for the next round, then his opponent will be deemed to have won in the previous round.
- 2.12.3** Should there be a withdrawal or a substitution of one of the fighters concerned, bets will be void.
- 2.12.4** In the event of a fight being declared a No Contest all bets will be void.
- 2.12.5** Should the scheduled number of rounds be changed before the fight then all “Total Rounds”, “Winner and exact rounds” and “Winning Method” bets will be made void.
- 2.12.6** In the occasion that a fight is abandoned due to unforeseen circumstances (i.e., problems in the arena) all bets on Winner and 1x2 markets will be made void. Bets on already determined markets will be settled (i.e., if the bout reaches the 3rd round, bets on over 1.5 rounds would be deemed a winner) and any undetermined markets will be made void.
- 2.12.7** For settlement purposes where a half round is stated, then 2 minutes 30 seconds of that respective round will define the half to determine under or over. Thus, 2.5 rounds would be two minutes and thirty seconds of the 3rd round. If the fight ends at exactly 2 minutes 30 seconds of the 3rd round, then the result would be over 2.5 rounds.
- 2.12.8** For the Winner market where no draw selection is offered all bets will be void in the event of a draw (this includes a fight which ends in a Majority Draw or a Technical Draw).
- 2.12.9** 1x2 - If the fight ends in a Majority Draw or a Technical Draw, then Draw will be the winning selection.
- 2.12.10** In the event of a fight being declared a No Contest all bets will be void.

2.12.11 Markets.

2.12.11.1 Winner (To Win The Fight) Predict which competitor will win the bout. No draw selection is offered.

2.12.11.2 1x2 (Fight Result) Predict the result of the bout.

2.12.11.3 Total (Over/Under) Betting on the round in which the fight result will be determined.

2.12.11.4 Winner (To Win the Fight) Predict which competitor will win the bout. No draw selection is offered.

2.12.11.5 For the Winner market where no draw selection is offered all bets will be void in the event of a draw (this includes a fight which ends in a Majority Draw or a Technical Draw).

2.12.11.6 If the fight ends in a Majority Draw or a Technical Draw then Draw will be the winning selection.

2.12.11.7 For settlement purposes where a half round is stated then 2 minutes 30 seconds of the respective round will define the half to determine under or over. Thus, 2.5 rounds would be two minutes and thirty seconds of the 3rd round.

2.12.11.8 If the fight ends at exactly 2 minutes 30 seconds of the 3rd round then the result would be over 2.5 rounds.

2.12.11.9 Winning Method Predict the method by which the result of the fight will be decided.

2.12.11.10 All bets will be settled on the official result declared. A win by disqualification is counted as Knockout/Technical Knockout.

2.12.11.11 For the purposes of the Winning Method market, a KO includes the following:

- referee stoppage due to strikes while either fighter is, or both fighters are, standing;
- referee stoppage due to strikes while either fighter is, or both fighters are, on the canvas;
- stoppage by doctor;
- stoppage by a fighter’s corner/team
- a fighter retires due to injury
- a win by disqualification

2.12.11.12 For the purposes of the Winning Method market, a submission includes the following:

- referee stoppage due to tap-out;
- referee stoppage due to technical submission
- a fighter’s verbal submission (including a verbal submission which is made due to strikes).

2.12.11.13 Winner & exact rounds Predict the round in which your selection will win the fight.

2.12.11.14 Betting on winner and exact round is for a fighter to win by KO, TKO, disqualification or submission during that round or to win by decision.

Where a fighter fails to answer the bell for the next round, his opponent shall be deemed to have won the contest in the previous round. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision and round bets will be deemed losers.

2.12.11.15

2.12.11.16

Will the fight go the distance? - Predict if the fight will be decided before the scheduled number of rounds.

2.12.11.17

In the event of a technical decision, for settlement purposes, the fight will have been deemed not to have gone the distance.