

Sport Betting Rules 2023/03/10

American football

Minimum time for action:

1. For betting purposes, winners and losers are determined by the final score (including overtime), provided that the game has gone at least 55 minutes.
2. If a game is suspended after 55 minutes and not resumed the same day, then regardless of whether the game is completed at a later date, the score when the game is halted will determine the betting results.
3. If play is suspended before the completion of 55 minutes and not resumed the same day, all bets on the full game will be scored as "no action" and all monies refunded. If part of the game has finished (i.e. first quarter, first half, second quarter, or third quarter) those bets will be graded as action providing the entire period has finished.

Example 1: An American football game is postponed with 12:00 minutes remaining in the 2nd quarter. The only bets that would be graded as completed are the 1st quarter.

Example 2: An American football game is called and considered final with 14:12 remaining in the 4th quarter. All bets on the 1st quarter, 2nd quarter, 1st half, and 3rd quarter will have action. All game bets are void.

Additional rules:

1. All bets on the game and all bets on the second half will include overtime scoring.
2. Bets on fourth quarters will not include overtime scoring.
3. Unless noted before the contest, as long as the event is played on the schedule day, all bets have action. In addition, if inclement weather (or similar delay) pushes the start time past midnight local time, but the game is still played, then all bets have action. If the game is rescheduled; all bets are cancelled.
4. In NFL and college football, a two-team teaser resulting in tie/win, tie/loss or tie/tie is considered a push and all money is refunded.
5. the NFL "away points/home points" betting proposition includes all games played in a given NFL week which includes all games played from Thursday to Monday.
6. NFL and NCAA propositions will be graded using the results listed at www.espn.com
7. In Canadian football, a "single" is defined as any one-point scoring play, excluding pats (points after touchdown).
8. For betting purposes, defensive points do not include pats (points after touchdowns).
9. Las Vegas betting rules will apply to any situations not covered herein.
10. If an event venue is changed all wagers on the event will have no action.
11. In case of abandoned or postponed matches all markets are considered void unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time). At the same venue.

Highest/Lowest Team Total:

1. Bets on highest team total or lowest team total will stand ("have action") only if games are played on the scheduled dates and at the scheduled sites, as listed on the Acca website.
2. If teams tie for the highest team total, the winner will be the team with the greatest winning margin (least points scored by the opposition). If the winning margins are also equal, all bets on the tied teams will be graded as winners.
3. If teams tie for the lowest team total, the winner will be the team with the greatest losing margin (most points scored by the opposition). If the losing margins are also equal, all bets on the tied teams will be graded as winners.

College Football season wins rules:

1. Bowl games and conference championship games are not used towards team's season wins total - regular season games only.
2. Teams must play every scheduled regular season game for action.

NCAA Football conference championship futures rules:

1. If the conference has an official championship game, the winner of the championship game is deemed to have won that conference.
2. If the conference has co-champions, the first team picked by the BCS is graded as a winner, and all other teams are losers. If a conference has co-champions, and no team is picked by the BCS, all team bets will be graded as "no action" and refunded.
3. For divisional odds within conferences, the team participating in the conference championship game will be considered to have won that division.

NFL/NCAA Game propositions - Team performance:

10 points for a win (tie 5 points for each team).

1 point for each point the team scores.

total points equals team performance.

NFL and NCAA propositions:

1. For all American football propositions involving passing statistics for a QB, that QB must have one pass attempt for action.
2. For all American football propositions involving rushing attempts/yards for a QB, that QB must play for action. If the QB plays but has no rushing attempts, then yards for first attempt will be graded as zero yards (under is winner), and under will be declared winner of any proposition regarding the QB's rushing yards.
3. For all American football propositions involving receiving yards on first reception or longest reception for a specific player, that player must play for action. Note: That if the player plays, but does not have a catch, his first reception yards and longest reception proposition will be graded as zero yards (under is the winner).
4. For American football propositions involving rushing attempts/yards for a RB, that RB must play for action. If the RB plays but has no rushing attempts, then yards for first attempt and longest rush propositions will be graded as zero yards, and under will be declared winner of all rushing yardage propositions.
5. If there is a score at exactly the 7:30, 6:30, or 2:00 (etc) minute mark, then the related propositions on whether there will be a score within that time frame of the game, half or quarter will be graded yes (in other words the score would count).
6. For first 1st down of game prop on run or pass, the bet is for the first 1st down play not achieved through a penalty.
7. For super bowl MVP propositions, if there are co-MVP's, any bet related would be paid at full odds. if there is yes/no on super bowl MVP and named player is co-MVP, then yes will be declared winner and paid at full odds. If two players from the "the field" are co-MVP's, "the field" is graded as the winner and wagers paid one time.
8. All 4th down conversion propositions, will be graded based on official box scores found at www.espn.com.

9. For multiway (3 or more contestants) propositions regarding MVP, first/last player to catch pass, first/last player to score touchdown, first/last player to have interception, all betting will be all-in (no refunds).
10. For will either team score 2, 3, 4, or 5 unanswered times propositions, extra points and two-point conversions do not count, and any return, by the opposition, on an extra point or two-point conversion also does not count.
11. For over/under of longest TD in game, if there are no td's in the game, then these propositions have no action.
12. For propositions involving an entire team's quarterbacks, only statistics achieved by quarterbacks listed on the team's roster will count. For example, if a running back throws a touchdown pass, that would not be counted as a completion/attempt nor a td pass for that team's quarterbacks.
13. Special teams and defensive touchdowns propositions:
 1. The only touchdowns considered to be special teams' touchdowns are on plays where the ball is actually kicked or punted (these include: kick-off returns, punt returns, returns of a fumbled kick return, returns of a fumbled punt return, blocked field goal returns, or blocked punt returns).
 2. A fake field goal or fake punt which results in a touchdown by the team that snapped the ball is an offensive touchdown.
14. For propositions involving a player to "score" a td, passing for a td is not considered a score for the player who threw the pass (unless, in very rare instances, the passer catches his own pass). For example, if there is a prop "will any player score 2 td's in a game", if a player throws for a td, and runs for a td, he will be deemed to have one td, not two.
15. For "first team penalized for pass interference" props, both defensive and offensive interference counts. However, the penalty must be accepted and enforced on that play to have action. If there are offsetting penalties negating enforcement of interference, then the winner will be determined when an interference penalty is enforced.
16. For "first team penalized for holding" props, both defensive and offensive holding counts. However, the penalty must be accepted and enforced on that play to have action. If there are offsetting penalties negating enforcement of holding, then the winner will be determined when a holding penalty is enforced.
17. For team with longest kick-off return proposition, both teams listed must have at least one kick return for action.
18. For team with longest punt return proposition, both teams listed must have at least one punt return for action.
19. Odd or even player propositions:
 1. For all propositions involving odd or even rushing yards, the player must have at least one rushing attempt.
 2. For all propositions involving odd or even receiving yards, the player must have at least one reception.
 3. For grading purposes, zero will be considered an even number. negative even numbers, -2, -4, -6, etc, will be considered even. Negative odd numbers, -1, -3, -5, etc, will be considered odd.
20. Proposition for number of different players to score:
 1. For grading purposes, touchdowns, 2-point conversions, field goals, and pat's will be counted.
 2. A safety will not be counted.
 3. A return of a pat for 2 points, and a return of a 2-point conversion will be counted.
21. For over/under distance of a quarterback's first TD pass, he must throw a td pass for action.
22. A free kick after a safety is not considered to be a punt for any proposition, regardless of how the free kick is executed.
23. NFL weekly propositions:

1. In NFL weekly propositions, a week number is defined by the schedule listed on nfl.com. for grading purpose, all games in the specific week are included for weekly propositions.
2. If any game in the listed week is cancelled or postponed, and not completed within 96 hours of its scheduled start time, all weekly proposition bets will be void (regardless of the outcome in any specific game).
24. To have action on NFL or NCAA propositions, associated games must be played on the scheduled date and at the scheduled site.
25. For "yes/no will a certain player win the Heisman trophy" wagers the player must play in his team's first scheduled game for action.
26. For "will the game be tied after the first score?" proposition, yes will be declared the winner if the game is tied after the first score, regardless of whether it is tied before or after an extra point or 2-point conversion.
27. For player vs player longer kick-off return, both players listed must have at least one kick return for action. For player vs player longer punt return, both players listed must have at least one punt return for action.
28. A blocked punt will count as a punt for propositions for that team's number of punts (and number of punts by both teams combined). However, a blocked punt will not count as a punt for any individually named punter's propositions.
29. For propositions regarding what will be the last score of the game (or quarter, half), conversions do not count (only touchdowns, field goals, safeties will count).
30. For will a specific punter have a punt for a touchback, that punter must have at least one punt for action.
31. For shortest/longest punt by a specific punter, that punter must have at least one punt for action.
32. For total punts by a specific punter, if that punter is active and does not have a punt, then under will be declared the winner.
33. For longest or shortest successful field goal of game propositions, if there are no successful field goals, then those propositions have no action.
34. For whether point total propositions in American football are an odd or an even number, zero will be considered an even number.

NFL regular season player vs player matchups:

1. NFL regular season player vs player matchup propositions will not include the playoffs.
2. Both players must play week 1 of the regular season for wagers to have action.
3. Passing for a touchdown is not considered scoring a touchdown.

NFL futures:

1. For AFC or NFC championship winner futures, the champion of the respective conference will be the team that reaches the super bowl from that conference.

NFL football regular season wins:

1. NFL regular season win bets will be graded when the following two things occur:
 - A. The team, mathematically, cannot win the number of games indicated in the bet.
 - B. The team, at the time of grading, is expected to play 16 games. In other words, there is no indication that the season will be shortened at the time of grading.

2. If there is any doubt that the season will be less than 16 games for a team, we will wait to grade regular season win bets for that team until after the 16th game. However, once a regular season win bet has been graded, it will not be changed, even in the extremely unlikely event the team ends up playing less than 16 games.

ATHLETICS

1. Participants awarded gold, silver and bronze medals at the medal ceremony will be deemed 1st, 2nd and 3rd respectively for betting purposes.
2. ACCA settles bets based on the classification that is published immediately after the race. ACCA does not recognize results overturned later via protests, doping tests, or other means.

Head to Head Best Finishing Position Propositions:

1. Wagers will have action as long as both participants compete (have a valid start) in any heat or final. However, if we post a contest subsequent to preliminary heat(s), and one of the listed participants (who qualified for next round) does not compete in any future heat or final, all wagers made after the last completed heat (for the two participants) in that event for that contest will have no action.
2. If a matchup against "The Field" is offered, the listed competitor must beat every other athlete for a bet on that competitor to win. If any athlete beats all the competitors, bets on "The Field" will be graded as winners. If the competitor ties for 1st place, wagers on the matchups will be refunded.

Best Finishing Position will be determined by the following:

1. The competitor who advances to the latest round of the competition will be declared the winner.

For example, if Contestant A reaches the Semi-Final Heat, and Contestant B is eliminated in the Quarter-Final Heat (does not reach Semi-Final Heat), then Contestant A will be graded as the winner.

2. If both contestants are knocked out in the same preliminary round, but compete in the same exact race, starting at the same time, then the better finisher in that race will be declared the winner.
3. If both contestants are knocked out in the same preliminary round, but race in separate races (i.e. compete in different Quarter-Final Heat), then regardless of their time or finish, all wagers will be graded as no action.
For example, Contestant A and Contestant B both do not register a time fast enough in the Quarterfinals to advance to the Semi-Finals. All wagers would be graded as no action, as long as Contestant A and Contestant B did not compete in the same exact Quarter-Final Heat versus each other.
4. When two (or more) contestants reach the Finals, then order of finish in the Final will determine the winner for the "Best Finishing Position" contest.

Multi-Way Wagering on Winner of Event:

For multi-way futures, betting all events are "ALL-IN" betting - no refunds, unless a stipulation is added that a certain participant must start for action. If such a stipulation is included, then ALL wagers on ALL participants will be void if the stipulated entry does not compete in that specific event. If there is more than one winner, the odds will be divided with the number of winners. However, odds can never be lower than 1.00.

IAAF Athlete of the Year Proposition:

Any wager made after an official announcement of the winner by the IAAF or iaaf.org will be considered void.

AUSTRALIAN RULES FOOTBALL (AFL)

1. Acceptance of Bets & Settlement

All bets on Australian Rules Football (AFL) matches will be settled on the Official Result.

All matches are settled at Normal Time unless extra time is played. All extra time will be considered as a continuation of the fourth quarter and second half for resulting purposes.

In the event of a draw in a market where no draw option is offered, we will apply the Dead Heat rule and all wagers will be settled at half face value of the ticket. In the event of a draw where extra time is played all markets are settled at the conclusion of Extra time, with the exception being Halftime / Fulltime Double, Quarter by Quarter Result and Wire to Wire (in Quarter by Quarter betting the draw option will only be paid once regardless of the number of quarters ending in a draw). Should Golden Point be required, all extra time rules are applicable. All player and Fantasy markets are included in Extra Time and Golden Point.

2. Postponed/Re-arranged Matches

If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand.

If an AFL match is Abandoned or Postponed and not played within 24hrs of the scheduled start time, all bets will be voided and multi bets will be recalculated excluding the odds from the affected match.

External factors which result in no further play (Abandoned) will be deemed a no result and all bets voided except those which had been concluded/decided to that point of the match.

3. Player Markets

Super Coach (supercoach.heraldsun.com.au) and AFL Fantasy (www.afl.com.au) markets are determined as per the official competition websites.

We reserve the right to apply deductions in the event of a player scratching in the most disposal and most goals markets.

For any player Head2Head markets (For example - Most Disposals / Most AFL Fantasy (or Supercoach) Points / etc.) bets are refunded if either or both players are not in the starting 22.

For any player Group markets (For example - Most Disposals (Group) / Most AFL Fantasy (or Supercoach) Points (Group) / Most Goals / etc.) Bets are refunded if the player is not in the starting 22. (The starting 22 are the players that start on the ground or on the bench)

For any Player Under-Over markets (A market which has two options with an under value and an over value, For example - IF the Under-Over is set at 25.5 possessions and the player has 26 possessions the Over is the winning option), all bets are refunded if player is not in the starting 22.

For 1st Goal Scorer markets (Game or 1st Quarter only) All bets will be refunded if there are no Goals scored within the relevant quarter. For bets on the 1st Goal Scorer in the match, the goal does not need to be scored in the first quarter.

For 1st Goal Scorer markets on selected AFL events, we will settle the first and second goal scorers as winners. Customers will not be paid twice if their selection scores the first and second goal. We will only settle the second goal scorer as a winner for a customer's first bet on the First Goal Scorer market. The events this applies to will be clearly stated on the Website.

4. Futures

Premiership / Minor Premiership / Make Grand Final markets are All In Betting. (This means that all bets stand, no refunds are payable, and no deduction applies to winning bets). All Teams are deemed to be participating for the purposes of the All In Betting regardless of any point deductions due to breaches of rules or regulations. Any decision made by the AFL regarding any loss of a Premiership after the Grand Final has been played will be deemed null and void, and all bets will still stand.

Top 4 and Top 8 markets are All In Betting. Any Team that has points deducted due to breaches of the AFL rules or regulations will be deemed to be a Starter. Any decision made by the AFL regarding the loss of premiership points is final.

The Wooden Spoon pays on the team that records the least wins for the season including draws that are considered as half a win. If more than one team has the same number of wins, the Wooden Spoon will be decided by whoever has the lowest percentage. Premiership points deducted because of breaches of a governing body's rules or regulations are ignored for resulting purposes.

Miss the 4 / Miss the 8. Any Team that has points deducted due to breaches of rules and regulations will be deemed to be a Starter. If any team has points deducted which will result in only the one outcome, (for example: a team WILL Miss the 8); then all bets on that team are void and refunded. All penalty decisions made by the AFL are final.

Premier State market pays on the home state for a team that wins a Premiership. Future Markets resulted at end of Home and Away season (regular season) include: Minor Premiers, Top 4 & 8, Miss Top 8, Least Wins, Season handicap, Last undefeated team, Ladder leaders, Season wins over/under, Number of wins, Season head to heads, Minor Premiership, Quinella & Exacta.

Future Markets resulted during Finals & after Grand Final winner is determined include:

Premiership winner, exacta, Runner Up, AFL Grand Final Quinella, Winning Regions, Finals Progressions, Elimination Markets

The Coleman Medal is paid on the player who kicks the most goals in the AFL Home & Away season. In the event of a tie between 2 or more players the Dead Heat Rules will apply to all affected runners.

Coleman Medal, Rising Star, All Australian all paid on official results.

5. Brownlow Medal Markets & Club Awards

Brownlow Medal Place betting pays on 1st, 2nd & 3rd. In the event of a tie between 2 or more players in the Brownlow voting for Win or Place, the Dead Heat Rules will apply to all affected runners.

Brownlow Medal Top 5, 10, 20 includes all ties (mentioned above) including all suspended players (unless otherwise stated in individual markets).

All Brownlow Markets will be resulted as per official AFL votes (note some markets include suspended players – for example - Most Team Votes).

The maximum payout for an AFL 'Brownlow Most Team Votes' Multi Bet or combination of Multi bets that contain a 'Brownlow Most Team Votes' leg is \$50,000 per client. It is the client's responsibility to ensure they stake accordingly to the limits.

Club Best & Fairest markets are paid out on the relevant clubs official Best & Fairest voting. Betting will close at the end of round 14.

6. Other AFL Rules

Time of First Goal pays on the time the first goal is kicked on the running clock as per AFL official website, 'time on' is included.

We will derive all match statistical data from the official AFL website (<http://www.afl.com.au>). Super Coach (supercoach.heraldsun.com.au) and AFL Fantasy (www.afl.com.au) markets are determined as per the official competition websites.

BADMINTON

Head-to-Head matchups:

In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be void. If a player withdraws from either a singles, doubles or mixed doubles match before it is finished, the bets will be refunded, regardless of when in the match the players resigns.

Sets betting:

1. If a badminton match is not completed because of a player retirement or disqualification, all set wagers will be considered void. Such wagers will be cancelled and the monies refunded.
2. Set winner: this bet refers to the winner of a specific set. the respective set must be completed for bets to stand.
3. Set betting (Correct Score): The bet refers to the correct final score in sets.

Team Match:

All bets stand on the outcomes of a team match, even though one or more individual matches should be settled by walk over decisions due to player resignation. If a player is changed in a singles or a doubles match, the bets on this individual match will be refunded. All bets on the outcome of a team match will, however, not be affected by any player substitutions or changes in the team line ups.

Delay or Suspension:

1. If a badminton match is completed, all wagers stand as written. A delay in the start of a match will not affect the standing of wagers, nor will a suspension, as long as play is resumed and the match completed.
2. In the event a match does not go the specified number of sets, and the match is shortened by tournament officials, the leader determined to be official by tournament officials shall be the winner.

BASEBALL

Settlement of Wagers

1. Statistics provided by the official score(s) provider or the official website of the relevant competition will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.
2. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled after a thorough investigation.
3. ACCA does not recognize postponed games, protests or overturned decisions for wagering purposes. As long as the event is played on the schedule day, all bets have action. If inclement weather (or similar delay) pushes the start time past midnight local time, but the game is still played, all bets have action.

Definition of different Money Line Wagers

Money-line wagers on baseball will be accepted in the following manner:

1. **Action** - team against team, regardless of the starting pitchers. When listed pitchers are offered and there is a pitching change prior to the game, the moneyline will be re-adjusted and "action" wagers will be graded using the opening price for the new pitcher.
2. **Listed Pitchers** - if both starting pitchers are not as specified at the time of the bet, the wager will be deemed "no action".
3. **One Listed Pitcher** - this is a wager on or against one specified pitcher, regardless of the other starting pitcher. If the specified pitcher does not start, the wager is deemed "no action". (examples: "the Red Sox versus Helling" indicates a wager against Helling. "Helling against the Red Sox" indicates a wager on Helling).

Please Note: Typographical errors in a pitcher's name will not be grounds for wager cancellation.

Treatment of pitching changes

1. When listed pitchers are offered, wagers on total runs (over/under) and team totals (over/under) and Run Line (handicap) and Alternate Run Line (alternate handicap) will have no action if a pitcher change occurs prior to both listed pitchers throwing at least one pitch.
2. A pitcher is deemed a starter after throwing the first pitch to the opponent's first batter.

Treatment for date or venue change

1. If an event is not played on its scheduled date all wagers on the event will have no action.
2. If an event venue is changed all wagers on the event will have no action.

Treatment if event does not come to its natural conclusion

1. If a game is called or suspended, the winner is determined by the score after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called. Monies will be refunded if the home team ties the game and it is then suspended. Events will not carry over to the following day unless otherwise specified.
2. If a game is called or suspended in extra innings, the score will be determined after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the score is determined at the time the game is called.

3. In the case of a suspended playoff game that will be resumed in a span of 96 hours after its suspension, all wagers have action and will be graded after the completion of the game. If the game is not completed within the 96 hours following the time of suspension, then all bets have no action.

Treatment for double header games

1. Every effort will be made to denote double header games as G1 and G2(Game 1 and Game 2).
2. A wager made on a game with a G1 or G2 designation, will strictly apply to that specific game of the double header. For example, if you wager on the G1 Dodgers to beat the G1 Nationals with listed pitchers of Kershaw and Scherzer, then you'll only have action if Kershaw and Scherzer both start Game 1. If Kershaw and/or Scherzer were to start Game 2, then your wager, in this case, would not have action.
3. If on a day where a double header is played and neither G1 nor G2 is designated on our site at the time of the wager, the following rules shall apply:
 - a. Any listed pitcher wager, with no G1 or G2 designation, will have action on the game (either first or second of double header) that those listed pitchers start.
 - b. An action wager will have action on the specific game (either first or second), if the listed pitchers on the site start that specific game.
 - c. An action wager will have action on the first game of the double header, if the listed pitchers on the site don't face each other in either of the games of the double header.

Minimum time (length of event) needed for action

1. The result of a game is official after 5 innings of play unless the home team is leading after 4.5 innings. When wagering on either runlines, total runs (over/under) or team totals (over/under) the game must go 9 innings (8.5 if the home team is ahead) to have action.
2. In the case that a Run Ahead or Mercy Rule is invoked, games will be considered to be complete. Games wagers on runlines, totals, team totals and money line will have action.
3. Pregame first half MLB bets on Money Line and Spread must go 5 innings for action, or 4.5 innings if a game is ended early and called official with the home team declared the winner.
4. If a game does not go a full five innings, all first-half wagers on the total will have no action.
5. When pitchers are offered for the game, all first-half wagers (5 innings) must list both pitchers. If either listed pitcher does not start, wagers on the first half (5 innings) will have no action.

MLB Regular Season Wins Props:

1. MLB regular season win bets will be graded when the following two things occur:
 - a. The team, mathematically, cannot win the number of games indicated in the bet.
 - b. The team, at the time of grading, is expected to play at least 160 games. In other words, there is no indication that the season will be shortened at the time of grading.
2. For grading purposes, no extra tiebreaker games for wildcard or division will count toward the regular season win total.
3. If there is any doubt that the season will be less than 160 games for a team, we will wait to grade regular season win bets until after the 160th game. However, once a

regular season win bet has been graded, it will not be changed, even if the team ends up playing less than 160 games.

Grand Salami (Away Runs vs Home Runs):

1. The Grand Salami will be decided by the total runs scored in all games of the specific league scheduled for that day.
2. All scheduled games must play at least 9 innings (8.5 if the home team is leading) for wagers on the Grand Salami to have action and all games must be started on their scheduled date. The Salami will have action if all scheduled games meet the above requirement, even if there is a game(game) that is suspended after 9 innings are complete. The Salami will be graded the night of that date's games. Runs scored in the re-start of a suspended game on a future date will have no effect on the grading of a Salami wager in the regular season.
3. For the Grand Salami (Away Runs vs Home Runs), the home team runs will be the runs scored by the teams batting 2nd in their first inning. On rare occasions, a team batting second will not be playing at their home stadium. In these instances, the team batting 2nd will still be considered as a home team for this proposition.

MLB Hits, Runs and Errors (MLB H-R-E)

1. All MLB R-H-E wagers will be graded using the sum of Runs, Hits and Errors as grading factors. For example:

Runs	Hits	Errors	
LA Angels	2	6	3
Cleveland	14	10	0

will result in an MLB H-R-E score of LA Angels 11, Cleveland 24

2. When wagering on MLB H-R-E totals (over/unders) or MLB H-R-E spreads, the game must go 9 innings (8.5 if the home team is leading) to have action.
3. If a game is called or suspended in extra innings, the score will be determined after the last full inning unless the home team scores to tie in the bottom half of the inning in which case the score is determined at the time the game is called.
4. For all MLB H-R-E wagers both listed pitchers must start, if pitchers are offered for the game. A pitcher is deemed a starter after throwing the first pitch to the opponent's first batter. If a listed pitcher doesn't start all wagers are no action.

MLB Prop Rules:

1. On any prop, the player(s) must start, and either throw one pitch (if pitchers), or have one plate appearance (if position players) in the designated game for the wager to have action.
2. For which team will score first props, the prop will be decided and graded as soon as either team scores, regardless if the game eventually becomes official. Both listed pitchers must start for action.
3. All props regarding just the outcome of the first inning will be decided and graded at the end of the first inning, regardless if the game eventually becomes official. Both listed pitchers must start for action.
4. On Total Bases Propositions, listed players must start. A batter is only credited for total bases if he hits a single (1 base), a double (2 bases), a triple (3 bases) or a home run (4 bases). A walk, hit by pitch, error, balk, fielder's choice, or passed ball do not count for Total Bases Propositions.
5. Pitcher propositions "Total Runs Allowed" include both earned and unearned runs.
6. Any MLB proposition using the phrase "innings pitched" will be graded using the box score number.

For example, a visiting starter who pitches five complete innings and then faces three batters in the top of the sixth, but records no outs. This would be graded as 5.0 innings pitched.

Or a home starter pitched five complete innings and did not throw a pitch in the bottom of the sixth. This would be graded as 5.0 innings pitched.

A "pick-em" match-up between these two pitchers for most innings pitched would be graded a tie.

7. For Division Winner wagers, if two teams have the same record after 162 games, the winner of the Division will be 1) the winner of the tiebreaker game, or 2) the team declared the winner by the MLB tiebreaker system for seeding playoff teams.
8. For the Proposition "Player to hit most Home Runs in MLB?", if there is a tie at the conclusion of the regular season, the player with the highest batting average, among those tied, will be declared the sole winner.
9. For proposition "How many no-hitters will there be in regular season?", individual and combined no-hitters will count as long as the game is completed and lasts at least 8.5 innings.
10. For individual player prop bets to have action that player must start and the game must go at least 9 innings (8.5 innings if home team are ahead). If the game is suspended, it must be restarted on the following day, if it's not restarted on the following day, wagers will be refunded. This applies to all over/under stats for an individual. For example, if Mike Trout hits a home run and the game officially ends in the 7th inning, then Mike Trout will still have no action on his Home Runs for that game (since the game didn't go 8.5 innings).
11. For head to head player props for a specific game, all wagers will have action as long as those players start and the game becomes official.
12. For MLB Correct Score Propositions, Will a Team Score Propositions, Will game go to Extra Innings Propositions and Winning Margin Propositions the game must have a winner and go at least 8.5 innings for action. If the game is suspended, it must be completed by the following day for action.
13. If an MLB proposition has two pitchers listed then both of those pitchers must start in order for bets on that proposition to have action.

MLB Season Long Player Props:

1. For season long over/under propositions for players' or groups of players' statistics for the entire season, each field player must play in the first game his team plays for action. For pitchers, that pitcher must pitch in one of his team's first eight games played for action. His team must play at least 155 games for action.

MLB General Props:

1. For MLB General Props, the result of a game is official after 5 innings of play unless the home team is leading after 4.5 innings.
2. MLB General Props do not require any specific pitcher to start a game.
3. If there are 10 or more games scheduled on a given day, all games or all games but one must go to completion for MLB General Props to have action. No more than one game may be shortened or postponed.
4. If there are 9 or fewer games scheduled on a given day, all of them must go to completion for MLB General Props to have action. No game may be either shortened or postponed.
5. Only the statistics of games declared official will be used for purposes of scoring MLB General Props. If a shortened game is declared official and MLB General Props have action, then statistics of this shortened game will be included with regard to grading.
6. For the prop "How many players will hit more than 1 HR today?" - This prop will refer to any player hitting more than one HR in a single game. If a player hits 1 HR in each game of a

double-header, that does NOT count as more than 1 HR for the day. He must hit 2 or more HR's in a single game for it to be considered more than 1 HR.

7. For MLB General Props, if a team plays more than one game on a given day (e.g. double header), the statistics of each game will be considered independent. (e.g. "Most runs scored by one team", Philadelphia plays two games, scoring 4 runs in game one and 5 runs in game two. Either the 4 runs or 5 runs will be used but they will NOT be combined as 9 runs.)

MLB Futures: Player vs Player Season Props:

For baseball player vs. player season props, if either or both players start the season on the disabled list, not on the active roster or is sent to the minors, wagers have no action.

Regular Season Baseball Series Wagers:

1. Wagers on baseball series are based on the first three games played of each series.
2. At least two of the first three series games must be played for wagers to have action.
3. If only one of the first three games is postponed or cancelled, series wagers stand as written.
4. If two of the first three games are postponed or cancelled, all wagers on that series will be graded as No Action and the monies refunded.
5. A called game will count toward a series wager provided it is officially declared a regulation game.
6. Pitchers cannot be listed for series wagers; all wagers will have action regardless of the starting pitchers.

PlayOffs / World Series Pick 4:

Each combination lists the exact order of finish of the final four Major League teams in the playoffs, specified by the order of names as follows:

1. The winner of the World Series.
2. The loser of the World Series.
3. The loser of the American League Championship Series.
4. The loser of the National League Championship Series.

Example: Suppose we have the following result in the playoffs:

The Dodgers beat the Braves in the National League Championship Series.

The Twins beat the Angels in the American League Championship Series.

The Dodgers then win the World Series against the Twins.

In that case, the winning combination would be: Dodgers/Twins/Angels/Braves.

German Baseball Rules:

1. For all games the result is official after 5 innings of play unless the home team is leading after 4.5 innings. If a game is called or suspended, the winner is determined by the score after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called. Monies will be refunded if the home team ties the game and it is then suspended.
2. Events will not carry over to the following day unless otherwise specified.
3. For all games previously scheduled for nine innings, when wagering on total runs (over/under), run lines (handicap) or alternate run lines (alternate handicap), the game must

go 9 innings (8.5 if the home team is ahead) to have action. If a game is called or suspended in extra innings, the score will be determined after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the score is determined at the time the game is called.

4. For games previously scheduled for seven innings, the second game of double headers for instance, when wagering on total runs (over/under), run lines (handicap) or alternate run lines (alternate handicap) the game must go 7 innings (6.5 if the home team is ahead) to have action. If a game is called or suspended in extra innings, the score will be determined after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the score is determined at the time the game is called.

Japanese Baseball:

1. When wagering on total runs (over/under) the game must go 9 innings (8.5 if the home team is ahead) to have action. If a game is called, suspended or declared a tie in extra innings, the score will be determined after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the score is determined at the time the game is called.
2. Rules for Run Line (handicap) and Alternate Run Line (alternate handicap) wagers are the same as those for Japanese baseball totals.

World Baseball Classic Rules:

1. All spread, money line, and total wagers will have action in games stopped early due to the mercy rule.
2. All bets taken on a suspended game (one that started), will have action for 72 hours from the start time, as long as the WBC governing body recognizes an eventual winner. Money line wagers will only have action as long as the game goes at least 4.5 innings. Spread and total wagers will only have action if the game goes at least 8.5 innings (except in mercy rule games, see rule above).
3. All bets taken on a postponed game will not have action. Once the postponed game is rescheduled, normal wagering rules apply.
4. Pool Wagering - In the event of a tie between 2 or 3 teams within a pool, whoever wins the tiebreaker according the world baseball classic (whichever team is considered the number 1 team from that pool in the next round) is considered the winner.

BASKETBALL

Settlement of Wagers

1. Statistics provided by the official score(s) provider or the official website of the relevant competition will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.
2. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled after a thorough investigation.
3. ACCA does not recognize protests or overturned decisions for wagering purposes.

Treatment for date change

If an event is not played on its scheduled date all wagers on the event will have no action.

Treatment if event does not come to its natural conclusion

If play is suspended before the minimum time has been reached and not resumed the same day, all wagers on the event will have no action.

Minimum time (length of event) needed for action

1. All competitions/leagues except the NBA must go at least 35 minutes for action unless otherwise specified.
2. NBA games must go at least 43 minutes to have action.
3. For wagers on periods (quarters and halves) the minimum time is considered to be the duration of the period. If the entire game is not completed, wagers on quarters and halves will have action if the relevant period was completed.

Treatment for overtime

1. Any wager on the game or the 2nd half will include any overtime that may occur.
2. Any wager on the 4th quarter does not include any overtime that may occur.

Regular Season Wins Props:

1. NBA regular season win bets will be graded and have action when the following two things occur:
 - a. The team, mathematically, cannot win the number of games indicated in the bet or has already won the number of games indicated in the bet.
 - b. The team, at the time of grading, is expected to play all 82 games(or has already played all 82 games). In other words, there is no indication that the season will be or has been shortened at the time of grading.
2. If there is any doubt that the season will be less than 82 games for a team, we will wait to grade regular season win bets until after the team plays its 82nd game. However, once a regular season win bet has been graded, it will not be changed, even if the team ends up playing less than 82 games.

Individual Player Props:

1. In a proposition offered prior to an NBA game concerning an individual's total points, rebounds, assists, blocked shots, or any other similar statistic (or combination of these statistics), the specific player must start the game for action.
2. Any proposition which refers to a 3-point shot refers to a shot made/attempted behind the 3-point arc.
3. A "Double Double" for purposes of Basketball props means ten or more in at least two of the following categories: Points, Rebounds, Assists, Blocks or Steals. A "Triple Double" for purposes of Basketball props means ten or more in at least three of the following categories: Points, Rebounds, Assists, Blocks or Steals. If you want to bet that the player will get a Double Double in the game you would wager on over 1/2 Double Double (or under 1/2, if you think he will not get a Double Double). The same would hold true regarding the procedure for wagers on a Triple Double.

NBA Finals MVP Props:

1. For NBA Finals MVP propositions, if there are co-MVP's, any bet related would be paid at full odds. If there is yes/no wagering on NBA Finals MVP and a named player is a co-MVP, then yes will be declared winner and paid at full odds.
2. If two players from the "the field" are co-MVPs, "the field" is graded as the winner and wagers paid one time.

NBA Season MVP Props:

1. For NBA Season MVP propositions, if there are co-MVP's, any bet related would be paid at full odds. If there is yes/no wagering on NBA Season MVP and a named player is a co-MVP, then yes will be declared winner and paid at full odds.

2. If two players from the “the field” are co-MVPs, “the field” is graded as the winner and wagers paid one time.

NBA All Star Props:

General Rules

For All-Star game propositions for a specific player, that player only need to play in the All-Star game for action unless we specify that the player must start.

NBA Allstar MVP

1. For NBA Allstar MVP propositions, if there are co-MVP's, any bet related would be paid at full odds. If there is yes/no wagering on NBA Allstar MVP and a named player is a co-MVP, then yes will be declared winner and paid at full odds.
2. If two players from the “the field” are co-MVPs, “the field” is graded as the winner and wagers paid one time.

Dunk Contest Specific

1. For wagers to have action on a specific player, that player must attempt at least one dunk.
2. In head to head match-ups, both players must attempt at least one dunk for any wager to have action.

Three-point contest

1. In a head to head match-up both players must attempt at least one shot for wagers to have action.
2. In a head to head match-up, if players are tied for the most points, all wagers are graded no action and refunded.
3. For wagers to have action on a specific player, that player must attempt at least one shot.

NBA All Star Game Wagering (Game/Quarter/Half wagers)

In January 2020 the NBA established a new format for the All-Star Game with special rules.

1. Money Line wagers on the full game will be paid out to the winner of the game, after the 4th quarter, based on the current All-Star rules enacted by the NBA.
2. Any offering on an individual quarter, will be graded based on the result of that quarter as per the current All-Star rules enacted by the NBA.

NCAA Tournament Props:

1. Only games played during and after the round of 64 will be counted toward posted propositions. Play-in games will not count. For example, if California plays Virginia in a play-in game before the round of 64, the winner will not have its win count toward the over/under number of wins for the Pac 12 or ACC conferences.
2. For propositions regarding "Buzzer Beaters," a "Buzzer Beater" is defined as a made field goal (either two-point FG or three-point FG) at the end of a game that involves the following:
 - a. The made shot leaves absolutely no time left on the game clock at the end of the game, and;
 - b. The made shot puts the shooter's team ahead for the win when the shooter's team immediately prior to the made shot had been behind or tied.

Other Props:

For team to win the Eastern or Western Conference futures, the winner of the respective conference will be the team that reaches the NBA Finals.

15. Basketball

Acceptance of Bets and Settlement:

All bets on basketball matches will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.

If the game is abandoned for any reason before the scheduled period of play is complete, all bets will be void except for those markets where an unconditional conclusion has been reached (for example 1st half total bets if the game reaches the 2nd half)

If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand.

Overtime:

Overtime counts for all markets except for markets that strictly specify on the result within a quarter/half. (For example, 4th quarter winner, 2nd Half total points etc)

Betting Markets:

All bets are settled on the outright result (including overtime if required). Quarter & Half markets require the entire quarter or half to be played in full for bets to stand.

Margin and Halftime-Fulltime double markets include overtime unless the market otherwise expressly includes a Draw price.

Match Winner & Total Points Double includes overtime.

Line & Total Points Double includes overtime.

Highest scoring half wagers include overtime for the second half.

Outright Markets:

Outright markets include the playoffs unless otherwise specified. Conference Winner and Tournament winner bets will be settled at the end of the play-offs. Conference rankings at the end of the regular season do not count. Division winner markets are regular season markets.

Player Markets:

In all player performance markets, selected player must take the court for bets to stand. Final player performance statistics include overtime Player prop H2H, Trio and group markets must have all listed players take the court for bets to stand. Dead heat rules apply to these markets.

In the event of a tie within season long player statistic markets, dead heat rules apply. All players are available to be quoted for if not listed on site. If a player not listed in a market wins, that player falls under the "Quote Others" option and all bets on any other players will be deemed as losing bets.

Basketball – Australia**Acceptance of Bets and Settlement:**

All bets on basketball matches will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.

If the game is abandoned for any reason before the scheduled period of play is complete, all bets will be void except for those markets where an unconditional conclusion has been reached (for example 1st half total bets if the game reaches the 2nd half).

If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand.

Overtime:

Overtime counts for all markets except for markets that strictly specify on the result within a particular quarter (For example, fourth quarter winner, fourth quarter total points etc).

Betting Markets:

All bets are settled on the outright result (including overtime if required). Quarter & Half markets require the entire quarter or half to be played in full for bets to stand, Second Half markets do not include Overtime.

Match Winner & Total Points Double includes overtime.

Line & Total Points Double includes overtime.

Margin and Halftime-Fulltime double markets include overtime unless the market otherwise expressly includes a Draw price.

Highest scoring half wagers include overtime for the second half.

Outright Markets:

Outright markets include the playoffs unless otherwise specified.

Player Markets:

In all player performance markets, selected player must take the court for bets to stand.

Final player performance statistics include overtime.

Player prop H2H, Trio and group markets must have all listed players take the court for bets to stand. Dead heat rules apply to these markets.

In the event of a tie within season long player statistic markets, dead heat rules apply. All players are available to be quoted for if not listed on site. If a player not listed in a market wins, that player falls under the "Quote Others" option and all bets on any other players will be deemed as losing bets.

Basketball – Other:

Acceptance of Bets and Settlement

All bets on basketball matches will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.

If the game is abandoned for any reason before the scheduled period of play is complete, all bets will be void except for those markets where an unconditional conclusion has been reached (for example 1st half total bets if the game reaches the 2nd half)

If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand.

Overtime

Overtime counts for all markets except for markets that strictly specify on the result within a particular quarter. (For example, fourth quarter winner, fourth quarter total points etc)

Betting Markets

All bets are settled on the outright result (including overtime if required). Quarter & Half markets require the entire quarter or half to be played in full for bets to stand.

Second Half markets do not include overtime.

Fourth Quarter markets do not include overtime.

Margin and Halftime-Fulltime double markets include overtime unless the market otherwise expressly includes a Draw price.

Match Winner & Total Points Double includes overtime.

Margin and Halftime-Fulltime double markets include overtime unless the market otherwise expressly includes a Draw price.

Match Winner & Total Points Double includes overtime.

Highest scoring half wagers include overtime for the second half.

Boxing

1. When the bell sounds to begin the first round, the bout will be considered official for betting purposes, regardless of the scheduled length or title.
2. If the number of scheduled rounds in a fight is changed, the following wagers will have action: the fight winner, fighter wins only, and draw options. The propositions fight totals and will or will not go will have action, if the updated scheduled rounds is more than the total listed on the prop. Propositions for exact round of ending, fighter to win by knockout, technical knockout, disqualification, win by decision or technical decision and goes the distance will be graded as no action, if the scheduled rounds are changed or mis posted.
3. A fight is a technical draw when a fight ends before an allotted number of rounds. This is usually because of an accidental head-butt or foul.
4. For wagering purposes, a wager on a fighter to win "inside distance" wins if the selected fighter wins by KO, TKO, DQ, or technical decision.
5. For wagering purposes, a wager on a fighter to win by "ko" wins if the selected fighter wins by KO, TKO, or DQ.
6. Any fight that is deemed "no contest" will have all wagers refunded.
7. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both fighters will be lost. If the wagering offer includes only the two boxers, with the draw either not offered or offered as a separate proposition, and the match ends in a draw, wagers on either fighter will be refunded.
8. An over/under (total) listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly one minute and thirty seconds into a three-minute round. Thus, 9½ rounds would be one minute and thirty seconds of the 10th round. The halfway point of a two-minute round is at the one-minute mark. The halfway point of a five-minute round is at the two minutes and thirty seconds mark.
9. Results will be graded based on the official result at ringside. Results are not official for wagering purposes until verified by officials at the fighting venue. Official or unofficial sanctioning body

- overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.
10. Unless otherwise specified, matches must go within thirty days of the scheduled date for wagers to have action.
 11. All situations not covered by the previous rules, the wagering decision announced by the don best sports information service will be considered official and binding.
 12. Las Vegas wagering rules will be used for any situation not covered herein.

CRICKET

The terms 'reduced', 'reduction' and/or 'shortened' refer to a decrease in the scheduled playing time of a match due to external factors (e.g. weather, power outage, natural disaster, etc).

1. General Rule – All matches are paid on the official result, as declared by the ICC or other applicable governing body. Any changes to the official result after bet settlement will be ignored for settlement purposes.
2. Test Cricket – if the match finishes with scores level (a tie) bets on the draw will be settled as losing bets, while bets on the individual teams will be settled using the dead heat rule.
3. Limited Overs Cricket – if the match finishes with scores level, dead heat rules will apply unless the competition has a tie-breaker method in place to determine the winner (e.g Super-Over etc.) Any Statistic based markets or exotics are settled prior to tie-breaker method being implemented.
4. Most Match Sixes/Fours/Boundaries - If a limited overs match is reduced by more than 20% of the scheduled overs all bets will be void unless a winner has been decided prior to the reduction. Super Overs do not count towards settlement of this market.
5. Total Match 6's - If a limited overs match is reduced by more than 20% of the allotted overs all bets will be voided unless a winner has been decided prior to the reduction. Team Total 6's – In a limited overs match if a team's innings is reduced by more than 10% of the allotted overs all bets will be voided unless a winner has been decided prior to the reduction.
6. Team Total Runs – In a limited overs match, wagers placed on team total runs stand once the match is official and no more than 10% of the scheduled number of overs have been reduced. Once a reduction in overs has occurred, a new set of totals will be posted on site. If there is a further reduction in overs, these new totals will be void. Super Overs do not count towards settlement of this market.
7. Total Runs 1st 6/12/15 Overs – Wagers on this market will be void if 10% or more reduction of the scheduled number of overs for the inning occurs.
8. Session Runs – Settlement based on total runs scored in a session (including extras) regardless of which team(s) scores the runs. If less than 20 overs are bowled in a session all wagers will be voided unless otherwise stated.
9. Highest Opening Partnership - If either team's innings is shortened once play has commenced then all bets on this market will be void. If a batsman retires hurt the partnership will be deemed to be the number of runs scored up to the fall of the first wicket.
10. Fall of 1st/Next Wicket - If a team's innings gets shortened prior to the commencement of their innings, all bets on this market shall be void. If a batsman retires hurt the partnership will be deemed to be the number of runs scored up to the fall of the first/next wicket. In the event of a declaration markets will be settled on the score at the conclusion of the innings.

11. Highest First 1st 1/6/15 Overs - If either team's innings is reduced all wagers on this market are void unless the result had been determined prior to the reduction. If no Tie option is offered Dead Heat Rules will apply.
12. Team of Top Runscorer – Over Restrictions as per Top Runscorer Rules – In Limited Overs matches, any reduction of overs that results in one team having less scheduled overs will result in bets being void.
13. To Hit a Six/3+ Sixes - Bets Refunded if player not named in starting team.
14. Top Runscorer - Unless the innings is completed (i.e. by all wickets being taken, the match being completed or by declaration), the following minimum number of overs must be bowled in the innings for bets to stand.

Test Matches/Sheffield Shield/County – 50 overs

50 over match – 25 overs 40 over match – 20 overs 20 over match – 12 overs

All Top Run Scorer bets will be for the 1st Innings (being the 1st innings of each team, regardless of which team bats first), unless otherwise stated.

Individual match wagers on players not in the starting 11 will be refunded, however series betting is 'all in' regardless of the number of matches played by a competitor. If equal on runs the Dead Heat Rules apply.

Head to Head/Trios or Group betting markets will be settled on the number of runs scored in the first innings of a match only unless otherwise stated. All Players run Head to Heads / Trios in Test Cricket / First Class Cricket will stand providing all players are in the final 11 regardless of if they bat or not. In limited overs matches, all player run Head to Heads/Trios need all listed players to reach the crease for bets to stand. Runs made in Super Over do not count towards settlement.

15. Player Runs Over/Under - All player runs markets are for the current innings unless stated otherwise. Wagers on this market will stand providing the batsman reaches the crease. Should an innings be shortened or a declaration occur, or if the player retires hurt, or if the player remains not out, their score at the conclusion of the innings shall determine settlement of bets.
16. Player to Score 10/20/30/40/50/100 - Bets Refunded if player not named in starting team. Bets will be void in limited overs matches if 50% or more of the scheduled overs are lost.
17. Player of the Match – matches within Australia will be settled on results from cricket.com.au. All other matches will be settled on results from espncriinfo.com
18. 1st Man Out/Next Man Out – Both named players must take the crease at the same time for bets to stand. If no wicket is taken or player retires hurt, bets are void. For the avoidance of doubt this applies to women's matches as well.
19. Century/Double Century to be Scored? – in limited overs matches, any reduction in overs will result in bets being void unless unequivocally resulted prior to the reduction of overs.
20. Match Run Outs Over/Under – If any overs are reduced then all bets shall be void unless unequivocally resulted prior to the reduction of overs.
21. Most Wickets - Individual match wagers on players not in the starting 11 will be refunded, however series betting is 'all in' regardless of the number of matches played by a competitor. If equal on wickets, the Dead Heat Rules apply. If no wickets taken Dead Heat Rules will apply divided by the number of players quoted in the market.

The following minimum number of overs must be bowled in the relevant innings or the innings completed (concluded) for innings bets to stand:

Test Matches/Sheffield Shield/County – 50 overs

50 over match – 25 overs 40 over match – 20 overs 20 over match – 12 overs

Head to Head/Trios or Group betting markets will be settled on the number of wickets taken in the first innings of a match only unless otherwise stated.

Players quoted must be in starting 11 but do not have to bowl a ball for bets to stand. In the case of two or more competitors finishing with the same number of wickets, Dead Heat Rules will apply. If no wickets taken Dead Heat Rules will apply divided by the number of players quoted in the market. Wickets taken during a super over do not count towards settlement.

22. Player to take 1+/2+/3+ Wickets – Any reduction of overs for listed players bowling innings will result in bets being void unless an unconditional conclusion reached before overs lost.

23. Player Performance Markets - Points will be awarded to the player in the following manner:

1 point per run scored with the bat 10 points per catch taken in the field 20 points per wicket taken with the ball 25 points per stumping carried out by the wicket keeper

For Player Performance bets to stand:

- Test Matches – A ball must be bowled in the 3rd innings of the match.
- Limited Overs – there is no reduction in overs.

Bets will be paid if an unconditional conclusion has been reached prior to the above conditions occurring.

Any points scored in a “Super Over” or similar will not count towards players final points total.

24. Substitutes - For betting purposes, should a substitute come into a game, they will not be recognised for betting settlement. Should a substitute win a market (e.g. High Bat / Most Wickets) this market will be deemed void and all bets refunded as they were not in the starting 11.

25. In-Play markets - For In-Play betting purposes, unless expressly stated otherwise, a reference in a market to an ‘innings’ is a reference to the particular innings which is currently being played at the time the In-Play market is available.

DARTS

1. Match Betting: In match bets, the player progressing to the next round will be considered the winner, so long as one of the players has thrown a dart at the start of the first leg. However, if the dart is not thrown, all bets will be void. In matches where a draw is possible, in the event of a draw, bets on players to win will be treated as losing selections.
2. Correct scores: When betting on the correct score for a leg or set of darts then the required number of legs or sets to win the match, must be completed, otherwise bets will be void.
3. Next leg betting: The player who wins the next specified leg will be deemed the winner. If the leg does not take place then all bets on markets for that leg will be void.
4. Next set betting: The player who wins the next specified set will be deemed the winner. If the set does not take place then all bets on markets for that set will be void.
5. Handicap betting: If a match is not completed then all bets will be void.
6. Winning double: The bull counts as red when betting on colour. The specified leg/match must be completed for bets to stand.

7. Highest Checkout: (for the set, match) If there is no tie price offered then dead-heat rules will apply, unless otherwise stated. Bets will be void if the match is not completed.
8. Highest Checkout for the Tournament: Dead heat rules apply if two or more players have the same highest checkout. Bets will be void if the tournament is not completed.
9. Total/Most 180s for the match: If there is no tie price offered then dead-heat rules will apply. Bets will be void if the match is not completed, unless settlement of bets is already determined.
10. Total/Most 180's for the tournament: Dead heat rules apply if two or more players have thrown an equal number of 180's. Bet will be void if the tournament is not completed.
11. King of the Oche: This market applies to the same player winning the match, scoring the most 180's and achieving the highest checkout in the same match. If any of these markets finish in a tie then all bets will be settled as losers.
12. League Competition: Should a player withdraw from a league competition before its conclusion, for example the Premier League, then bets on that player will be void unless settlement has already been determined and any "finish bottom" market will be voided.
13. Tournament Betting: Predicting which player will win a tournament. If a player has started the tournament and subsequently withdraws all bets will be deemed losers
14. Popular markets: All markets below will be void if the match is not completed, except where the outcome has been unconditionally determined:
 - Handicap Markets - Predict the winner once the handicap spread has been applied to the actual scores. In the event of the statutory number of legs/sets not being completed, changed, or differing from those offered for betting purposes, then all bets will be void.
 - Leg/Set Betting - Predict the correct leg/set score.
 - Total Legs/Sets - Predict whether the total number of legs/sets in a match will be over or under a specified figure.
 - Total Legs Odd/Even - Predict whether the total number of legs in the match will be an odd or even number.
15. Next Leg/Set Betting All markets below will be void if the next leg/set is not completed:
 - Next Leg/Set Winner - Predict which player will win the next leg/set. If the leg/set does not take place all bets will be void, except in the event of the award of a leg/set for any reason in which case bets will stand.
 - Next Leg Checkout Score - Predict whether the winning checkout will be over or under a specified figure.
 - Next Leg Double - Predict the winning double of the next leg.
 - Next Leg Winning Double Colour - Predict the colour of the winning double in the next leg. The Bull counts as red.
 - Next Leg 180 - Predict whether or not a 180 will be scored in the next leg.
 - Player Next leg 180 - Predict whether or not the specified player will score a 180 in the next leg.
16. Specials:

All markets below will be void if the match is not completed, except where the outcome has been unconditionally determined:

 - Number of 180s in Match - Predict whether the total number of 180s in the match will be over or under a specified figure.
 - Player Total 180s - Predict whether the total number of 180s for a specified player in a match will be over or under a specified figure.
 - Who Will Score the Most 180s? - Predict which player will score the most 180s in the match. Odds are quoted for the tie and in the event of a tie bets on either player are lost.
 - Who Will Score the First 180? - Predict the player to score the first 180 in the match. If a 180 is not scored during the match, then all bets will be void.
 - First Leg 180 - Predict whether or not a 180 will be scored in the first leg.
 - 180s Handicap Matchbet - Predict the player who will throw the most 180s once the stated handicap has been applied. There is no tie possible.

- Highest Checkout - Predict which player will make the highest checkout in the match. Odds are quoted for the tie and in the event of a tie bets on either player are lost.
- Highest Match Checkout - Predict whether the highest match checkout will be over or under a specified figure.
- 170 Checkout - Predict whether or not there will be a 170 check out in the match.
- 9 Dart Finish - Predict whether or not there will be a 9-dart finish in the match.

17. Premier League Where a player withdraws from a Premier League session, all bets on that match will be made void. Any bets placed on special session markets on either of the players in a match where a player withdraws will also be void. Any bets on other players on special session markets will be settled based on the originally scheduled matches that actually take place, ignoring the match where a player was withdrawn.

ESPORTS

1. The start dates and times displayed on our website for E-Sport matches are an indication only and are not guaranteed to be correct. That means wagers will stand if a match is offered with an incorrect date and/or time.
If a match is actually suspended or postponed and not resumed within 12 hours from the actual scheduled start time, then wagers on the match will have no action and be refunded. The exception being any wager on whether a team/player advances in a tournament or wins the tournament will have action regardless of a suspended or postponed match.
2. If the name of a player or team is misspelled, all wagers will stand as long as it's clear what game or match the wagers are on. If a player or team changes their name, lines offered using their previous name will have action as long as it's clear what game or match the wagers are on.
3. If in an official match a player plays with the wrong nickname or on a smurf-account, the result is still valid unless it is evident that it is not the player that was supposed to play that match.
4. All wagers will be settled using the official result as declared by the relevant governing body of the competition concerned.
5. If a draw option has not been made available, then extra time will count, if played.
6. **Handicap betting:** A spread in E-Sports can be Rounds/Maps or other counting measures dependent on the game. The spread will only be referred to as the spread. (For example, in Counter Strike the spread will be rounds won, while in Starcraft 2 the spread would be maps).

Handicapping is a way of making a sports contest more even and thus more interesting as a betting object. In E-Sports betting, this is done by awarding one of the teams/players, the underdog, some maps/rounds.

7. **Total Betting:** A total in E-sports can be Rounds/Maps or other counting measures dependent on the game. The total will only be referred to as the total.
If either player wins 2-0 all bets on under 2.5 will win, while bets on the over will lose. If either player wins 2-1 all bets on the over win, while bets on the under lose.
8. If a map is not completed because of a player retirement or disqualification, all bets on the outcome will have action and will be validated based on the official declared winner. Counter-Strike maps are exceptions to this rule, for which all moneyline, spread and total bets are cancelled if a team retires or is disqualified before all scheduled map rounds are played.
9. Should a player/team withdraw before a tournament begins, or retire during a tournament, bets on that player/team to win the tournament, or to advance in tournament, will be cancelled and monies refunded.
If the respective player/team withdraws before the tournament begins while being listed as "must start", then wagers on whether a player/team advances in tournament or wins the tournament, will have no action and monies refunded – this applies to all players/teams participant in the tournament.

10. If the announced number of maps/rounds is changed or the match is offered with an incorrect map/round format, all wagers on the match, maps and wager types related directly to the match or maps will be cancelled.
11. If a player or team receives a walkover or win by admin decision on a map before the start of the map all wagers on the map will be cancelled.
In CS:GO: If a team retires, receives a win by admin decision or is disqualified before all scheduled rounds on a map are played, all wagers on the map will be cancelled.

In Dota2, League of Legends and other games: If a walkover or win by admin decision is given in the first 10 minutes of a map, all wagers on the map will be cancelled. If a win by admin decision is awarded past minute 10, the map will be graded using the official result.

If wagers on at least one map of a series were cancelled due to any of the reasons listed above, all wagers on the series line will also be cancelled. Furthermore, If at least one map of a series is postponed by more than 12 hours, all wagers on the series will be cancelled.

12. Wagers will not be cancelled because a team is playing with a stand-in or replacement player. If the organizer of the event allows for stand-ins and there is an official result, all bets will be graded normally.
13. In games with a Hero Draft/Champions Select phase (dota 2, LoL, etc...) bets during this phase are allowed.

14. Props:

Minutes: A total will be offered on the duration of a map (in minutes). If the map ends in fewer minutes than the total offered, the "under" will win and the "over" will lose. If the map lasts longer than the total offered, the "over" wins and the "under" loses. If the map ends at exactly the same number of minutes as the total offered, wagers will be pushed and money returned.

Example: A total of 36 is offered on the Minutes prop in Dota2.

1. If the map ends at 36:02, "over" wins and "under" loses.
2. If the map ends at 35:45, "under" wins and "over" loses.
3. If the map ends at exactly 36:00, wagers are pushed and money is returned.

First Tower: The first team that has one of their towers destroyed loses this bet.

First Blood: The team that is announced in-game to get "First Blood" wins this bet.

1st to 10 kills: The first team to get to 10 kills on the in-game scoreboard wins this bet.

1st Round: The team that wins the first round wins this bet.

1st to 5 Rounds: The team that first wins 5 rounds wins this bet.

In Dota and LoL any Kill props will be graded using the in-game scoreboard, displayed at the top of the screen.

15. If a 5v5 team match starts with less than 10 players, or if a 6v6 team match starts with less than 12 players, all bets on the map and series will be cancelled. In DotA2 and League of Legends, if a player disconnects during the first 10 minutes and is unable to reconnect or be replaced for the rest of the game, all bets on the map and series will be cancelled. In CSGO, if at least 5 rounds are played with less than 10 players, all bets on the map and series will be cancelled. One or more player(s) disconnecting or quitting after 10 minutes into a DotA2 or League of Legends match is not a valid reason for the cancellation of wagers on that map or any props concerning that map.

16. If a map is remade or rewound (for example by Chronobreak in League of Legends) after being partially completed, any props (1st blood, 1st tower, 1st to 10 kills etc...) already decided will be graded with the results from the partially completed map. Any props that are not yet decided will be graded with the results from the remade or rewound map.
17. In a match where one team/player has an advantage of one or more maps awarded as part of the tournament format (for example due to one team coming from the upper bracket in a double elimination format), our match line will include the given advantage. If there is a 1-0 advantage, our map offering will start with map 2, if there is a 2-0 advantage, our map offering will start with map 3 and so on. If the advantage comes from a walkover/default win that was awarded by admin decision for example due to one team showing up late to their match this does not apply.
18. In Playerunknown's Battlegrounds (PUBG), Fortnite and other Battle Royale games the outright winner will be graded according to the official ranking. Head to head matchups between players/teams will also be graded according to the official ranking. If the ranking calculation is not clearly explained by the official tournament rules, bets will be graded as follows:

Bets on an individual round will be graded based on the placement of the team or player in said round. Placement referring to which team lasted longer.

Bets on a whole day of play will be graded based on the total points (Placement Points + Kill Points) gained on that day by the teams or players in question. This applies even if only a single round/match was played on that day.

Bets on the whole event such as "outright winner" will also be graded based on the total points (Placement Points + Kill Points) gained by each team or player over the course of the event.
19. If we offer props for a specific player on a specific map, the player has to start on that map for wagers to stand. If the props are offered for a specific player for a whole match, the player has to start on all maps of that match for wagers to stand.

FUTSAL

1. Unless otherwise stated, all wagers are settled on regulation time only. This includes two periods of play and any time the referee adds on to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts.
2. If a match is suspended before full time is reached, and not completed the same day, wagers on the outcome of the match are considered void and all stakes shall be returned.
3. If a match is postponed for any reason, all wagers will be cancelled and monies refunded.
4. **Venue Change:** If a match venue is changed, all bets stand.
5. **Team to be Relegated:** This bet relates to the teams which occupy the relegation places at the end of the season. All future changes, which may occur for whatever reason, are deemed irrelevant for this bet.

GAELIC FOOTBALL AND HURLING (GAA)

The following general rules apply to this market:

1. All bets are settled on the official result at the end of normal time (including any injury time). Extra time does not count unless specifically stated otherwise.
2. If a game is postponed all bets will be void unless the game is played within 24 hours of the original start time.
3. If, having started, a game is abandoned or postponed then any bets on markets for which the result has not already been determined will be void.

Match betting:

1. All bets are settled on the official result at the end of normal time (including any injury time). Extra time does not count unless specifically stated otherwise.
2. If a game is postponed all bets will be void unless the game is played within 24 hours of the original start time.
3. If a match is no longer being played at the venue advertised, bets will stand as long as it takes place within the original county. This applies as long as the venue is not switched to the opponents ground or to a venue outside of the original county.
4. Should a match be abandoned prior to completion, all markets on that match will be void, unless a definitive result for that market has already been determined prior to abandonment (e.g. First Goalscorer and First Score in Game).

Half-time/Full-time betting:

Bets on this market settled on the result at half time and the result at the end of normal time.
(Including injury time)

Goalscorer Betting:

1. Bets on this market are settled on the first player to score a goal in the game within normal time.
2. Stakes are refunded on any player who takes no part in the match or who comes on as substitute after the first goal has been scored. Own goals do not count for First Goalscorer purposes and are ignored.
3. If the only goal scored within normal time is an Own Goal, then No Goalscorer will be deemed to have been the successful outcome.
4. If a match is abandoned before the first goal is scored, all bets are void. This includes "No Goalscorer" bets as these are offered on the basis of the entire game being completed. If a match is abandoned after the first goal is scored, all bets stand.
5. Where there is a dispute concerning who scored the goals in a match, bets will be settled based on the result published by the official governing body immediately the match is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.
6. We try to offer a price on every player taking part in a particular game to score the first goal. If you wish to bet on a player who is not displayed our list, please contact our Customer Support department.

Winning Margins betting:

1. All bets are settled on the final result at the end of normal time (including any injury time). Extra time does not count.
2. The result of this market is determined by the winning team's points superiority. (1 goal = 3 points). For example, if the result of a game is Kerry 2 goals and 6 points (total points = 12) beat Dublin 1 goal and 7 points (total points = 10) then Kerry have won by 2 points.

Total Score in Game:

1. All bets are settled on the final result at the end of normal time (including any injury time). Extra time does not count.
2. The result of this market is determined by the final points total of the game. (1 goal = 3 points) For example, if the result of a game is Kerry 1 goal and 14 points (total points = 17) lose to Dublin 3 goals and 10 points (total points = 19) then the total score in game is 36 points.

Handicap betting:

GAA Handicap betting is in the form of a whole-point handicap (e.g. +/- 3points, +/- 7 points, etc.). Tie prices are also available. The winning selection is determined by adding the handicap to final points score.

First/Last Scoring Play:

1. This market is based on selecting the first or final scoring play and the team that will score it. For the purpose of this market, 'Dead Ball' will count as frees, penalties, sideline kicks/cuts, 45's/65's.
2. If a match is abandoned before there is a score, all bets are void.
3. If a match is abandoned after the first score has been registered, bets on the First Scoring Play will stand, as there will be a definitive result for the market. However, in any scenario where a game is not completed the Last Scoring Play market will be void.

Player Total Points:

1. This market is based on selecting Over or Under a given line for a player's contribution to his team's total points. Goals count as 3 points towards the player's total.
2. The player must start the match for which the price is offered or all bets on that player will be void.

Added Time:

1. The market is settled on the announcement of the minimum number of minutes of added time. This will be announced at the stadium over the public address system and repeated by the match commentator on the live broadcast. The amount of time actually played is irrelevant to this market, all bets are on the announcement.

GOLF

General:

1. If the start of a round is delayed, or if play during a round is suspended, all pending wagers will remain valid for 48 hours. If the postponement lasts more than 48 hours, all pending wagers will be cancelled and the monies refunded.
2. Wagers on a golfer who does not play in the tournament are graded as No Action, and all monies refunded.
3. A golfer is deemed to have played once he or she has teed off. In the event of a player withdrawing after having teed off, wagers on that player will be lost.
4. Wagers will be settled using the official tournament and match results (including final match correct score and individual match betting). This includes a match which finishes early, either by agreement of the players or because of injury.

Outright Betting (Tournament Winner):

1. The "Field" includes all players not offered by name.
2. All outright bets are settled on the player winning the trophy. The result of play-offs is taken into account.
3. If a tournament does not go the specified number of completed holes (usually 72) and is shortened by the tournament officials, the leader at the end of the number of holes specified by the officials will be the winner, unless there is no further play or only part of a round completed after a bet has been placed, in which case that bet will be cancelled.
4. In the event that two or more golfers are tied for the lead at the end of regulation play, a sudden death playoff is normally used to determine the winner of the tournament. In this case, the winner of the playoff is the winner for betting purposes. All other golfers in the playoff will be graded as second-place finishers.

5. In the event of a tie for a finishing position, the tied position will count; for example, if five players tie for eighth place, all five will be considered to have finished eighth.
6. In some tournaments, tournament officials may have the individuals play a specified number of playoff holes to determine the tournament winner. In this case, the golfer with the lowest score after completing the specified number of holes will be declared the winner, and all other golfers in the playoff will be graded as second-place finishers.

Golf Matchups:

1. In head-to-head matchups, both golfers must tee off in order to have action.
2. Players are paired for betting purposes only. The player with the lower score over the entire tournament is the matchup winner.
3. Settlement will be on the player achieving the highest placing at the end of the tournament. If the number of rounds played is reduced, as in the case of bad weather, bets stand providing that a tournament winner is declared.
4. If one player misses the cut, the other player is deemed the winner. If both players miss the cut, the lowest score after the cut has been made will determine the winner.
5. If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, the other player is deemed the winner.
6. If a player is disqualified during either the 3rd or 4th rounds, when the other player in the match bet has already missed the cut, the disqualified player will be considered the winner.

To Miss/Make the Cut:

For some tournaments we may offer prices for players to make the cut (take part in the final rounds), or miss the cut (fail to qualify for the final rounds).

18 Hole Wagering:

The winner will be the player with the lowest score over 18 holes. If scores are level after 18 holes, all wagers will be cancelled. Play-offs do not count.

Finishing Position of a Named Player:

In the event of a tie for a finishing position, the tied position will count, eg. A tie with 5 other players for 8th place will count as a finishing position of 8.

Individual Player's Round Score:

All bets will be cancelled if the player does not complete the round.

Selected Player's Score at the Next Hole:

All bets will be cancelled if the player does not complete the nominated hole. Settlement of bets is determined when the player leaves the green.

Group Betting:

1. The winner will be the player with the lowest score at the end of the tournament (or after the cut if all players miss the cut), playoff included.
2. In the event of a tie, the winner will be the player with the lowest score for the final round. If a tie still exists the stake money on a player is divided by the number of players involved in the tie. The full odds are then paid to the divided stake, with the remainder of the stake money being lost.
3. If a player does not tee off all bets on that group will be void and monies refunded.

Golf Three-Way Matchups (Three-Balls):

1. Wagers on three-way golf matchups, known as "three-balls", will be decided by the lowest score after one full round of play. A full round is complete when 18 holes have been completed.
2. If a player who has started withdraws before completing 18 holes, he is deemed a loser regardless of the score. A player has started once he tees off on the first hole. If any player withdraws before starting, all bets on all players in his group are cancelled.
3. In the event of starting groups being rearranged, bets will be settled on the original groups.

Breaking Ties:

In case of a tie for the low score in three-ball matches, we use the European dead heat rule:

If two golfers tie for the best score, a bet on either of these golfers will be settled and paid as follows: Half the bet (lay amount) is paid off at the quoted price, and half the bet loses. A bet on the golfer who finishes last is a losing bet.

If all three golfers tie for the best score, a bet on any of these golfers will be settled and paid as follows: One-third of the bet (lay amount) is paid off at the quoted price, and two-thirds of the bet loses.

Top Points Scorer:

In the event of a tie the stake money on a player is divided by the number of players involved in the tie. The full odds are then paid to the divided stake, with the remainder of the stake money being lost.

HANDBALL

1. For wagering purposes, winners and losers are determined by the score at the end of normal time. Extra time (an extension of normal time) will not count unless specified.
2. ACCA may offer a so-called three-way line with the draw as the third betting option. In these cases, when the outcome is a draw, only those bettors who wagered on the draw will be paid as winners; those who wagered on either team or contestant to win will lose their stake.
3. If a match is postponed for any reason, all wagers will be cancelled and monies refunded.
4. If a match venue is changed all bets stand.
5. Game props: All game props, including the following markets, will be settled on regulation time only and exclude overtime if played:
 - Team with highest scoring half
 - Highest scoring half
 - Game total odd/even
 - Team total odd/even
 - Winning margin
 - Double result
 - Race to 5/10/15/20 goals
6. Top team Goalscorer: Goals scored in 60 minutes and extra time count but penalty shoot-out goals do not. Dead-Heat rules apply. If a player takes part in the tournament bets have action.
7. Tournament top Goalscorer: Goals scored in 60 minutes and extra time count but penalty shoot-out goals do not. Dead-Heat Rules apply. If a player takes part in the tournament bets have action.
8. In-Play betting: All markets are based on regulation time for settlement purposes (overtime does not count). In tournaments, if a new market is formed at the end of regulation time, eg. To Win in Overtime, penalty shootouts count.

HOCKEY (Field)

1. Overtime does not count unless specifically stated otherwise.
2. If a match is abandoned all bets will be void, except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.
3. If a match is not played on the scheduled date all bets will be void.

ICE HOCKEY

General:

1. Unless otherwise stated, all wagers are for regulation time ONLY and do NOT include either overtime or penalty shootouts.
Example: The Rangers and Kings are tied 3-3 after regulation time and proceed to overtime. The Rangers eventually win. The final score for wagering purposes is Rangers 3, Kings 3. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both teams will be lost.

If a line includes overtime, it will be clearly stated in the bet offer and clearly written on the ticket. Please check your ticket carefully.

Penalty Shootouts are expressly considered part of overtime. If a Penalty Shootout is contested, the winner will be credited with an extra goal.

Example: Dynamo and CSKA are tied 2-2 and proceed to a Shootout. Dynamo wins the Shootout. For our line matching "Dynamo including OT" vs "CSKA including OT", the final score for wagering purposes is Dynamo 3, CSKA 2.

2. **Minimum time for action:** Games must go a minimum of 55 minutes for action. If a game is suspended before 55 complete minutes are played, all bets on the outcome of the game are refunded.
3. **Minimum time for action on Periods:** The specific period must be played in its entirety for bets to stand. Otherwise, all bets on the period are refunded.
4. Goals in overtime or the shootout do not count toward bets on the 3rd period.
5. **"Home Goals vs Away Goals" and Grand Salami:** The "Home Goals vs Away Goals" and Grand Salami will be decided by the total goals scored in all games scheduled in the given league for the given day. All scheduled games must play three full periods. If any scheduled game is cancelled or stopped before three full periods are played, all wagers on the "Home Goals vs Away Goals" and the Grand Salami will be cancelled.
6. Bets on Team and Game related wager types are graded including Overtime and Penalty Shootouts, unless otherwise noted.
7. Bets on Player specific wager types are graded including Overtime but not Penalty Shootouts, unless otherwise noted.
8. Bets on Player Points include both goals and assists.

Regular Season Wins:

Teams must play at least 81 games for action. This includes overtime and penalty shootouts.

LACROSSE

Minimum Time for Action:

All games must go the full 60 minutes (plus overtime if necessary) for action.

MIXED MARTIAL ARTS(MMA)

1. Unless otherwise noted, fights must take place within one week of the listed date of the fight or the bout will be graded "no action" and wagers refunded.
2. Venue changes within the same country will not affect the status of pending wagers. Venue changes to a different country will result in a grade of "no action" on all pending wagers.
3. If the number of scheduled rounds in a fight is changed, the following wagers will have action: the fight winner, fighter wins only, and draw options.
"fight totals" & "will go / won't go" will have action if the updated scheduled rounds is more than the total listed on the proposition. Exact round of ending, fighter to win inside distance, win by decision, and goes distance propositions will all be no action if scheduled rounds are changed or mis posted.
4. Results will be graded based on the official result at ringside.
5. A result may be revised or altered after initial presentation by the ring announcer. For wagering purposes, results are not official until verified by officials at the fighting venue. Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.
6. A wager on a fighter "Inside Distance" wins if the selected fighter wins by KO, TKO, DQ, submission, or any other form of stoppage.
7. A wager on a fighter to win by "KO/TKO" wins only if the fighter wins by KO, TKO or corner stoppage. A win by submission is not considered a KO/TKO in MMA.
8. When a "draw" occurs, wagers on both fighters "to win" are refunded.
9. Other proposition wagers are graded according to their specific wording.
10. An "If Wins Only" wager loses when a fight ends in a draw.
11. Any fight that is deemed "no contest" will have all wagers refunded.
12. A total listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly two minutes and thirty seconds into a five-minute round. Thus, 2½ rounds would be two minutes and thirty seconds of the 3rd round.
13. If an over/under total lands on the exact half round total in a fight, the wager will be a push. If the phrase "Fight goes 2:30 round X", and the fight ends at exactly that second of that round, then "Fight goes" will be graded the winner.
14. In round distance wagering, if a fighter fails to answer the bell for the start of any round, the fight officially ended in the last round fought.
15. In total wagering, if a fighter does not answer the bell to start a round where the fight has gone the exact distance listed on the total, the UNDER is the winner.
16. For wagers that state "will a fighter win in round x", that fighter must finish the fight in round x to win the prop. For example, if you bet YES for "Mark Coleman to win in round 3", then the fight must be stopped in Coleman's favour in round 3 for yes to be considered the winner. The only exception is if a fighter does not answer the bell for a round. Then the fight officially ended in the last round fought.
17. Any fight involving an extra round or "sudden victory" round, this round will be included for wagering purposes.

MOTOR CYCLING

Race Betting

1. The result at the time of the podium presentations (or otherwise announced by the relevant governing body) will count in all markets, unless otherwise stated.
2. All riders in place for the parade lap will be regarded as runners for settlement purposes.
3. If a race is abandoned, without an official result being declared, all bets involving the race result will be void. Ride offs will not count for settlement purposes.

Qualifying Betting

The winner will be the rider declared by the sport's governing body as having won the qualifying session at the conclusion of qualifying.

Any subsequent changes to the grid order will not be taken into account for settlement purposes.

Match Bets

1. The winner of the race match bet, or group betting, will be the driver with the highest finishing position, or the driver who completed the most laps. If all named drivers retire on the same lap, then bets are void.
2. If any of the listed riders in a race match/group bet fail to start the parade lap, bets on that market are void.
3. If any of the listed riders fail in a qualifying match / group bet and take no part in the qualifying session, bets on that market are void. Bets are settled on the qualifying rules stipulated above.

Championship Betting

1. Bets will stand on riders and constructors, whether they compete or not. Bets will be settled in accordance with the official result given by the sport's governing body.
2. Season match bets will be void if either the named team or rider fails to take any further part in the season following the bet being placed. Official rankings will determine settlement where points totals are identical.

MOTOR RACING

Formula One

Race Betting

1. Unless otherwise stated the result at the time of the podium presentation counts in all markets.
2. All drivers who start either the parade lap or the race are considered as runners for all markets.
3. Race or other markets will be settled according to official FIA results at the time of the podium presentation regardless of any changes to the times, format and dates of practice, qualifying and/or race sessions. This is provided the session in question takes place within 30 days of the scheduled date/time.

Championship Betting

1. Bets will stand on all drivers and constructors, whether they compete or not. Bets will be settled in accordance with the official result given by the FIA.
2. Season match bets will be void if either named team/driver fails to take any further part in the season following the bet being placed. Official FIA rankings will determine settlement where points totals are identical.

Match Bets

1. The winner of a race head to head will be the driver with the higher finishing position, or the driver who completes most laps. If all named drivers retire on the same lap then bets are void.
2. If any of the listed drivers fail to start either the parade lap or the race, then all the bets on that market are void.

Fastest Qualifier

1. The driver achieving the fastest official qualifying time, in the specified qualifying session, is the winner.
2. Any subsequent demotions do not count for settlement purposes.
3. Official FIA placings count if times are identical.

Qualifying Match Bets

1. The driver with the faster official qualifying time is considered the winner.
2. If either driver fails to start a lap in the official race qualifying session, then all bets on that match are void.

To Be Classified

1. The official FIA classification will be used when settling this market.
2. Drivers who complete 90% of the number of laps completed by the race winner will be classified by FIA, and will be classified as winners in "to be classified" betting.

Number of Race Leaders

1. The driver who is in the car occupying the forward most grid position, normally pole position, at the start of the race counts as a race leader.
2. After the race has started, any other driver who completes a lap in first place counts as a race leader.

Finish In the Points / On the Podium

Settlement is based on the result at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

Fastest Lap

Resulted on the fastest lap during the actual race. Practice and Qualifying times do not count unless otherwise stated.

Finishing Position

1. Bets on a driver finishing position in a race will be settled according to the official classifications, or order of retirement if appropriate.
2. If the named driver fails to start either the parade lap or the race, then all bets on that market are void.

King of the Road

This market applies to the same driver achieving the following in the same race but if the qualifying session or race doesn't take place then all bets are void:

- Winning the qualifying session.
- Winning the actual race, and
- Completing the fastest lap during the race.

Will there be a safety car?

This market will be settled on the appearance of the safety car on track at any point in the race. (The 'virtual safety car' will not count for settlement purposes). If it is used at any point in the race but the safety car does not make an appearance on track then this will be settled as no safety car appearance.

V8 Supercars / NASCAR

Race Betting

Unless otherwise stated the result at the time of the podium presentation counts in all markets. Any drivers who fail to qualify for the race will be deemed non-runners. The race must take place within 48 hours of the scheduled off time for bets to stand. The official V8's / NASCAR winner of the race will be settled as the winner for betting purposes, this includes all races which are halted prematurely.

Match Bets

All match bets will be settled as per the official result. If one driver fails to complete the race, the other driver will be deemed the winner.

Where both drivers fail to complete the race, the number of laps completed will determine the winner. If both drivers fail to complete on the same lap, the official placings as assigned by the controlling authority will determine the result. Both drivers must start the race for bets to stand. In the event of a replacement driver all bets are void.

V8's Race Qualification

The market will be settled on the fastest times according to www.v8supercars.com.au. If qualification leads to a (top ten) shootout, then the winner of the shootout will be deemed the winner of the qualification market with any subsequent disqualifications/penalties.

NETBALL

Bets Settlement & Abandoned Games

Wagers on netball events are settled according to the official result as declared by the governing body of that event. Any subsequent amendments to the official result will be ignored for settlement purposes.

If an event is abandoned or postponed and not played within 24 hours of the scheduled start time, all bets shall be void and Multi-Bets will be recalculated excluding that leg except for markets that have already reached an unconditional conclusion.

In the event that a match starts but is not completed, all bets will be voided unless the wager has reached an unconditional conclusion.

Overtime

Overtime counts for the following markets unless otherwise stated: Head2Head, Line (Handicap), Total Goals, Home Team Total Goals & Away Team Total Goals.

All other markets will be resulted as per scores at the end of regular time.

POLITICS

1. Politics rules equivalent to those below apply to betting on any international election or political betting market. Initial officially declared election results will stand and any subsequent legal or constitutional challenges will not affect settlement or markets. We may with-hold settlement at our discretion until any recounts and reruns have been finalised.
2. Politics bets, combining any election results from the same country will not be allowed.
3. Bets on the general election winner will be settled on the political party which gains the most seats in parliament, unless otherwise stated.

4. If we offer a market on a political position, for example next Prime Minister or next Speaker, then bet settlement will be based on the next person to permanently fill the role. Interim / temporary appointments will not count for settlement purposes, unless otherwise stated.
5. If there is a merger of two or more of the listed parties, or parties / candidates agree to run together prior to an election, then bets on markets involving those parties, which have been struck prior to the announcement, will be void.
6. Seat totals for each party will be settled as declared by the agency in charge of organising, conducting and supervising the election, following the declaration of all seats.
7. When betting is offered on Next Party Leaders/Next Prime Minister/ Next President or similar, odds are offered on the basis of "all in, run or not" unless otherwise stated. No stakes will be refunded for reasons of ineligibility, failure to stand, withdrawal, or any other eventuality.

Australian Politics

1. Australian Federal or State Politics. Winning Party. Pays on which party provides the Prime Minister or Premier in the relevant election. We may delay settlement of any relevant markets until the final result is known. Coalition refers to the Liberal Party and National Party.

2. Australian Federal or State Politics. Next Party Leader. Bet settlement will be based on the next person to permanently fill the role. Interim / temporary appointments will not count for settlement purposes, unless otherwise stated. Coalition refers to the Liberal Party and National Party.

UK Politics - General Election

1. Voter Turnout

Will be settled on UK wide turnout on polling day. Any subsequent delayed votes or re-runs will not count.

2. Most Seats Betting

In the event of a tie, dead heat rules will apply to any affected markets. Unless specified, the Speaker does not count.

3. Vote Share Betting

Will apply to GB seats only (i.e. excluding N.Ireland) unless otherwise specified.

4. Postponed/Re-run Seats

A. Any seat which requires a re-run for legal or other reasons: The original declared result will stand for betting purposes.

B. Any seat which requires a postponement of the vote to a later date and is not held on general election day, will still count for purposes of seat totals or majority betting. We may delay settlement of any relevant markets until the result of any affected seats are known.

5. Majority Betting

A. For a party to win an overall majority, they are required to win over half of the UK constituencies contested i.e. if 650

seats are contested, 326 are required for a majority.

B. The Speaker will not count for any party totals. Any seats won in Northern Ireland will not count for either Labour, Conservatives or Lib Dem party totals. Candidates running under Labour Co-Op or similar affiliations will count for the respective parties.

C. If the next general election is run under a significantly different electoral system (e.g. no single member FPTP constituencies) seat total bets, majority bets and individual constituency markets will be void. Most Seats markets will stand.

6. Party Leader Markets & Leadership Elections

Unless otherwise specified, temporary or "caretaker" leaders will not count.

When betting is offered on Next Party Leaders/Next Prime Minister/ Next President or similar, odds are offered on the basis of "all in, run or not" unless otherwise stated. No stakes will be refunded for reasons of ineligibility, failure to stand, withdrawal, or any other eventuality.

7. Constituency Markets

A. All markets are for the next General Election, unless otherwise stated.

B. Other runners may be added at any time as they declare, or on request.

C. Bets on parties or candidates who do not stand will be losers.

D. Constituency betting is available as singles only.

8. Next Cabinet Member to Leave markets

Requires cabinet member to leave the cabinet - moving to another cabinet position does not count as leaving.

Dead Heat rules will apply if more than one person leaves the cabinet on the same day, irrespective of the time of announcement.

9. Post-Election Government Betting

A. A coalition is defined as any arrangement which results in representatives of the all of the parties named having cabinet seats in the first reformed cabinet after the election (and no other parties having cabinet representation).

B. A minority government is defined as the party named having less than 326 seats, but having all cabinet seats in the first reformed cabinet after the election.

C. A majority government is defined as the party named having over 325 seats and all of the cabinet seats in the first reformed cabinet after the election.

10. Debate Betting

Unless otherwise stated, the "winner" of any UK debate will be determined by the first YouGov poll on the debate winner (or similar). If YouGov do not release a poll within 24 hours, we will settle the winner as declared by a majority of any polls released by companies who are members of the British Polling Council within 24 hours of the debate. We will settle on the headline, rounded percentages and dead heat rules may apply.

US Presidential Markets

1. Next President

A. This will be settled on the winner as declared after the General Election for President, allowing for any relevant legal or constitutional challenges. If a different individual is inaugurated as President, that will not count for settlement purposes.

B. Electoral College vote shares will be settled on the results declared by individual states rather than the votes cast by electors at the subsequent college.

2. Party nominees & Vice-Presidential nominees

These will be settled on the nominees as declared at the Party Conventions in election year.

3. Primaries & Caucuses

All markets will be settled on vote share, unless otherwise specified. Results as declared by the individual state parties.

Subsequent corrections or alterations will not be taken into account.

4. US Presidential State Betting

Will be settled on state-wide vote share, allowing for any relevant recounts or legal challenges.

OLYMPICS (SUMMER AND WINTER)

General Rules

1. Games rules apply to both the Summer and Winter Olympics. They can also be applied to other multi-event championships, such as the Commonwealth Games.
2. Bet settlement is based on the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications or alterations, for whatever reason, will be disregarded.
3. All bets will be "all in", compete or not, unless otherwise stated.
4. If an event is cancelled, all bets are void.
5. If any event/match is postponed bets will stand providing the event is rescheduled to take place before the closing ceremony. This rule overwrites any of the individual sports' postponement rules.

Medal Tables

1. Betting on the medal table will be settled according to the published list declared by the governing body following the final event.
2. Any subsequent disqualifications or alterations, for whatever reason, will be disregarded.

Head to Head betting

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

POOL

Match Betting:

For this market, the winner will be deemed the player who progresses through to the next round, so long as one of the players has broken off at the start of the first rack. If there is no break off then all bets are void.

Handicap betting:

The required number of racks to win have to be played, otherwise all bets will be void.

Rack winner:

A player to win a specified rack. the winner will be resulted as the player awarded the rack on the official scoreboard. Bets will be void if the rack is not completed.

Total Racks:

If the specified number of racks, in a match, are not completed then this market will be void, unless the result has already been determined.

Team Based Events:

Bets on tournament outright winner will stand where an official result is declared regardless of any change to the competition format. However, all subsidiary markets (e.g. correct score, margin of victory, etc.) will be void unless a result has already been determined. Similarly, bets on player-based markets will be settled where a result is declared, except where no more play takes place due to abandonment or curtailment of tournament.

28. ROWING

All bets will stand, irrespective of whether a crew, or individual competes or not.

If a regatta is cancelled for any reason all bets will be void, except for those markets which have been unconditionally determined. Podium positions will count as the official result, Regardless of any subsequent disqualifications. If there is no podium ceremony, results will be determined in accordance with the officially published result.

RUGBY LEAGUE

Acceptance of Bets & Settlement:

All betting for rugby league matches includes extra time if required.

For any "Half" or "Second Half" betting, any points scored in extra time will be included as part of the second half.

If a match is abandoned or postponed and then resumed within 24 hours of the original scheduled date, all bets will stand. After 24 hours from the time a match is postponed; all single bets will be voided & refunded; Multi bets will be recalculated excluding the odds from the affected event.

If the venue is changed from the venue originally advertised all bets on that match are void.

Interrupted Matches:

If a match commences but is not completed, all bets will be void unless the relevant market has reached an unconditional conclusion. For example, in a total point or first Tryscorer market, the total points have reached the required amount or the first Tryscorer is known; however, Last Tryscorer market wagers will be void as the result is still undetermined.

If the relevant Governing Body declares a result for an uncompleted match, we will result the Head to Head market in accordance with that official decision. For example, where a team is leading by 38 points and the match is abandoned with 5 minutes remaining, if the Governing Body then declare the relevant score to be the final result we will then pay out the Head to Head market along with the usual other markets that have reached an unconditional conclusion.

Draws

If, after extra time, the match is a draw, Dead Heat Rules will apply.

The only exception to this are Margin markets in NRL affiliated matches. If, after extra time, the match is a draw, instead of being settled as unsuccessful, all Margin bets will be refunded.

For English Super League and English Championship matches, if, after extra time, the match is a draw, the Dead Heat Rules will still apply and any incorrect Margin bets will be deemed unsuccessful.

All bets on the Draw market will be resulted after the 80-minute result, not the final result after extra time. For example, if the match is drawn at the end of regulation time, bets on the Draw will be resulted as winners.

NRL affiliated matches apply to the NSW & Qld Cups, State of Origin, NRL All Star, Charity Shield, World Club Championship, Holden Women's Premiership and Women's State of Origin.

Flat Numbers

If the line / total is a flat number, e.g. 4 as opposed to 4.5, and the result lands on that number, all affected wagers are void and refunded. All multi bets affected are recalculated without the relevant leg. If the result lands on a flat number as part of a H2H/Total, Line/Total or Margin/Total Double dead heat rules will apply.

Outright and Future Markets

Premiership / Minor Premiership / Make Grand Final markets are All In Betting. (This means that all bets stand, no refunds are payable, and no deduction applies to winning bets). All Teams are declared starters regardless of any point deductions due to breaches of rules or regulations. Any decision made by the NRL regarding any loss of a Premiership after the Grand Final has been played, will be deemed null and void, and all bets will still stand.

Any Outright market referring to 'Regular Season' applies to all matches played up to but not including the Finals series, Playoff series or Grand Final. State of Origin, Test matches or any other non-regular season match held within the season are not included as Regular Season matches.

Top 4 / Top 8 / Least Wins are All In Betting. Any Team that has points deducted due to breaches of the rules and regulations will still be deemed to be a Starter. Any decision made by the NRL regarding the loss of premiership points is final.

Miss the 4 / Miss the 8 Markets: Any Team that has points deducted due to breaches of the rules and regulations will be deemed to be a Starter. However, if any team has points deducted which will result in only the one outcome, (i.e. a team WILL Miss the 8); then all bets on that team are void and refunded. All penalty decisions made by the NRL are final.

Least Wins (Wooden Spoon) pays on the team which records the least wins for the Regular Season. A draw is half a win. If more than one team has the same number of wins, the Wooden Spoon will be decided by the official NRL Ladder Position Tie Breaker Rules, (see 1.6 below) starting with the worst 'For & Against' record.

Premiership points deducted because of breaches of the rules & regulations are not considered losses and therefore are ignored for resulting purposes.

Ladder Position/Season Head to Head Tie Breaker Rules

If two or more Teams are equal in competition points, the winner will be determined according to the following order of criteria:

- A) Greater positive difference between points scored for and against;
- B) Greater percentage of points scored for and against (points for divided by points against x 100);
- C) Most tries scored;
- D) Most goals kicked;
- E) Most drop goals kicked;
- F) Least amount of penalties conceded in the Competition Rounds.

Player Markets

All Tryscorer market wagers are refunded if the selected player is not in the official final line up of 17 players for their team.

For any statistical markets, all nominated players must be in starting 13 for bets to stand.

For Player Head to Head markets, both players must be in the starting 13, if not wagers are refunded.

For Most Tries Head to Head markets, if no try is scored then the "Tie" selection is deemed the winner. For round statistical markets, if a listed player is not in the final line up of 17 players for their team, all wagers are refunded.

Penalty Tries

If a Penalty Try is the result for any Tryscorer market but that result is not offered as a wagering option, the player who was penalised and the Penalty Try therefore credited to will be deemed the winning selection. This will be settled according to the official NRL.com match centre.

Penalty Tries will stand as a try for all markets. For example, if a Penalty Try is the First Try of a match, then the next Tryscorer will not be paid out as the First Tryscorer.

Time of Try Markets

All Time of Try Markets will be settled according to the NRL.com official results. In some instances the television clock may appear slightly different to what the NRL official Time Keeper has recorded, in that circumstance the market will be always be settled according to the official result at <http://matchcentre.nrl.com>. j. Statistical Data

All match statistical data and SuperCoach points will be settled according to the official Foxsports website (<http://www.foxsports.com.au/nrl/match>) except Possession and Completion rates which will be resulted from (<http://matchcentre.nrl.com>)

All Statistical and SuperCoach markets will be resulted on Tuesdays following the completion of the relevant round.

RUGBY UNION

1. Bet Settlement: Wagers on Rugby Union events are settled according to the official result as declared by the governing body of that event. Any changes to the official result after bet settlement will not be recognised for settlement purposes.

2. Abandoned Games: If an event is abandoned or postponed and not played within 24 hours of the scheduled start time, all bets shall be void (including singles and legs in multi-bets) except for markets that have already reached an unconditional conclusion. (eg. 1st Try Scorer or Total Points Over 25 in a match that has scored 30 points before it was abandoned)

3. Extra Time: Unless otherwise stated in the betting market, the following markets will include extra time for settlement purposes. Head to Head, Line (Handicap) markets, Total Points Markets, Player Performance/Statistical markets. Extra time does not include any penalty shoot-outs.

4. Draws: If a match results in a draw, all markets are settled as per the Dead Heat Rule except where Draw is an option. In this case the draw will be paid as the winner and other options will be settled as losing bets.

5. Try Scorer Markets: Bets will be refunded if the player is not in the starting 23.

6. Futures/Outrights: All futures/outright markets are considered all-in betting. Therefore, any points deductions due to breach of rules and regulations will not void the bet. Any decision by the governing body regarding to any loss of a premiership after the Grand Final has been played will not be recognised for settlement purposes and bets will stand. Wooden Spoon/Finishing last markets do not include any loss of points for a rules and regulations breaches. Where an outright market finishes as a tie, dead-heat rule applies.

8. Rugby 7s: Shall be resulted according to the above rules unless otherwise specified. Second Half winner does not include extra time. Statistical markets are taken from www.worldrugby/seven-series

9. Penalty Tries: Where markets have penalty try as an option and a penalty try is awarded then other try market bets shall be deemed losing bets. If penalty try was not an option, the awarded penalty try will not be recognised for settlement purposes and the next try will be used to settle relevant markets. If there is no further try scored the market shall be abandoned and all bets shall be void. In this case No Try Scored/Scorer will not then be deemed a winner. Next try converted markets shall be abandoned and bets shall be void for competitions where the conversion is automatically awarded for penalty tries.

10. No Try Scorer: If a market doesn't have No Try Scorer as an option and there is no try scored then the market shall be abandoned and bets shall be void.

SNOOKER

General Rules

1. A snooker match is deemed to have started with the break for the first frame. Unless otherwise stated, all bets will stand providing that the initial break has been taken at the beginning of the match. The winner of the match is the player who progresses to the next round or is deemed the winner by the governing body.

2. If a player fails to start a tournament or match, all bets on that player, or individual match, will be void.

3. Once a player has started playing in a tournament, bets will stand on them for outright tournament betting purposes. If they then withdraw for any reason outright bets will be settled as losers.

Next Frame:

Which player will win the next frame? If the frame does not take place all bets will be void, except in the event of the award of a frame for any reason in which case bets will stand.

Popular Markets:

In the event of non-completion of a match, all bets on any markets listed below in that match will be void unless unconditionally determined:

- **handicap betting** – who will win the match after the stated handicap is applied?

- **frame betting** – what will the correct score of the match be?
- **first four / eight frame betting** – which player will be leading after the first 4/8 frames?
- **first four / eight frame score** – what will the correct score of the match be after the first 4/8 frames?
- **match winning margins** – how many frames will a player win the match by?
- **total frames over / under** – how many frames will be played in the match?
- **race to “x” frames** – which player will reach “x” amount of frames first?
- **147 in the match** – will a 147 be scored in the match? a 147 break consists of 15 consecutive reds and blacks, then all the colours. Any breaks of 147 or above that have required the use of free balls will be settled as losers unless the break was a free ball (red and colour) followed by a traditional 147.
- **first colour potted** – which colour will be legally potted first in the next frame? the first colour legally potted scoring its own value (i.e. not taken as a free ball) will be considered the winner, irrespective of whether there are any subsequent re-racks.
- **next frame – first player to pot a ball** – the first player to legally pot a ball in the next frame. The first player potting a ball legally will be considered the winner, irrespective of whether there are any subsequent re-racks.
- **mini session/session winner** - which player will win the stated mini session or session?
- **mini session score/session score** - what will the score of the stated mini session/session be?
- **mini session/session handicap** - who will win the stated mini session/session after the relevant handicap is applied?
- **this frame winner** - which player will win the current frame?
- **next frame 50 break** - will there be a 50-break scored in the next frame (by either player)?
- **next frame century break** - will there be a century break scored in the next frame? player a, player b, either player or neither player.
- **century betting**
 1. Century betting - how many centuries will be scored in total during the match?
 2. Player century betting - how many centuries will be scored during the match by the named player?
 3. Total match centuries – will the number of match centuries scored in total during the match be over or under the specified line?
 4. Player match centuries – will the number of match centuries scored by the named player during the match be over or under the specified line?
 5. Points markets:

In the event of any re-racks, for the markets below, points are not carried over from any part-frame played prior to the re-rack. In the event of non-completion of a match, all bets on any markets listed below in that match will be void unless unconditionally determined:

- **Next frame – race to 30** – which player will reach 30 points first in the next frame? the first player reaching 30 points will be considered the winner, irrespective of whether there are any subsequent re-racks. Should there be a re-rack prior to either player reaching 30 points then the winner will be the first player to reach 30 points in the re-racked frame.
- **Next frame total points** – How many points will be accumulated in total in the next frame? the total points scored in the frame include any re-spotted blacks.
- **Next frame winning margins** – The winning margin in points achieved by a player in the next frame.
- **Next frame highest break** – The player to score the highest break in the next frame.
- **Next frame highest break bands** – How many points will the highest break consist of in the next frame?
- **Next frame odd/even**– even - Will there be an odd or even number of points scored in the next frame?

SOCCER

General Rules

1. Unless otherwise specifically stated, all football bets are decided on play completed in "normal time", i.e. bets will be settled on the score at the end of the second half. Extra time and penalties do not count. ("the 90-minute rule").
2. If a match has been completed but the result is later deemed void then all bets will be settled on the original result regardless of any subsequently rearranged fixture.
3. If a match is postponed or cancelled, any bets struck prior to the scheduled start of this match will be deemed void.
4. Unless markets have already been determined all bets will be deemed void if the game is abandoned before the end of the 2nd half. This rule will apply even if the governing body declare that the result of the shortened match will stand for competition purposes (e.g: FIFA award a 2-0 victory to one of the teams).
5. Selections which are involved in matches where there is a change made to their scheduled opponent, or if the venue is changed (either reversed so the home team plays away, or changed to a neutral venue) will be deemed void. (see general betting rules).
6. If a match takes place but is not completed as advertised (e.g. is not a 90-minute match, or is split into 3 periods rather than 2 halves) then all bets on the match will be void.

Draw no bet:

If the game or half finishes in a draw then stakes will be refunded.

Home no bet:

If the game or half finishes in a home win then stakes will be refunded.

Away no bet:

If the game or half finishes in an away win then stakes will be refunded.

Half-Time / Full-Time

Bets are settled based on the result of the match at both half-time and full-time (i.e. at the end of 45 minutes and 90 minutes, including injury time). Bets will be void if the match is abandoned prior to the completion of 90 minutes play.

To win both halves:

The 90-minute match is treated as two separate 45 minute 'mini-matches' and therefore your selection must score more goals than the other team in each of the two halves. For example, if your selection scores in the first half of a match and the match finishes 1-0, although the first half was won 1-0, the score in the second 45 minutes was effectively 0-0 and therefore a draw. If this occurs, only the first half is considered to have been 'won' and therefore bets would be losers.

Handicap betting:

Handicap bets are settled on the basis that one of the teams is given a goal(s) start. Bets are settled by adding (or subtracting) the goal start to the 90 minutes result (45-minute result for 1st and 2nd half handicap markets). Please note this market does include a draw option and in the event of a handicap draw bets on either team will be settled as a loss.

How will my soccer bet on a cup tie be settled? :

All soccer bets will be settled on 90 minutes play (also referred to as normal time). This denotes the period of play which includes time added by the referee for injuries and other stoppages. This does not include scheduled extra time, or penalty shoot-outs, if played. In cup matches where penalty shoot outs or extra time are due to take place, all bets are settled on 90 minutes unless an outright (i.e. 'to qualify' or 'cup winner') price is specifically requested and confirmed at the time the bet is placed.

To Qualify market:

This will be settled on who goes through to the next round providing a match(es) have been completed. Any subsequent decisions do not apply.

First / Last / Anytime Player to Score:

1. Any player who takes the field between kick-off and the final whistle of normal time will be regarded as a participant for first / last / anytime scorer bets, subject to the proviso that players who could not have scored the first goal will be void. However, a player who does not take any part in the game will be considered a non-runner.
2. Own goals do not count in these markets, which means if an own goal is scored during the course of the game it will not be counted for settlement purposes.
3. All reasonable efforts will be made to quote prices for all participants. However, other unquoted players will count as winners should they score at some stage during the game.
4. Other related markets where the "anytime player to score" rules will apply are:
 - score one or more goals
 - score two or more goals
 - score three or more goals etc.

Scorecast bets:

1. A scorecast is a bet on the first or last player to score and the correct score in the same game. You must specify first or last goal scorer at the time of bet placement but if you don't specify first or last the assumption is that it will be on the first. Own goals do not count for this market.
2. If a selected player does not take the field he will be considered a non-runner for a scorecast bet. Also, for a first goal scorer (scorecast) bet if the selected player takes the field after the first goal has been scored then the bet will be void.

Wincast bets:

1. To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes.
2. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, wincast bets will be settled as void.

3. If a match is abandoned prior to the completion of 90 minutes all bets will be settled as void.

First / Anytime Assists

1. Assists are awarded to the player from the goal scoring team who makes the last touch to the Goalscorer.

2. In the event of a penalty or free kick, the player earning the penalty or free kick gets an assist if a goal is scored directly.

3. Own goals do count in assist betting.

4. If there is no assist for the first goal, 'first goal unassisted' will be deemed the winner. Bets will not roll onto the player who assists the second goal.

5. If the match ends 0-0, 'no goal' will be deemed the winner.

Adjudication of Results (including first goal scorers & assists):

1. Where there is a dispute concerning who scored the goals in a match, bets are settled on the first result published by the official source/governing body or alternatively the official website of the relevant event, immediately after the match/event is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

2. If the result is not immediately available from the official source/governing body or the official website of the relevant event, or there is significant evidence that the official source/governing body or official website is incorrect, we will use independent sources such as press association to decide settlement.

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

Match Specials:

1. Bookings index - bets are settled by adding the points per card issued within 90 minutes. Yellow card is 10 points red card is 25 points a maximum of 35 points can be awarded per player two yellow cards resulting in a red card will be counted as a total of two cards - one yellow card and one red card. Card points only count if they are shown to active players during the match. Cards shown to unused substitutes or managers and nonplaying staff do not count.

2. Corners

- It's only the corners actually taken that count in the corners' markets.

3. Highest scoring half

- For this market you need to decide which of the two halves will contain more goals. If a draw isn't included the dead heat rule will apply.

4. Time of the first goal

- For this market you need to decide the time that the first goal of the game will be scored, within the stated time period.

5. First/next team to score

- Includes own goals. If an option for no goal is not included and neither team scores then both selections will be settled as a loss.

6. 10-minute free-kick, corner and throw-in betting (can also include bookings, goals and the result at the end of just that 10-minute period)

- This market is offered for the number of free kicks, corners and throw-ins, in a 10-minute segment, during a match. The 80 minutes to full-time segment will include any stoppage / injury time at the end of the match.
- For settlement purposes, a penalty is not classed as a free kick and the actual free kick, corner or throw has to be completed to be counted in the total. In other words, simply being awarded a free-kick, etc. Will not count for settlement purposes.

Futures Football:

These are markets for bets placed over the course of the season.

1. All bets are settled on the final league placings unless, regardless of the results of any play-offs. This is called the minor premiership for a-league.
2. Bets on the a-league winner market will be resulted on the team to win the grand final. The market specific to the final league placings is called the minor premiership.
3. Bets will stand on any team that does not complete all its fixtures.

Head to Head Match Bets:

1. Only official league games will be taken into account and not play-off games.
2. If two teams finish the season on the same number of points, having completed all their games, then final league positions will be confirmed by goal difference. If goal difference is level then the team that has scored the most goals will be the winner. If points, goal difference and goals scored are the same then dead-heat rules apply.

Season Handicap Betting:

Each team will have a handicap applied to their final points total and goal difference will not count in the event of a tie. Dead heat rules will apply.

Manager markets:

Where manager markets are offered (who will be a named club's next manager?) Bets will be settled as the next permanent manager announced by the club unless otherwise stated. Interim and caretaker appointments will not count for settlement purposes.

Both teams to score:

If the match is abandoned after it has commenced, bets will be void unless both teams have scored. Where a match is abandoned after both teams have scored, bets will be settled on the both teams to score market. Own goals count in this market.

First team to score in the First Half / Second Half:

If neither team scores, bets are settled as a loss.

Result after xx minutes:

betting on who is winning a match at specified times throughout the match. Markets are settled on the score at 14:59 for the 15-minute market; 29:59 for the 30-minute market; 59:59 for the 60-minute market and 74:59 for the 75-minute market.

Number of corners:

bets are settled on the total number of corners within 90 minutes. Corners awarded but not taken will not count for settling purposes.

Timing of corner & Penalty Kicks:

For settlement purposes, the timing of any corners and penalty kicks will be based upon the time the kick was taken and not the time at which it was awarded.

Starting with less than 11 Players:

If any team starts a 90-minute competitive game with less than 11 players, all bets on that match will be made void.

Team classing another ground as their own in a competition:

A club team playing a competition is classed as playing at home if the fixture is moved from the team's usual ground to another ground within their national boundaries, e.g. when Arsenal played their Champions League home ties at Wembley. Bets will also stand if an international fixture is played in another country different to that of the home team.

Match result & both teams to score:

If the match is abandoned after it has commenced, bets will be void regardless if both teams have scored or not.

Top league / Tournament / Team Goalscorer

1. Bets placed on a player to be the top scorer in a given league are based on regular season games only. Any goals scored in subsequent play-off games do not count for betting purposes. Once a player is named in the squad and has the opportunity to play in the league that season, bets will stand.

2. Bets placed on a player to be the top scorer in a given tournament, or to be top team Goalscorer in a given tournament, will stand as long as the player is named in the squad and has the opportunity to play in the named tournament. If more than one player finishes on the same number of goals, then the dead heat rule applies (any tournament top scorer award, for example "golden boot" is ignored for settlement purposes). Goals scored in extra-time will count, but goals scored within penalty shootouts will not count.

Top Goalscorer and team to win:

Where there is a special price for a tournament top Goalscorer and team to win, any dead heat occurring in the top tournament Goalscorer part of the bet will be applied to the whole special bet.

Top X Team (Tournament)

Top team bets will be settled on the stage of elimination. Dead heat rules apply. For example, in the world cup, if all market selections go out in the group stage, they will all be settled as winners with dead heat rules irrespective of points scored in the group stage. For the world cup semi-finals, settlement will be based on the result of the third/fourth place play-off match.

Player score and Team win:

To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

Player to score and team draw:

To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

Player score and team lose:

To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

Player score first and team win:

To win you must successfully forecast a player to score first during 90 minutes and also the result of the match after 90 minutes.

Bets stand as long as your selected player plays some part in the match before the first goal is scored.

If your selected player does not take any part in the match before the first goal is scored, bets void.

Player to score first and team draw:

To win you must successfully forecast a player to score first during 90 minutes and also the result of the match after 90 minutes.

Bets stand as long as your selected player plays some part in the match before the first goal is scored.

If your selected player does not take any part in the match before the first goal is scored, bets void.

Player to score first and team lose:

To win you must successfully forecast a player to score first during 90 minutes and also the result of the match after 90 minutes.

Bets stand as long as your selected player plays some part in the match before the first goal is scored. If your selected player does not take any part in the match before the first goal is scored, bets void.

First team home Goalscorer:

To win you must successfully select a player to score first for the home team during 90 minutes.

Bets stand as long as your selected player plays some part in the match before the first home goal is scored. If your selected player does not take any part in the match before the first home goal is scored, bets void.

First team away Goalscorer:

To win you must successfully select a player to score first for the away team during 90 minutes.

Bets stand as long as your selected player plays some part in the match before the first away goal is scored. If your selected player does not take any part in the match before the first away goal is scored, bets void.

Player to score exactly 1:

To win you must successfully select a player to score exactly 1 goal during 90 minutes. bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

Player to score exactly 2:

To win you must successfully select a player to score exactly 2 goals during 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

Player to score exactly 3:

To win you must successfully select a player to score exactly 3 goals during 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

Player to score in both halves:

To win you must successfully select a player to score at least 1 goal in each of the first and second halves of normal play (90 minutes). Bets stand as long as your selected player plays some part in the first half. If your selected player does not take any part in the first half, bets void.

Player to outscore the opposition:

To win you must successfully select a player to score more goals than the entire opposing team during 90 minutes. IE Ronaldo scores 2 for Real Madrid in a 3-1-win Barcelona - Ronaldo has outscored the opposition 2-1. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

SURFING

Outright Betting:

Stakes will be refunded on surfers withdrawn prior to the start of an event. All wagers stand regardless of postponement / lay days and change of venue.

Bets are paid on the official result stated by the governing body. Tournament cancellation will result in all bets being void.

2 / 3 board betting:

Bets stand once all surfers have started a heat. If a surfer does not start then all bets on the heat will be void. All bets stand regardless of the length of delay / lay days or change of venue.

In the event of a heat being re surfed after it has finished, bets will be resulted on the surfer who is deemed the winner of the re surfed heat according to the official result as declared by the governing body.

SWIMMING

Podium positions:

For all swimming events we use the result at the time of the podium presentation or medal ceremony. any subsequent disqualifications or alterations, for whatever reasons, will be disregarded.

All in compete or not:

All bets on swimming events assume that everyone listed is a runner and that all bets are all in, compete or not, unless otherwise stated.

Table tennis

1. If a match is abandoned all bets on that match are void, except for those markets (e.g. race to 10 points or winner of a specific game) that have been unconditionally determined. in the event of a match not taking place or if a player/team is given a walkover, bets on that match are void.
2. If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand. If a match in the Olympics or world championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony.
3. If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).
4. In the event of a match starting but not being completed for any reason, all bets on that match are void, except for those markets (e.g. race to 10 points or winner of a specific game) that have been unconditionally determined.
5. Set betting (correct score): the bet refers to the correct final score in sets.
6. Set winner: this bet refers to winner of a specific set. The respective set must be completed for bets to stand.
In the event of a match not taking place or if a player/team is given a walkover, bets on that match are void.

TENNIS

Retirement or disqualification:

1. Head to Head matchups:

One full set must be completed for money line wagers to stand. If less than 1 set is completed, all money line wagers will be considered void. The winner of the match is the participant declared the victor by the umpire of the match.

Example: Nadal trails 0-6, 0-2 vs Djokovic and Djokovic is forced to retire due to injury (or disqualification). All money line wagers stand. Nadal is declared the winner while Djokovic is deemed

the loser. All other bets on the spread, total, team total and sets betting will be void regardless of current score.

If a player retires before the 1st set is completed, all wagers on the match will be considered void. Example: Nadal leads 2-0 vs Djokovic who retires due to injury. All wagers considered void.

2. First set betting: if the first set is not completed because of a player retirement or disqualification, all bets on the match will be considered void. Such wagers will be cancelled and the monies refunded. If the first set in a match is completed, the wagers are graded and will stand on that line.

3. Sets betting: If a tennis match is not completed because of a player retirement or disqualification, all set betting wagers will be considered void. Such wagers will be cancelled and the monies refunded.

Example: if we offer player a (-1.5 sets or -2.5 sets) vs player b (+1.5 sets or +2.5 sets) the match must be completed. If the match is not completed, wagers on that line are void. If we offer player a to win exactly 2 sets to 1 or player b to win exactly 2 sets to 1, those lines would be cancelled and refunded in the case of a retirement as well.

4. Handicap and Total games betting:

If a tennis match is not completed because of a player retirement or disqualification, all handicap and total games bets will be considered void, regardless of the score of the match. Such wagers will be cancelled and the monies refunded.

5. Proposition betting:

If a tennis match is not completed because of a player retirement or disqualification, all proposition wagers will be considered void. Such wagers will be cancelled and the monies refunded, with some exceptions pertaining to propositions that require the completion of an individual set.

Example:

To win 1st set (must complete 1st set)
correct score of 1st set (must complete 1st set)

Will there be a tie-break in the match? (must complete set)

6. For unique propositions on individual matches, the official tournament website statistics will be used for grading purposes.

Example:

Total aces by Nadal vs. Djokovic in Australian open semi-final. www.ausopen.org would be used for grading that proposition.

The time of the match will be taken from the official tournament's website. Rain delays are not included in the official time of the match.

7. Proposition betting for "who will last longer":

Both players must start the tournament for bets to have action. If both players are eliminated in the same round, bets will be graded no action and all monies refunded.

If both players in a last longer proposition reach the final, the winner of the final match will be declared the winner of the proposition.

8. Yes/No player to win proposition:

If a wager is posted before the tournament starts, the player must play one point in the tournament to have action.

If a wager is posted after the tournament has begun, the player must start his/her next scheduled match for that wager to have action.

Over/Under season rankings props:

In order for these props to have action, the player listed must start the Australian open. If they do not partake in their scheduled 1st round match in the Australian open, their ranking prop will be cancelled. Once they have started the Australian open then these props are considered "all in." if a player is injured during the course of the season, these props will still be graded taking their end of year ATP or WTA ranking. Also, wagering on the under of 3.5 ranking means that a player finishing the year ranked 1,2 or 3 would be considered a winner. Any rank over 3.5 (4, 5, 6 etc.) would be graded as a loss.

Season grand slam propositions:

"Will Novak Djokovic win a grand slam in 2015" props are considered "all in." if a player is injured and unable to play, the wagers still have action.

Higher end of year ranking head-to-head propositions:

In order for these props to have action, both players must start round 1 of the Australian open. If they do not partake in their scheduled 1st round match, their ranking prop will be cancelled and the monies refunded. Once they have started the Australian open, these props are considered "all in" and the prop will be graded based on each player's end of season ATP/WTA singles ranking. The player with the better end of year ranking will be graded as the winner. For example, Novak Djokovic ends the year ranked 25th in the ATP rankings and Andy Murray ends the year ranked 15th, Andy Murray would be graded as the winner as he has the higher ranking at the conclusion of the season.

Team total betting:

If a match ends with a player retirement, the team total bets for each individual player will be voided and graded as no action. A match must be completed for team total bets to be graded as action.

If one of the players does not start the match, or tournament, all team total bets associated with that match will be graded as no action.

Delay or Suspension:

If a tennis match is completed, without retirement or disqualification, all wagers stand as written. A delay in the start of a match will not affect the standing of wagers, nor will a suspension, as long as play is resumed and the match completed.

Pro Set:

If a match is decided on a pro set, instead of the normal length of the match, all wagers are refunded except wagers on the 1st set line and the match money line.

If a match plays with a super tie-break as or is switched to having a super tie-break, then all wagers will be refunded on that match except for the 1st set winner and money line winner. Both the 1st set winner and money line winner will have action and will be graded as normal.

Futures (ante post) betting:

All futures (ante post) bets have action. Should a player withdraw before a tournament begins, or retire during a tournament, bets on that player to win the tournament lose.

Parlays/Accumulators:

When placing a parlay in tennis, each round within the same tournament is treated as a separate league.

Change of venue or playing surface:

all bets stand regardless of any change of venue, court surface, changing from indoors to outdoors and vice versa.

Davis and Federation cup:

Davis cup or federation cup wagers on the "tie" are for that country to advance to the next round. Note that each tie consists of five rubbers ("matches"). The winner of the tie is the nation that wins three or more of the five rubbers in the tie.

In the event a match does not go the specified number of sets, and the match is shortened by tournament officials, the leader determined to be official by tournament officials shall be the winner.

Example: A match is scheduled for 5 sets, but only 3 sets can be played because of weather. The leader at the end of 3 sets would be declared the winner of the match. All wagers are refunded except wagers on the 1st set winner line and money line.

VOLLEYBALL

For the full Match period, lines for both Spread and Total use the set score for the match (generally best of 5 sets is played in a Volleyball match).

For Specific sets, lines for both Spread and Total use the points score for that particular set (generally sets in Volleyball are played to 25 or 15 points).

If a match is suspended before full time is reached, and not completed the same day, wagers on the outcome of the match are considered void and all stakes shall be returned.

For match and set wagering, the actual number of points played in a set will not affect how wagers are graded. For example, sets played to 21 points or 25 points are graded based on the winner of the set.

In case of a "Home and Away" format bets on the Away match do not include the "Golden Set".

Change of Venue:

If a match venue is changed, all bets stand.

Set Betting (Correct Score):

The bet refers to the correct final score in sets.

Set Winner:

This bet refers to winner of a specific set. The respective set must be completed for bets to stand.

The following markets will be void if the match is not completed:

- To win match
- Set betting
- Total match points
- Team total match points
- Handicap set betting

For individual set markets, in the event of the set not being completed bets will be void, unless the specific market outcome is already determined, however, if a specified set is completed and the match is not completed, there will be action on bets made on the outcome of the specific set.

WATER POLO

1. Bets will be settled according to the official result as declared by the Water Polo governing body.
2. Unless otherwise stated, all bets will be settled on the result at regular time.
3. If a match is abandoned before regular time is played, all bets on that match are void, except for those markets which have been unconditionally determined.
4. If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand.
5. If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).

WINTER SPORTS

General Rules:

If an event is being postponed for more than 48 hours from its original starting time, all bets on the event will be void/"no action" and the stake returned to your account. If the event is interrupted without an official result, the stakes will be refunded unless the event is being resumed within 48 hours of the original starting time. If a shortened / interrupted event is declared official within 48 hours the official results will then be used for grading and all bets stand.

H2H (Head-to-Head):

Both competitors must start (leave starting stand, make jump, start course, etc) for bets to have action. The H2H winner will be determined by the best result of the competitors listed at the end of the competition. For further clarification of the rules specific to the disciplines of biathlon, cross country skiing, alpine skiing and ski jumping, please see below.

If a matchup against "the field" is offered, the listed competitor must beat every other athlete for a bet on that competitor to win. If any athlete beats all the competitors, bets on "the field" will be graded as winners. If the competitor ties for 1st place, wagers on the matchups will be refunded.

Wagers on world cup season matchups will have action as long as both competitors start in at least one world cup event in the appropriate discipline.

BIATHLON

H2H Pursuit:

Pursuits will be graded by final finishing position from the official site, not by the time it took to complete the race.

Cross country skiing:

H2H Pursuit:

Pursuits will be graded by final finishing position from the official site, not by the time it took to complete the race.

Alpine skiing:

At least one of the participants must complete the entire event/all races for the bet to stand.

Ski Jumping:

H2H:

Both have to qualify and start in the competition for bets to stand. Official results will count regardless of number of jumps/rounds made.

RACING RULES

In these terms and conditions:

- "Acceptors" See Final Acceptances.
- "All Clear" All clear means that the racing stewards deem the finishing order of horses is correct, and that bets can be paid out. It also means that no protest or objection has been made by the connections of any horse in the race. Also see Correct Weight.
- "All-in" A betting proposition where no refunds are given for scratchings or withdrawals regardless of whether or not a particular runner starts or completes the event on which the bet is placed. This means that all bets stand, no refunds are payable, and no deduction applies to winning bets.
- "Ante Post", "Futures" Betting propositions on events prior to final acceptances.
- "Betting Receipt", "Betting Ticket" A receipt including a bet ticket number issued on confirmation of a bet placed, and in accordance with the Racing Rules of Play.
- "Bet Unit" The selected bet amount per combination in a combination bet.
- "Boxed Exotics" all possible combinations outcomes bet on in a combination bet.
- "Combinations" The number of possible of selected runners. "Combination Bet" or "Exotic Bet" A bet which involves selecting more than one horse in one or more races.
- "Correct Weight" Indicates that the weight allocated by the place-getters has been checked and is correct. Correct weight must be signalled before bets can be paid out. Also see All Clear.
- "Dead Heat" Occurs when two or more runners are officially declared to have finished equal. This applies to both winners and place-getters in a single race.
- "Deductions" A percentage reduction of a fixed odds return due to a scratching.
- "Exacta" A bet where you are required to select the 1st and 2nd horses in correct order.
- "Exotic Bet" See Combination Bet.
- "Face value of a bet" The bet unit multiplied by the odds for a given selection.
- "Final Acceptances", "Final Field" Official participants (acceptors) nominated to start in the race as announced by the controlling Race Club of the country in which the race is run.
- "First Fours", "First4" A bet where you are required to select the 1st, 2nd, 3rd and 4th place-getters in correct order.
- "Fixed Odds" Proprietary odds offered on a betting event, fixed at the time that the bet is placed. This means that the odds payable on winning bets do not change after the bet has been placed, regardless of market fluctuations (with the exception of deductions to betting in the event of late scratching(s), in which case the deductions are as per Rule 7).
- "Fluctuations" Changes in the odds offered on a particular runner as the market moves.

- "Futures" See Ante-Post.
- "Inquiry" Stewards may conduct an inquiry as a result of any incident which may have occurred during a race.
- "Late Scratchings", "Non-runners", "Scratchings", "Withdrawals" A Horse or greyhound withdrawn from a race. Horses or greyhounds withdrawn after the commencement of betting are termed "Late Scratchings".
- "M/L" stands for Morning Line, which is the press estimate of the odds for each horse.
- "MTP" stands for Minutes To Post. As an extra added feature, we include a countdown, telling you how long it is to go before the start of the next race.
- "Non-runners" See Late Scratchings.
- "Payout", "Return" The gross monetary result of a winning bet.
- "Place" To finish in 1st, 2nd or 3rd in a race dependent on the field size. (In certain selected races, there will be a 4th place or only a 1st and 2nd place.)
- "Place-getter" Any runner finishing in a place position in a race.
- "Pre-post bet" A fixed odds bet placed after the final field has been declared.
- "Price", "Odds" The probability offered that an outcome will occur. This is the number by which you multiply your bet unit to calculate your potential return.
- "Profit", "Winnings" The return of a winning bet, less the bet cost i.e. the net earnings on a bet.
- "Protest" A verbal or written dissent regarding the placings of a particular race, which is made to the stewards before the all clear is signalled.
- "Quadrella" A bet where you are required to select the 1st place getter in 4 nominated races.
- "Quinella" A bet where you are required to select the 1st and 2nd place-getters in any order.
- "Rebate" A percentage of the Stake returned to players on losing bets.
- "Return" See Payout.
- "Runner" A horse or greyhound participating in a race.
- "Scratchings" See Late Scratchings.
- "Selections" The horses or greyhounds (runners) chosen as part of the bet placed.
- "Starting Price", "SP" For all Australian racing this is the final fixed price offered by us. For international racing other than French racing, this is the final fixed price offered by us. For French racing, this is outlined in clause 19 below.
- "Tote" refers to a totalisator or paramutuel pool.
- "Tote Betting" is a bet type in which all stakes are placed into a pool. The dividend is calculated from the total amount wagered in the pool and the total number of winning tickets after the official race result is known. Dividends are declared after deductions have been made from the pool.
- "Trifecta" A bet where you are required to select the 1st, 2nd and 3rd place-getters in correct order.
- "USA Tote" means the North and South American tote.
- "Win" To finish 1st in a race. The runner finishing in this position is known as the "Winner".
- "Win Bet" A bet placed on a runner to win in a race.
- "Winner" See Win.
- "Winnings" See Profit.
- "Withdrawals" See Late Scratchings.

1. DETERMINATION OF RESULTS

1.1. General Determination of Results

1.1.1. All racing bets shall be settled based on the official declaration of the result of the race as made by the relevant racing authority on the day of the race.

1.1.2. Once the official result has been declared, the result shall not be affected by subsequent protests or amendments to such result.

1.1.3. Interim results posted on the Racebook are indicative only, and bets shall only be resulted based on the official declaration as per point 1.1.1 above.

1.1.4. Deductions for late scratchings may be applied to fixed odds wagers, see Rule 6.

1.2. Abandoned, Transferred and Postponed Meetings

1.2.1. For race meetings:

(i) In the event that a race meeting, or part thereof, for the day is abandoned, transferred or postponed, all bets placed on the postponed, transferred or abandoned races (excluding Ante Post bets accepted prior to final field declaration) shall be void and the stakes returned to the customer's account.

1.3. Re-Run Races

1.3.1. In the event that a race is re-run on the same day, all bets placed on the race shall stand.

1.4. Dead Heats

1.4.1. In the event that a dead heat occurs, reduced returns shall be awarded on all runners involved in the dead heat.

1.4.2. The reduction on returns shall be dependent on the number of runners involved in the dead heat.

1.4.3. The reduced return shall be calculated as follows: (i) For Fixed Odds bets: The reduced return shall be the face value of the bet divided by the total number of runners involved in the dead heat.

2. WIN BETTING

2.1. All win bet qualifications shall be governed by the following rules:

2.1.1. All win bets shall require the selection to finish in 1st place in order to be successful.

2.2. Dead heat rules apply. See Rule 1.4.

2.3. Deductions for late scratchings on fixed odds bets apply. See Rule 6.

2.4. All Win bets shall be accepted as per Betting Types.

3. PLACE BETTING

3.1. All place bet qualifications shall be governed by the following rules. For the avoidance of any doubt, nominated starters, prior to scratchings means the number of declared starters upon finalisation of the official scratchings. These rules will apply to all pre-post bets.

3.1.1. For all Australian & New Zealand Racing:

(i) For races with 8 or more nominated starters, prior to scratchings: Place pays for 1st, 2nd, and 3rd in a race.

(ii) For races with 5-7 nominated starters, prior to scratchings: Place pays for 1st and 2nd in a race.

(iii) For races with 4 or less nominated starters, all Place bets are refunded.

3.1.2. For all other Racing:

(i) For races with 8 or more starters: Place pays for 1st, 2nd, and 3rd in a race.

(ii) For races with 5-7 starters: Place pays for 1st and 2nd in a race.

(iii) For races with 4 or less starters, all Place bets are refunded.

3.2. Dead heat rules apply. See Rule 1.4.

3.3. All Place bets shall be accepted as per Betting Types

3.4. For Australian racing, in the event that Place dividends are declared by less than the three Australian Totes, all Place wagers will be void and the stake/s fully refunded to the customer's account.

4. Exotic BETS

4.1. All quinella bet qualifications shall be governed by the following rules:

(a) All quinella bets shall require the selections to finish in 1st and 2nd place, in any order, to be successful. 9

(b) All boxed quinella bets shall require any of the selections to finish in 1st and 2nd place, in any order, to be successful.

4.2. All exacta bet qualifications shall be governed by the following rules:

(a) All exacta bets shall require the selections to finish in 1st and 2nd place, in correct order, to be successful.

(b) All boxed exacta bets shall require any of the selections to finish in 1st and 2nd place, in any order, to be successful.

4.3. All trifecta bet qualifications shall be governed by the following rules:

(a) All trifecta bets shall require the selections to finish in 1st, 2nd and 3rd place, in correct order, to be successful.

(b) All boxed trifecta bets shall require any of the selections to finish in 1st, 2nd and 3rd place, in correct order, to be successful.

4.4. All first four bet qualifications shall be governed by the following rules:

(a) All first four bets shall require the selections to finish in 1st, 2nd, 3rd and 4th place, in correct order, to be successful.

(b) All boxed first four bets shall require any of the selections to finish in 1st, 2nd, 3rd and 4th place, in correct order, to be successful.

4.5.

All Quadrella bet qualifications shall be governed by the following rules:

(a) All Quadrella bets shall require the selections to finish 1st in respective races to be successful.

(b) If a selected runner is declared a non-runner or is scratched after the bet is confirmed, the removed runner will be replaced by the Tote substitute.

(c) Should a leg of a Quadrella be abandoned for any reason, all selections will be treated as winners for that leg.

5. MULTI BETS

5.1. A multi bet may include both All-in and final field legs. In the event that a final field leg is scratched the multi bet will stand but will be subject to deductions as per the Schedule of Deductions. If a leg that was all in does not start, the multi bet will be resulted as a losing bet.

6. SCRATCHING

6.1. In the event that a horse or greyhound is scratched from a race:

6.1.1. The following shall apply for bets on the scratched runner(s):

6.1.1.1. For bets placed after the declaration of the final field:

- (i) A full refund of all bets on the scratched runner will be issued.
- (ii) In the event that the scratched runner is part of a combination bet, all combinations that include that selection shall be refunded.
- (iii) In the event that a scratched runner is part of an exotic bet, then that portion of the bet will be refunded.

6.1.1.2. For bets placed on Ante-Post markets:

- (i) The bets shall be accepted on an "all-in" basis, and therefore no refund on the selection shall be given.

6.1.2. The following shall apply for bets on horses or greyhounds other than the scratched runner:

6.1.2.1. For bets placed after the declaration of the final field:

- (i) Deductions will apply for winning fixed odds bets placed prior to the scratching. See Rule 6.

6.1.2.2. For bets placed on Ante-Post markets:

- (i) No deductions will apply for fixed odds betting.

7. DEDUCTIONS

7.1. In the event of a late scratching where a deduction applies in accordance to Rule 5, the deduction shall be applied in accordance to the Schedule of Deductions listed below.

7.2. The deduction rate shall be applied based on the fixed odds of the scratched runner at the time of the scratching.

7.3. The deduction shall be applied as follows:

7.3.1. The deduction rate shall be applied to the face value of the bet.

7.4. In the event that multiple runners are scratched from a race, a combined deduction rate shall be calculated by summing the total of the individual deduction rates as calculated in accordance with the applicable Schedule of Deductions listed herein.

7.5. Schedule of Deductions:

Fixed Price Win Deduction Place 3 Deduction Place 2 Deduction

1.01	76.00	26.00	40.00
1.02	75.00	26.00	40.00
1.03	75.00	26.00	40.00
1.04	73.00	26.00	40.00
1.05	73.00	26.00	40.00
1.06	73.00	26.00	40.00
1.07	73.00	26.00	40.00
1.08	72.00	26.00	40.00
1.09	72.00	26.00	40.00
1.10	72.00	26.00	40.00
1.12	71.00	26.00	40.00
1.14	71.00	26.00	40.00
1.16	71.00	26.00	40.00
1.18	69.00	26.00	40.00
1.20	69.00	26.00	39.00
1.22	67.00	26.00	39.00
1.24	65.00	26.00	38.00
1.26	65.00	26.00	38.00
1.28	65.00	26.00	38.00
1.30	65.00	26.00	38.00
1.35	62.00	26.00	38.00
1.40	60.00	25.00	37.00
1.45	56.00	25.00	37.00
1.50	55.00	25.00	37.00
1.55	53.00	24.00	36.00
1.60	51.00	24.00	36.00
1.65	49.00	24.00	35.00

1.70	47.00	24.00	34.00
1.75	46.00	23.00	34.00
1.80	45.00	23.00	34.00
1.85	44.00	23.00	33.00
1.90	43.00	23.00	33.00
1.95	41.00	22.00	32.00
2.00	40.00	22.00	32.00
2.05	40.00	22.00	32.00
2.10	39.00	22.00	31.00
2.15	37.00	21.00	31.00
2.20	36.00	21.00	30.00
2.25	36.00	21.00	30.00
2.30	35.00	21.00	29.00
2.35	34.00	21.00	29.00
2.40	33.00	20.00	29.00
2.45	31.00	20.00	28.00
2.50	31.00	20.00	28.00
2.60	30.00	19.00	27.00
2.70	29.00	19.00	27.00
2.80	28.00	18.00	26.00
2.90	27.00	18.00	25.00
3.00	26.00	18.00	25.00
3.10	25.00	17.00	24.00
3.20	24.00	17.00	23.00
3.30	23.00	16.00	22.00
3.40	22.00	16.00	22.00
3.50	22.00	16.00	22.00

3.60	21.00	15.00	21.00
3.70	20.00	15.00	21.00
3.80	20.00	15.00	20.00
3.90	19.00	14.00	20.00
4.00	19.00	14.00	20.00
4.20	18.00	14.00	19.00
4.40	18.00	14.00	19.00
4.60	16.00	14.00	18.00
4.80	15.00	13.00	17.00
5.00	15.00	13.00	17.00
5.50	13.00	12.00	15.00
6.00	12.00	12.00	15.00
6.50	11.00	11.00	14.00
7.00	10.00	10.00	13.00
7.50	9.00	9.00	12.00
8.00	8.00	8.00	11.00
8.50	8.00	8.00	11.00
9.00	7.00	7.00	10.00
9.50	7.00	7.00	10.00
10.00	6.00	6.00	8.00
11.00	5.00	5.00	7.00
12.00	5.00	5.00	7.00
13.00	4.00	4.00	6.00
14.00	4.00	4.00	6.00
15.00	3.00	3.00	4.00
16.00	3.00	3.00	4.00
17.00	3.00	3.00	4.00

18.00	2.00	2.00	3.00
19.00	2.00	2.00	3.00
20.00	2.00	2.00	3.00
21.00	2.00	2.00	3.00
26.00	2.00	2.00	3.00

8. WIN LIMITS

8.1. All amounts are expressed in EURO

8.2. The win limit is the maximum amount that can be won by one player (i.e. player return less player bet cost) per bet type, per race, for all winning bets. This means that losing bets are not considered when determining the player's maximum win. For PLACE bet win limits, the win limit is the maximum amount that can be won on each place-getter, per race, per player.

8.3. A player will be deemed to be any one individual, or entity, or group deemed to be acting on behalf of any one individual, or entity, or group.

8.4. The win limits stipulated herein include all winnings derived from wagers placed by the player on each bet type, per race (or per individual place-getter in the case of PLACE bets), regardless of whether the bet is included as an element of a multiple, a group of multiples, or as a single wager.

8.5. It is the responsibility of each account holder to be aware of the limits expressed herein, and we shall not be in any way responsible for communicating such limits in any other form or via any other medium at the time that the wager(s) is placed.

8.6. The limits stipulated herein are open to upwards negotiation at our sole discretion. Any player requesting a review of these limits, must apply in writing to us and in accordance with the terms and conditions of the win limit increase application process.

8.7. Without prior negotiation, the maximum win payable to any one player, per bet type (or per individual placegetter in the case of PLACE bets), per race, for all winning bets, shall be limited to: 20,000 Euro unless otherwise stated.

8.8 • Horse racing Exotics payouts are limited to the equivalent value of 20,000 Euro. Harness and Greyhounds exotic payouts are limited to the equivalent value of 5000 Euro. This includes Quinellas, Exactas, Trifectas, First Fours, Quadrellas/Quadies and any tote based non win or place products.

8.9. On any bet type in any location, the payout will not exceed the pool amount for that bet type at the nominated Tote. If the nominated Tote doesn't offer the selected bet type or there is no nominated Tote, the Victorian Tote declared pool and dividend will apply, subject to our maximum betting payouts. If there is no Victorian Tote pool then the Queensland Tote declared pool size will apply, subject to our maximum betting payouts. Where the players stake is larger than the pool size, the player will receive their stake back rather than the pool.

8.10. When one or more Totes declare a dividend based on a commission deduction (take out) lower than the standard rate, we may determine this (at our discretion) as: The higher of the remaining Totes.

8.11 Exotic bets maximum payout multiplier is equal to the size of the tote pool.

8.12. If specific betting limits have been prescribed to a player account, the maximum payout for each leg of a multi-bet (all up), where the players betting limit would normally be applied for a Win bet, will be paid at the prescribed win limit or \$2,000 whichever is less.

9. BETTING TIMES

9.1. For Ante-Post betting, betting shall cease at the declaration of the final field.

9.2. For all betting post the declaration of the final field, we shall reserve the right to close betting times as follows:

9.2.1. Win and Place betting, up to one (5) minute prior to the official start time of the race.

9.2.2. Quinella, Forecast, Exacta, Trifecta, & First Four betting, up to four (5) minutes prior to the official start time of the race.

9.2.3. The availability of each level of discount may vary at any time before the commencement of the race. Discount levels on a particular horse or combination may differ to the remaining horses or combinations.

10.WEBSITE FEATURES

10.1. We publish a number of features for the enjoyment of its players. These features are indicative only and whilst we endeavour to provide true and accurate information, we take no responsibility as to the accuracy and validity of the information contained therein. Players should therefore make their own informed choice as to the utilization of this information and/or features. This includes, but is not limited to:

10.1.1. Horse Form information;

10.1.2. Horse, Jockey and Trainer information;

10.1.3. Barrier draw;

10.1.4. Weather and track conditions;

10.1.5. Arrow indicators; and

10.1.6. Favourite indicators.

10.2. Whilst we offer a variety of information identifying a horse or greyhound in a race, including but not limited to name translations, bets shall be deemed to be placed and therefore settled, based on the official saddlecloth number only. For UK greyhound racing, bets will be settled based on the box or trap number only.

11.RULES JURISDICTIONS

11.1. The rules of horse racing in the local jurisdiction will govern settlement and shall be used to resolve any settlement of disputes.

12.FAVOURITE VS THE FIELD

12.1. 'Favourite Versus the Field' bets are available on selected races. The designated favourite in the Favourite versus the Field is the favourite nominated by us and may not necessarily be the prevailing favourite.

12.2. If the nominated favourite is scratched then all wagers are void and will be refunded. "The field" comprises all other runners apart from the nominated favourite. If there is a scratching from "The Field", then all bets stand, but are subject to deductions as directed by stewards. In the event of a dead heat, the Dead Heat rule applies.

12.3. The price may be fixed. If there is a * next to the price, this indicates that the price is subject to change or yet to be determined.

13.FRENCH RACING

13.1. For all French racing, the starting price is the last fixed odds offered by us on that race. If we do not offer fixed odds on that race, the starting price is the official dividend declared by the PMU (available at www.pmu.fr).

14.USA RACING FIXED ODDS

14.1. For all USA racing where fixed pricing is offered, the starting price is the last fixed odds offered by us on that race. If we do not offer fixed odds on that race, the final dividend will be paid based on the US Tote dividend provided by EasyGate.