

# SPORTSBOOK

## RHODE ISLAND

### RETAIL SPORTS WAGERING HOUSE RULES

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**General**

- Sportsbook Rhode Island reserves the right to add, delete, or change the House Rules and/or payoff odds subject to regulatory approval of the Rhode Island Division of Lotteries ("Lottery").
- Sportsbook Rhode Island reserves the right to reject any wager, reoffer the terms on any wager, or delete and limit the selections, prior to the acceptance of the wager.
- Sportsbook Rhode Island determines the minimum and maximum wagers on all events, subject to approval of the Lottery.
- The Lottery may unilaterally direct Sportsbook Rhode Island to limit, halt, or suspend wagering on any event, including but not limited to Parlay or Teaser wagers.
- The use of two-way electronic communication devices while you are at the counter placing a wager is prohibited.
- Persons under the age of eighteen (18) are prohibited from placing wagers, collecting winnings, or opening an online sports wagering account.
- All wagers will be deemed to have been accepted from the individual placing the wager only, and not on behalf of any entity or anyone else.

- Payoffs over ten thousand dollars (\$10,000) may be delayed until the next regular banking day.
- Wagers may be accepted at other than the posted odds, please check your ticket prior to leaving the window.
- Sportsbook Rhode Island will not offer any prohibited sports events. "Prohibited sports event" means (a) any collegiate sport or athletic event that takes place in Rhode Island or a sport or athletic event in which any Rhode Island college team participates regardless of where the event takes place, unless such contest or event is part of a collegiate tournament; (b) the individual performance statistics of athletes in a collegiate sports or athletic event which is part of a collegiate tournament that takes place in Rhode Island or in which a Rhode Island college team participates regardless of where the event takes place; (c) any high school sport or athletic event; or (d) any other sporting event prohibited by the Lottery in its sole determination.
  - A "collegiate tournament" means a series of collegiate sports or athletic events involving four (4) or more collegiate teams that make up a single unit of competition.
  - A prohibited sports event does not include authorized Olympic events or international sports events in which persons under age eighteen (18) make up a minority of the participants.
- Sportsbook Rhode Island will keep a record of all point spreads, odds, final scores, and related betting proposition statistics to protect both the customer and Sportsbook Rhode Island in the event of an obvious computer, mechanical, technical, or human error. In the event that such an obvious error(s) occurs, Sportsbook Rhode Island reserves the right to pay out the wager(s) at the correct lines/odds, as determined by the marketplace comparison at the time of the placement of the wager(s), or to refund the wager(s), subject to approval from the Lottery. The decision of the Lottery shall be final. A non-exhaustive list of "obvious errors" may include:
  - prices/terms offered are materially different from those available at the time the bet was placed.
  - prices/terms offered at the time the bet is placed are clearly incorrect given the probability of the event occurring.
  - odds or terms of a bet have been misquoted as a result of human or system error.
  - where Sportsbook Rhode Island has continued to accept bets on a game which should have been suspended, including where the relevant event is in progress or had already finished.
  - where an error is made by Sportsbook Rhode Island as to the amount of winnings/returns that are paid to the patron, including as a result of a manual or computer input error.

- where markets are created and graded for an event or matchup that does not take place.
- A Prohibited Sports Wagering Participant shall be prohibited from placing sports wagers or creating a sports wagering account with (1) the Sportsbook Rhode Island online sports wagering website, (2) the Sportsbook Rhode Island online mobile sports wagering app, and (3) any other online or mobile platform (including Sportsbook Rhode Island kiosks located at Bally's Twin River Lincoln and Bally's Tiverton Casinos). A description of prohibited sports wagering participants are as follows:
  - Bally's Twin River Lincoln/Tiverton Casino self-excluded patron.
  - Bally's Twin River Lincoln/Tiverton Casino banned patron.
  - Lottery employees and relatives prohibited by R.I.G.L § 42-61-10.
  - Employees of any Gaming Vendor doing business with the Lottery.
  - Designated employees of Bally's Twin River Lincoln/Tiverton Casino.
  - Any person who has been convicted of any felony or misdemeanor involving a violation and /or breach of gambling laws or any person who has been convicted of the crime of bookmaking.
  - Any person prohibited from placing sports wagers by the sports league or sports governing body with which they are affiliated.
  - "Prohibited Sports Wagering Participant" also includes government officials or residents of certain embargoed countries and/or whose names are included on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's List or Entity List or successor or similar lists.

#### **WAGERING AND TICKET ACCURACY**

- Sportsbook Rhode Island determines the maximum and minimum wager on all events. All wagers are subject to the House Rules, Terms and Conditions, Official Promotion Rules, Lottery Rules & Regulations, and the General Laws of the State of Rhode Island.
- No winning wager will be paid without the customer's wagering ticket. No reproductions or photos of wagering tickets will be accepted.
- Sportsbook Rhode Island is not responsible for lost, stolen, altered or unreadable tickets.
- Sportsbook Rhode Island reserves the right to declare the sports wagering system closed for receiving any or all wagers.
- Please check your ticket for accuracy, as all tickets go as written after you leave the wagering counter. Once a wager is accepted by both parties, tickets will not be altered or voided except at the discretion of Sportsbook Rhode Island and with the approval of both parties.

- Check the video displays for the latest odds. All odds are subject to change. Sportsbook Rhode Island reserves the right to refuse any wager or delete or limit any selection(s) prior to the acceptance of the wager. All wagers must be at full face value.
- Expiration of a winning ticket will be one (1) year from the date of the conclusion of the last event on the ticket.
- Sportsbook Rhode Island is not responsible for paying winning tickets resulting from any system or terminal malfunction
- The time on the tickets is Eastern Time (ET).
- Winnings are taxed in accordance with IRS requirements. Sportsbook Rhode Island will report all W-2G information to the IRS, as required. Taxable income may also be subject to Rhode Island personal income tax.

#### **METHODS OF FUNDING SPORTS WAGERS**

- Cash.
- Redeemable Sportsbook tickets or vouchers.

#### **Inquiries and Disputes**

- Inquiries and disputes may be addressed to:  
 Bally's Twin River Lincoln, Attention: Sportsbook, 100 Twin River Road, Lincoln, RI 02865  
 401-723-3200  
  
 Bally's Tiverton, Attention: Sportsbook, 777 Tiverton Casino Blvd, Tiverton, RI 02878  
 401-816-6000  
  
 Sportsbook Rhode Island Player Support  
 1-800-248-2511

#### **EVENTS ON WHICH WAGERS ARE ACCEPTED**

- Wagers are only accepted on approved sporting events. Any wagers accepted in error and not so authorized or covered may be declared void.

#### **VOIDED WAGERS**

- Situations that are subject to voids include, but are not limited to, situations when the ticket was inadvertently created for the wrong event or team and not the requested wager of the patron, if a patron is found to be an excluded, prohibited, or banned person, if there is a printer jam or error, or an obvious error in the placement or acceptance of the sports wager. Errors include but are not limited to the sports wager being placed with incorrect odds; human error in the placement of the sports wager; the ticket does not correctly reflect the sports wager; or equipment failure rendering a ticket unreadable.
- Wagers will not be canceled or voided without necessary approvals.

## DETERMINING A WINNER

- Unless otherwise noted in the sports sections, adjustments to settlement for any changes or adjudications made by governing bodies after the event's conclusion may be made by 12:00pm ET the following day after the event starts. Sportsbook Rhode Island does not recognize suspended games, protests, overturned decisions, changes to the score, etc. made by the governing body after the above time. This does not account for changes due to errors in settlement.
- For markets that are settled incorrectly due to human, third-party (feed), or any other errors, those markets may be re-settled for up to 3 days after the event's conclusion.
- Sportsbook Rhode Island, at its sole discretion, may delay payment of winning wagers if the final score is questioned or challenged.
- The unequivocally determined winner of a wager on any market that occurs while the market is still in progress will be used to determine the winner, regardless of if the market or event is played to its conclusion. This rule applies to all available markets including futures, props, and game markets. Under individual game circumstances please refer to the relevant sport rule in relation to minimum game length for event markets.
- If conference or division alignment is changed for any reason, the original futures on those specific categories will be void.
- If a league declares a championship, conference, division, or any other category a winner, all wagers on the winning team (or player) will be paid out regardless of team relocation, name change, or changes to regular season schedules or playoff formats, and regardless of when they are determined if they are designated winners by the league in a particular season.
- Wagers will be paid out if the league declares a championship, conference, division, or any other category a winner without playoffs taking place in a particular season unless a gaming regulator determines otherwise.
- If a league does not declare a championship, conference, division, or any other category a winner, all wagers on those futures markets will be void.
- All-Star games or any other Tournaments and events which may use alternative scoring or time of play finishes to decide a winner will be settled using the official results as determined by the governing body at the event's completion.
- For events that offer a "Field" wagering option, the "Field" is defined as any participant/team that does not offer their own odds and regardless of where that "Field" selection is listed in the wager offerings.
- In some circumstances, additional information for clarification purposes may be provided when placing the wager.
- Settlement will occur in near real time.

- In the event of pandemic or global emergency protocols being implemented by each individual Sports League, please be aware that wagers based on season start dates and length, game length, game time, number of games played, players eligible and any other type of wager available may be affected. Seasons, games, or players being altered, shortened, cancelled, or declared out due to a pandemic or global emergency protocols may include but not be limited to a “No Action” refund depending on the type of wager that was placed.

#### **NON-PARTICIPANTS AND VOID SELECTIONS**

- When a selection is made void or does not participate, for straight wagers the money wagered will be returned, unless otherwise stated. In parlay wagers the stake will run on to the remaining selection(s), unless otherwise stated, with a two-leg parlay becoming a straight wager, a three-leg parlay becoming a two-leg parlay and so on. Note: this does not apply to Same Game Parlay or some Same Game Parlay Plus wagers (for further information refer to Same Game Parlay Rules). Unless a specific reference is made in the individual section that covers the sport, abandoned or postponed events are void. However, wagers in markets that have already been unequivocally determined at the time of abandonment, such as 'first touchdown scorer' etc. will stand.

#### **LATE SELECTION ADDITIONS**

- For certain markets (statistical markets, etc.) players/teams/coaches may be added to a market after the initial odds are released. If a player/team/coach is not listed at the time a wager is placed and ends up as the winner in that market, wagers placed on other selections will stand as a losing wager.

#### **DEAD HEATS**

- In a dead heat the money wagered on a selection is divided by the number of selections or competitors involved in the dead heat. The full odds are then paid to the divided stake, with the remainder of the stake money being lost. For example, three golfers are tied for 9th, 10th and 11th place in a Top 10 Place Market. As 3 selections are tied for two places the stakes are divided into two-thirds and settled at full odds.

#### **RELATED CONTINGENCIES**

- Accumulative/multiple wagers are not accepted where the outcome of one part of the wager contributes to the outcome of another. If taken in error, the stake will be invested on the selection with the highest odds. Where two or more selections are quoted at the largest odds, the stake will be divided equally between them. However, where the related parts of the wager are resolved at different times, unless “special parlay” or “special accumulative” odds are available, wagers will be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

#### **NAME CHANGES**

- If any individual has their name changed due to marriage or for any other reason, as long as the listed name is what their name has been at some point, wagers on those markets involving those individuals will stand.

### **VENUE CHANGES**

- Any change in the originally scheduled venue, with the exceptions of boxing, rugby (with some exceptions), tennis and UFC/MMA/Other Fighting Leagues, wagers on that event will be void, unless otherwise stated. This does not apply to any championship or season futures.

### **PARLAY (TRADITIONAL PARLAY) AND TEASER RULES**

- A Parlay (Traditional Parlay) is a single wager that links two or more selections (legs) from different games or two main market selections (spread, total or money line) from the same game. To win the wager, the player must win all the selections in the parlay. If the player loses one or more selections, the wager loses. In the event of a selection becoming “void” or a “push” the number of selections in the parlay is reduced by the number of voids or pushes. In the event of a void or push, the odds payout will also reflect the revised open selections and relevant odds.
- Sportsbook Rhode Island reserves the right to cap parlay payout odds at one thousand to one (1000-1)
- Parlay odds are calculated by multiplying the decimal odds of each leg within the Parlay.
- The total maximum number of selections in a Parlay is 10. The maximum number of selections in a Parlay are subject to change at the SBRI’s discretion.
- A teaser consists of two to eight football or basketball events parlayed together with adjusted spreads and/or totals with special odds applied.
- If a teaser wager is reduced to one remaining leg (due to a push, void, etc.), the wager will be void.
- Teasers can only be placed on main, full-game spread and total markets.
- Teaser odds are displayed at time of placement, and odds are subject to fluctuation and can change at any time at Sportsbook Rhode Island's discretion.

### **SAME GAME PARLAY (SGP) RULES**

- A Same Game Parlay (SGP) is a special type of Parlay that links two or more non main market selections (legs) from a single game.
- If any leg of the Same Game Parlay wager is made void or settles as a push, then the whole wager is a void or a push.
- If any leg of a Same Game Parlay wager relates to an existing market rules for that market will apply.



- Maximum payout odds of one thousand to one (1000-1) apply and supersede the true odds of a Same Game Parlay.
- The total maximum number of selections in a Same Game Parlay is 10. The maximum number of selections in a Same Game Parlay are subject to change at the SBRI's discretion.

#### **SAME GAME PARLAY PLUS (SGP+) RULES**

- A Same Game Parlay Plus (SGP+) is a parlay that combines multiple Same Game Parlays (SGPs) or combines an SGP with a Parlay (Traditional Parlay) or combines an SGP with a straight wager selection.
- Regular Same Game Parlay rules apply to the legs of a Same Game Parlay Plus. See Same Game Parlay (SGP) Rules.
- Parlay rules apply to the Parlay (Traditional Parlay) legs of a Same Game Parlay Plus. See Parlay (Traditional Parlay) and Teaser Rules.
- If a Same Game Parlay leg of a Same Game Parlay Plus is void, then all the legs in that SGP will be voided. The remaining selections in the SGP+ wager will remain active and will be calculated at either the listed Same Game Parlay odds of the other selections or true odds where relevant.
- Maximum payout odds of one thousand to one (1000-1) apply and supersede the true odds of a Same Game Parlay Plus.
- The total maximum number of selections in a Same Game Parlay Plus is 10. The maximum number of selections in a Same Game Parlay Plus are subject to change at the SBRI's discretion.

#### **SPORTS GOVERNING BODIES**

- It is a condition of our acceptance of wagers from you that, and by offering to place a wager with Sports Book Rhode Island, you represent all the following:
  - You are not prohibited from entering the wager by any term of your contract of employment or other professional contract or by any rule of a Sports Governing Body which applies to you.
  - You are not aware of any circumstance which would make the placing of the wager a breach of a rule on betting applied by a Sports Governing Body.
  - Where the wager is placed on the outcome of a race, competition or other event or process or on the likelihood of anything occurring you do not know the outcome of the event or have not been involved in events which adversely affected the potential outcome.
  - In the event of any such representation by you proving to be false your stake will be forfeited, and we shall not be obliged to pay any winnings which might otherwise have been payable in respect of the wager.

- We may communicate with Sports Governing Bodies where there is suspicious betting, or where we identify wagers that have not been placed in accordance with our rules for Sports Governing Bodies.

#### **DATA SUPPLIED BY A THIRD PARTY**

- Sportsbook Rhode Island may display “live feed” data such as current score, time remaining in a game, status of a game, etc. in a “Scoreboard” on the Sportsbook Rhode Island App and/or the Sportsbook Rhode Island Website. The “live feed” data is sourced from a third party and may be delayed and/or inaccurate. This “live feed” data is provided strictly for player entertainment and is not treated as official information by Sportsbook Rhode Island. Accordingly, you should not rely on this data to place bets, and your use of the “live feed” data is at your sole risk. Sportsbook Rhode Island will not accept any responsibility for any loss (direct or indirect) that you may suffer as a result of your reliance on this “live feed” data. Sportsbook Rhode Island will ensure that any statistics/line data that is made available to the player pertaining to an event uses a licensed source.

#### **RIGGING**

- We reserve the right to withhold payment or void any bet(s) pending regulatory approval if we have any reasonable suspicion and/or evidence that the odds or the pool have been manipulated or where a race, event or match has been rigged and this reasonable suspicion and/or evidence has caused us to report the match to the proper regulatory authorities. Evidence of the above may be based on the size, volume or pattern of wagers placed with Sportsbook Rhode Island across any or all our wagering channels.

#### **TIME OF ACCEPTANCE**

- Prior to clicking “place bet”, if the price changes on a selection, the price will update automatically in the bet slip if the change is in the player’s favor.
- A wager will never be placed automatically at a worse price if the point spread, total or any additional market sees an adjustment to the line that is not in the player’s favor.
- A betting market may be suspended when something of significance occurs or is likely to occur (ex: goal, touchdown, ejection, etc.). Betting markets may also be suspended due to the time elapsed in the match, the market becoming uncompetitive or for technical reasons. The above examples are not exhaustive and there may be other reasons that are not listed. While a market is suspended, wagers cannot be placed and cashout may not be available.

#### **SCHEDULED START TIMES**

- Dates and start times of events shown on site or on display boards are for guidance purposes only.

#### **WAGERS PLACED AFTER RESULTS ARE KNOWN**

- If a wager is accepted after a market/match/event has finished, the wager will be void even if a valid wager receipt is issued.

## **LIVE WAGER ACCEPTANCE**

- For the purposes of security and integrity, Live wagers (meaning events that have already started) are subject to an automated time delay prior to acceptance.

## **CASHOUT**

- Cashout gives the opportunity to settle a wager at the value displayed before the market has resulted on the sportsbook application.
- Cashout is available for a range of markets, both Pregame and Live if the wager is still running and betting is still available on every unsettled selection. If a parlay wager is made up of both Pregame and Live markets, cash out will apply to each applicable leg.
- Cashout is available on selected markets if the wager is still running and betting is still available on every unsettled selection for all wager types, including parlays, teasers, round robins, etc.
- Wagers can be cashed out when the cashout value indicates as such.
- Cashout can be accessed by scanning a ticket at the cashier booth. If the ticket is eligible for cashout you will be shown a screen with the potential cashout amount. If you confirm that you would like to cashout for the displayed amount you will be paid that amount, and your ticket will be settled.
- Sportsbook Rhode Island reserves the right to remove cashout on any market without notice.
- The cashout settlement value is non-negotiable.
- If the cashout wager settlement value changes during a settlement transaction, the transaction will not be complete and a revised settlement value will be offered, which will have to be accepted before proceeding.
- Where an obvious pricing error, also referred to as a palpable error, occurs that selection may not be cashed out.
- If the cashout settlement value has been accepted in error, the cashout transaction will be made void and the wager will be settled on the original wager instructions with the correct odds applied.
- If subsequent attempts are made to place wagers and cashout on the same market(s) before the obvious error has been corrected then, the cashout settlement value and the wager stake(s) will be made void.
- Cashout is an automated facility and is subject to the availability of wagering. Therefore, if wagering is not available on any market with the given bet, a cashout settlement will not be offered.
- Cashout may be affected if your wager triggers a promotion. See individual promotional terms for details.

- In the event of system error, we reserve the right to grade the cashout at the correct value or voiding of erroneous wagers.
- Cashout may not be available due to technical issues and other factors. Customers will not have the benefit to retroactively grade a cashout during this time.
- Wagers will be capped at the maximum Cashout settlement value of \$25,000.

### **STRUCTURING/AML STANDARDS**

- The structuring of wagers to circumvent federal currency transaction reporting thresholds is strictly prohibited. Additionally, all wagers are subject to the federal AML reporting requirements, including the filing of currency transaction reports and suspicious activity reports.

### **PAYOUTS (CALCULATIONS)**

- Calculations for wager types are as follows:
  - Money line payoff – The money line is expressed as a three-digit or larger number. For example, -150 means a player must wager \$150 for every \$100 they wish to win, and multiples thereof. Or, +140 means a player will win \$140 for every \$100 bet.
  - Point spread payoff - Wagers on the point spread are usually offered at 10 to 11 (-110) odds, unless otherwise stated. For example, a player must wager \$11 to win \$10, or \$110 to win \$100.
  - Odds – Odds can be displayed in American, decimal, or fractional formats. Payout calculation is the same regardless of selected odds format.
  - Parlay payoff – Parlay odds are calculated by multiplying the decimal odds of each leg within the Parlay. In the event of a void selection within a Parlay, the Parlay will ignore that selection, with the exception of Same-Game Parlays.
  - Teaser payoff – Teasers pay at listed odds on the bet slip, odds are subject to fluctuation.

### **PAYOUTS (ROUNDING)**

- All payout calculations for Retail wagers are rounded to the nearest nickel.
- Rounding of the payout of all cash-equivalent bets to the nearest nickel are:
  - 1 cent and 2 cent amounts to be rounded down to 0 cents.
  - 3 cent and 4 cent amounts rounded up to 5 cents.
  - 6 cent and 7 cent amounts to be rounded down to 5 cents.
  - 8 cent and 9 cent amounts rounded up to 10 cents.
- Rounding is applied to all bet types and amounts applicable to wagers refunded due to them being cancelled, voided, or pushed wagers.

## **DUPLICATE EVENTS**

- When multiple/duplicate versions of the same game are shown (excluding doubleheaders and other instances where two events are intentionally played on same day), Sportsbook Rhode Island may cancel any correlated wagers placed on both/multiple events.
- Rule applies whether duplicate events contain the same or different markets/odds. In the event of multiple parlays with the same selection within an event, Sportsbook Rhode Island will pay on the individual selection as a straight wager.
- Straight wagers placed on duplicate event markets will be settled in line with these House Rules.

## **ODDS BOOSTS**

- Odds boost conditions are as follows:
  - Wager limits apply.
  - Straight wagers only.
  - Sportsbook Rhode Island has the right to modify or restrict how much is placed on any market per customer.
  - Cashout is not available for odds boost markets.
  - Once you have reached the maximum wager amount you can wager on this market, the boosted odds will no longer be available.
  - If any part of an odds boost market is void, the entire boost market is void.

## **REPEAT WAGERS**

- Sportsbook Rhode Island reserves the right to investigate repetitive wagers made from a single account, or syndicate accounts, with the same outcome.
- Sportsbook Rhode Island reserves the right to void and/or withhold payment of such wagers.

## **Athletics/Track & Field**

### **General Rules**

- Events must be completed within seven days of the scheduled final event or else wagers will be void, unless otherwise stated.
- Athletes/teams must start the event/race/heat or else wagers will be void, unless otherwise stated.
- If there is a disqualification due to a false start or any other similar happening, wagers on that athlete/team will be considered a loss.
- The podium presentation will count as the result and any subsequent amendments will not count. Should no podium presentation take place, the official result according to the governing body will be utilized for the settlement of wagers.

- Dead heat rules will apply.
- For track & field/athletics events taking place in the Olympic games, Olympic Games rules will apply.

#### **Event/Race Winner**

- Predict the winner of the named event/race.

#### **Heat Winner**

- Predict the winner of an individual heat.

#### **Event/Race/Heat Matchup**

- Predict which of the named athletes/teams will obtain the highest placing in the event/race/heat.
- Should neither athlete/team finish the event/race/heat, wagers will be void. Should one of the athletes/teams not take the start line, wagers on that market will be void.

#### **Group Betting**

- Predict which of the named athletes/teams will obtain the highest (final) finishing position in the named event/race/heat.

#### **To Qualify**

- Predict if the named athlete/team will qualify from the named heat into the next round of the event.
- Any subsequent jury ruling which results in the selection being disqualified and therefore unable to participate in the following round, will result in the selection being settled as a losing selection.

#### **Top 3 Finish/Podium Finish**

- Predict if the named athlete/team will finish the named event with a top 3 (podium) placing.

#### **Top X Finish**

- Predict whether the named athlete/team will finish with a position in the listed number placing.

### **Australian Rules Football**

#### **General Rules**

- If a match is abandoned or postponed more than 24 hours from the scheduled start time, wagers will be void unless results have already been determined. All wagers will be graded at the end of normal time. Extra time does not count unless otherwise stated.

#### **Match Betting/Money Line**

- Predict the team who will win the match.
- Extra time counts.
- If the match result is a draw, wagers will be refunded unless a price is quoted for the draw.

#### **Match Spread**

- Predict the team to win the match once the point spread has been applied to the actual scores.

**Half/Quarter Money Line**

- Predict the team who will win the specified half/quarter. If the half/quarter result is a draw, wagers will be refunded unless a price is quoted for the draw.

**Half/Quarter Spread**

- Predict the team to win the specified half/quarter once the spread has been applied to the official scores.

**Total Match/Half/Quarter Points**

- Predict whether the number of points scored in the match, half or quarter will be over or under a specified number.

**Total Team Match/Half/Quarter Points**

- Predict whether the total number of points scored by a specific team in the match, half or quarter will be over or under a specified number.

**Winning Margin**

- Predict the margin of points by which a specific team will win.

**Highest Scoring Half/Quarter**

- Predict which half/quarter in which the most points are scored.

**First/Last Goalscorer**

- Predict the first/last goalscorer of the specified period.

**Anytime Goalscorer**

- Predict whether the listed player will score a goal in the specified period.

**Grand Final Winner**

- Predict the winner of the Grand Final.

**Auto Racing****General Rules**

- Races which have started must be completed within seven days from the initial start of the race, otherwise wagers on that race will be void.
- For a race not officially started, the completion must occur within the racing season determined by the governing body. If the race is brought forward, all wagers placed on that race will stand.
- If a winning selection in a specific market has been unequivocally determined before the abandonment of a race, wagers will stand.
- If a winning selection for a specific market has not been unequivocally determined at the time of abandonment wagers will be void.
- Individual race winner wagers are on drivers only, not on teams or cars.
- If a driver attempts and fails to qualify for a race, then all wagers on any markets on that driver will stand and be considered a loss.
- In any racing series where a formation/warm-up lap(s) are taken, as long as a driver participates in these lap(s), all wagers will stand regardless of if a driver ends up starting the race or not.

- A race that has the scheduled number of laps reduced on the instruction of the race officials and where a driver is declared race winner will not count as having been abandoned.
- If the number of scheduled laps is reduced all wagers stand unless otherwise stated.
- If there is a change to the scheduled venue of one or more races, wagers will stand unless otherwise stated.
- If the governing body declares a race as being official, no matter what the circumstances are, then wagers will stand.
- Dead heat rules will apply, unless otherwise stated.
- For NASCAR, Xfinity and Truck Series races, results will not be settled until the post-race inspection is completed.

#### **Race Winner**

- Predict the winner of the specified race.

#### **Driver/Constructor/Manufacturer/Team Matchup Betting**

- Predict which of the two named selections will finish in the highest place in the specified race, practice or qualifying session, or season championship.
- Matchup winners will be decided by the official listed order of finish of the series' governing body.
- In driver matchups, if one driver is substituted during a race, wagers on that matchup will be void.
- For qualifying matchups:
  - Both drivers in a matchup must attempt a qualifying lap or else wagers on that matchup will be void.
  - If a driver drops to rear of field for whatever reason, that does not count as their qualifying position.

#### **Race Top X Finish**

- Predict a driver to finish in the first listed number of finishers of the specified race.

#### **Group Betting**

- Predict which of the named drivers/teams will finish in the highest place in the specified race.
- If any driver listed in the group does not start the race, all wagers on that group will be void.

#### **To Finish/Not Finish on the Podium**

- Predict a driver to finish/not finish in a podium position of the specified race.

#### **Both Team Drivers Race Podium Finish**

- Predict that both drivers from a named team finish in a podium position in the specified race.

#### **Race Points Finish**

- Predict a driver/constructor to finish in a points scoring position (1-10 in Formula 1) in the specified race.

#### **Both Team Drivers to Score Race Points Finish**

- Predict that both drivers from a named team finish in a points scoring position (1-10 in Formula 1) in the specified race.

#### **To Complete/Not Complete the Race**

- Predict a driver not to complete/not complete the specified race.



**Straight Forecast/Exacta**

- Predict a pair of drivers to finish first and second in the specified race in a specific (exact) order.

**Dual Forecast/Quinella**

- Predict a pair of drivers to finish first and second in the specified race in any order.

**Tricast**

- Predict three drivers to finish first, second and third in the specified race in a specific (exact) order.

**Top Manufacturer Finish (Chevrolet, Ford, Honda, Toyota)**

- Predict the best finishing driver among the same manufacturer of the specified race.

**Winning Car Number –Odd/Even**

- Predict whether the winning car number of the specified race is an odd or even number.
- 0 and 00 car numbers are considered even numbers.

**Winning Car Number –Over/Under**

- Predict the winning car number of the specified race is over or under the listed number.

**Winning Car Number Range**

- Predict the number range of the winning car of the specified race.

**Grid Position of Race Winner**

- Predict which starting position range the race winner will come from.
- Drivers dropping to the back of the field at the start of the race will hold their previous starting position number for this market.

**Winning Margin**

- Predict whether the winning margin between the specified race winner and the rest of the field will be over or between the given timeframes.

**Lap X Leader**

- Predict which driver will lead the specified race on completion of the specified lap.
- For lap one leader only, if the race starts under a safety car or a yellow flag, wagers placed on this market will be void.

**Number of Lead Changes**

- Predict if the number of lead changes in the race is over or under a specified number

**Number of Drivers to Lead a Lap**

- Predict if the number of drivers to lead a lap in the race is over or under the specified number.
- All scheduled laps of the race must be completed, or else wagers will be void.

**Most Laps Led by Any Driver**

- Predict whether the most laps led by any driver in the race will be over or under the specified number.
- All scheduled laps of the race must be completed, or else wagers will be void.

**Drivers on Lead Lap at Finish**

- Predict if the number of drivers that finish on the lead lap at the conclusion of the race will be over or under the specified number.

**Leader of Lap X Wins Race**

- Predict whether the leader of the listed lap will go on to win the race.
- The listed lap must be completed, or else wagers will be void.

**Fastest Lap**

- Predict which driver sets the fastest lap time during the specified race.

**Average Speed of Race**

- Predict whether the average speed of the race is over or under the specified number.
- All scheduled laps of the race must be completed, or else wagers will be void.

**Total Cautions**

- Predict if the number of caution flags in the race is over or under the specified number.

**Drivers Not Completing X Number of Laps**

- Predict whether the number of drivers not completing the listed number of laps will be over or under the listed number.
- All scheduled laps of the race must be completed, or else wagers will be void.
- Only drivers who start the race count for this wager.

**Race to Go to Overtime**

- Predict whether a race will go to overtime, by completing more than the scheduled number of laps.
- Race must complete at least the scheduled number of laps or else wagers will be void.

**Safety Car**

- Predict whether or not the safety car will be deployed during the specified race.
- Wagers placed on this market will be settled on the deployment of the actual safety car during the race. The virtual safety car will not count.
- If the race starts under a safety car, bets placed on this market will be void.

**First Driver to Pit**

- Predict which driver will be the first to make a pit stop in a race.

**First Driver/Constructors Retirement**

- Predict which driver/constructor will be first to retire in the specified race.
- Only retirements count. If the selected driver/constructor is disqualified, wagers placed on this market will have lost.
- If there are no retirements, the winning selection in this market will be no retirement.

**Driver/Constructor Finishers**

- Predict whether the number of driver/constructor finishers in a race will be over/under the number specified.

#### **Stage Winner**

- Predict the winner of a specified stage of the race.

#### **Stage Winner and Win Race**

- Predict whether the race winner will have also won a listed stage of the race.

#### **Fastest Qualifier/To Win Pole Position**

- Predict which driver/team sets the best time during the final qualifying session and wins the pole position for the specified race.
- The driver/team must attempt a qualifying run or else the wagers will be void.
- Bets placed on this market will be settled on the driver who sets the best time during the final qualifying session. Any subsequent lineup adjustments due to equipment changes, failed inspections, etc. to grid positions will not count.
- If qualifying is rained out or postponed for any reason and the starting lineup is set by points, wagers will be void.

#### **Winning Driver in a Specified Practice Session**

- Predict the driver who will record the best time in the specified practice session.
- Wagers placed on this market will be settled on the events that occur in the specified practice session only.
- If the first practice session does not take place, the next practice session will NOT count as the first session.

#### **Winning Constructor/Manufacturer/Team**

- Predict the winning constructor/manufacturer/team in the specified race, practice or qualifying session, or season championship.

#### **Driver/Constructor/Manufacturer/Team Versus the Field**

- Predict whether the named driver/team or a driver/team from the rest of the field will win the specified race, practice or qualifying session, or season championship.

#### **Drivers/Constructors/Manufacturer Championship**

- Predict the winner of the specified championship.
- The driver/team must start at least one race in the season or else the wagers will be void.
- If all scheduled championship races are not completed, bets placed on this market will stand as long as the governing body declares a champion.
- If there is a change to the scheduled number of races in a season, bets placed on this market will stand.

#### **Race/Practice/Championship Winner Without**

- Predict the winner of the specified race, practice session or championship without a named driver(s)/team(s)/manufacturer(s)/constructor(s). The finishing position of the named driver(s)/team(s)/manufacturer(s)/ constructor(s) will be ignored for wagers placed on these markets.

**Nationality of the Race/Championship Winner**

- Predict the nationality of the winner of the specified race or championship.

**Season Race Wins (Over-Under)**

- Predict if the race wins a named driver/team will have in a specific season, is over or under the listed number.
- Wagers will stand regardless if all scheduled races do not take place during the season.
- Driver/team must participate in one race during the season or else wagers will be void.

**Exact Regular Season Race Wins**

- Predict how many races the named driver/team will win during the specified championship.
- The driver/team must start at least one race in the season or else the wagers will be void.
- If there is a change to the scheduled number of races in a season, bets placed on this market will stand.

**Most Pole Positions During the Season**

- Predict the driver/team who will achieve the most pole positions during the specified season.

## **Badminton**

### **General Rules**

- If there is a change to the scheduled number of games played in a match, wagers will stand, unless stated otherwise.
- If a player is disqualified or retires from the match, wagers will be void, unless stated otherwise.
- If a match is suspended, postponed, abandoned, and not completed on the scheduled day, wagers will be void unless stated otherwise. The lone exception is the Olympic Games, where wagers will stand on the match if it is played before the Closing Ceremony.

### **Match Betting/Money Line**

- Predict the winner of the match.

### **Total Points (Match/Game)**

- Predict whether the total points scored in the match or specified game will be over or under a specified number.

### **Game Winner**

- Predict the winner of a specific game in the match.

### **Game/Points Spread**

- Predict the result once the spread has been applied to the official scores.

### **Correct Score (Match/Game)**

- Predict the correct score of the match or a given game.

### **Total Points Odd/Even (Match/Game)**

- Predict whether the total points scored in the match, or a specific game, will be odd or even.

### **Extra Points**

- Predict whether there will be extra points in a specified game.

### **Race to X Points**

- Which team/player will score the specified number of points in a game first.

### **Lead After X Points**

- Which team/player will lead after the specified number of points have been played.

### **Tournament Winner**

- Predict the winner of the specified tournament.

## Baseball

### **General Rules**

- Wagers will stand regardless of a pitching change with the only exception being the Listed Pitcher versus Listed Pitcher Money Line market. If one of the listed pitchers does not start in the Listed Pitcher Money Line market, then all wagers on this market will be void.
- Pitcher names displayed on the mobile app and website are for informational purposes only, with the exception being Listed Pitcher vs Listed Pitcher Money Line markets, which require pitcher names to be included.
- Games must go at least 9 innings of play (or 8 ½ if the home team is ahead) for wagers to have action, otherwise wagers will be void, unless a winning market has already been unequivocally determined.
- For doubleheader games, which are scheduled for 7 innings, these games must go at least 7 innings of play (or 6 ½ if the home team is ahead).
- The only exceptions to the above rules are a wager placed on the pre-game money line, where wagers will stand provided there are at least 5 full innings of play unless the team batting second is leading after 4 ½ innings. If the game is called or suspended after this point of the game is reached, then the winner is determined by the score after the last full inning (unless the team batting second 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).
- In the instance where a game is suspended/abandoned, the following rules will be applied in settling wagers:
  - If a winning selection in a specific market has been unequivocally determined before the suspension/abandonment of the game, wagers will stand, and settlement will occur as expected.
  - If a winning selection for a specific market has not been unequivocally determined at the time of suspension/abandonment, all wagers will be void.
  - In the case of a suspension/abandonment, any subsequent replays/completions, award of the game result by governing bodies, etc. will not count toward settlement.
  - Except for MLB playoff games, suspended games do not carry over.
- In the instance of a postponed game, all wagers placed on that game will be void. The only exception to this rule is MLB playoff games which are action whenever played. A postponed game is one that does not start on the scheduled day it is to be played. Postponement refers to date and time of game location, not where customer is located.
- Extra innings count unless otherwise specified.
- For regular-season team futures markets:
  - All teams must play in the listed amount of regular season games or else wagers will be void unless a winning market has already been determined.
  - In the case of a tie, dead heat rules will apply.
- For individual game player statistical markets, the player(s) must start, or else wagers will be void.
- Batters need to be in the starting lineup and have a plate appearance or else prematch wagers will be void, unless otherwise stated.
- Pitchers must throw the first pitch for their team for action.
- For Pitcher Win markets, the “No” selection includes both losses and no decisions.
- All player proposition markets will stand once game becomes official after 5 innings unless a winning market has already been determined.
- For season-long player propositions/futures:

- The named player(s) must play in at least one regular season game or else wagers will be void.
- All teams must play at least the listed number of regular season games or else wagers will be void.
- In the case of a tie in a futures market, dead heat rules will apply.
- When Mercy Rule is called because one team is in an unassailable lead, all wagers will stand.

### **Money Line**

- Predict which team will win the game.

### **Run Line**

- Predict the winning team after the point spread has been applied to the actual scores.

### **First 3 Innings**

- For money line, run line and total runs, the full 3 innings must be played for action, unless result has already been determined.

### **First 5 Innings**

- For money line, run line and total runs, the full 5 innings must be played for action, unless a winning result has already been determined.
- The exception to the above rule is if the game is called/suspended in the bottom of the fifth inning with the home team ahead, all money line wagers will be settled as official with the score at the time of suspension.

### **First 7 Innings**

- For money line, run line and total runs, the full 7 innings must be played for action, unless result has already been determined.
- The exception to the above rule is if the game is called/suspended in the bottom of the seventh inning with the home team ahead, all money line wagers will be settled as official with the score at the time of suspension.

### **Total Runs/Alternative Total Runs**

- Predict whether the combined scores for each team will be over or under a specified number of runs.

### **Away/Home Team Total Runs**

- Predict whether the away/home team will score over or under a specified number of runs.

### **Total Runs Odd/Even**

- Predict whether the total runs are odd or even.
- Zero counts as even.
- Runs scored in extra innings count.

### **First/Last Team to Score**

- Predict which team will score first or last.

### **Teams to Score**

- Predict whether neither, one, or both teams will score.

#### **Innings Betting**

- Predict the team that will score the most runs in a specified inning.
- The full inning must be completed for wagers to stand.
- In the event of a tie, wagers will be void unless odds are quoted for the tie.

#### **Innings Total Runs**

- Predict the range that contains the combined number of runs scored in a specified number of innings.

#### **Innings Total Runs Odd/Even**

- Predict whether the total number of runs in a specified innings is odd or even.
- Zero counts as even.
- Runs scored in extra innings count.

#### **Innings of First/Last Scoring Play**

- Predict the inning that contains the first/last scoring play and whether it will be in the top half (away team) or bottom half (home team).

#### **Highest Scoring Innings**

- Predict the highest scoring innings.
- In the event of a tie, dead heat rules will apply.

#### **Nine Innings Betting**

- Predict the team that will score the most runs during the first nine innings.
- Extra innings do not count.
- In the event of a tie, wagers will be void unless odds are quoted for the tie.
- If the first nine innings are not completed, wagers will be void unless the home team is ahead after 8½ innings, in which case wagers will stand.

#### **Nine Innings Correct Score**

- Predict the correct score after the first 9 innings have been completed.
- Extra Innings do not count.
- If the full 9 innings are not completed, wagers will be void unless the home team is ahead after 8½ innings, in which case the correct score at the time will stand.

#### **Nine Innings Correct Score Special**

- Predict whether any team will score 10 or more runs in 9 innings.
- If the full 9 innings are not completed, wagers will be void unless the home team is ahead after 8½ innings, in which case wagers will stand.

#### **Will the Home Team Bat at the Bottom of the Ninth Inning**

- Predict whether the home team will bat after the away team has completed 9 innings.

#### **Will Extra Innings be Played**

- Predict whether extra innings will be played because the score is tied after 9 innings.



**Double Result**

- Predict the result at both the end of the 5th inning and the end of the game.
- Extra innings are included.

**Winning Margin**

- Predict the margin by which a specified team wins the game.

**Two-Run/Three-Run Scoring Play**

- Predict whether there will be a scoring play in the game that scores two/three runs.

**Grand Slam Home Run**

- Predict whether there will be a grand slam hit in the game.

**Quality Pitching**

- Predict the total number of runs conceded by either team through the first 6 innings.

**Shutout Pitching**

- Predict whether either team will allow no runs to be scored through the first 9 innings (or 8.5 if the home team is ahead).

**1<sup>st</sup> Plate Appearance – Result Exact**

- Predict the exact result of a listed batters' first plate appearance.
- Wagers will stand regardless of if a player is in the starting lineup or not.
- All incomplete plate appearances will be void.

**Total Bases**

- Predict the number of total bases a player will have in the game.
- Total bases include the number of bases a player has as a result of their hits.
- Walks are NOT included in a player's total bases.

**Race to X Runs Pre-Game/Live**

- Predict which team will reach the specified number of runs first.
- Wagers are settled on the events that occur in the regulation number of innings. Extra innings will count if the game is tied on completion of the regulation number of innings.
- If a game is abandoned and a winning selection has been unequivocally determined in the time played before suspension/abandonment, wagers placed on that selection in this market will have already won and will be settled as winners. Wagers placed on other selections in this market will have already lost.
- If a game is abandoned and no winning selection has been unequivocally determined in the time played before suspension/abandonment, wagers placed on this market will be void because the game did not play for the full duration.

**MLB Daily Total Runs Scored - "Grand Salami"**

- Predict whether the number of runs scored in an MLB game day is over or under a specified number.
- All scheduled games must take place that day and go at least 8.5 innings or all wagers will be void.

- Standard MLB suspension/abandonment rules apply regarding completion of games the following day.

#### **Away Teams v Home Teams Runs (Money Line/Spread)**

- Predict whether the home teams or the away teams will score the most runs, or runs with a handicap applied, on any specified MLB game day.
- All scheduled games must take place that day and go at least 8.5 innings or all wagers will be void.
- Standard MLB suspension/abandonment rules apply regarding completion of games the following day.
- In the event of a change in venue, the team batting second for betting purposes will be classed as the home team.

#### **Daily Grand Slam and No-Hitter**

- Wagers will stand regardless of how many games are completed that day.

#### **Daily Pitcher Strikeout Leader**

- Predict the starting pitcher to record the most strikeouts for the day.
- If a listed pitcher does not start, wagers on that pitcher will be void.
- As long as a game starts, wagers will stand regardless of how long the game lasts, or whether it is fully completed or not.
- In the case of a tie, dead heat rules will apply.

#### **Team to Win Regular Season Series**

- Wagers will stand as long as there is a declared winner in one game of the series, regardless of how many games were scheduled to be played.
- The series must be completed within seven days of the start of the series. Suspended games completed past the seven days of the series start will not count.
- All games in the series must be played at the originally scheduled site.
- This market is NOT for who wins the regular season series between the two teams for the entire year, just the specifically scheduled two, three, four, etc. game series in a week's time.

#### **General Rules - Live**

- For all full-game wagers on baseball the game must go at least the regulation 9 innings (8 ½ if the home team is ahead) for a scheduled 9-inning games and 7 innings (6 ½ if the home team is ahead) for a scheduled 7-inning game for action.
- When Mercy Rule is called because one team is in an unassailable lead, all live wagers will stand.
- For all specific inning or combined inning (e.g., First X Innings, Result After X Inning, X inning Money Line, X Inning Betting, X Inning Runs) wagering, the specified inning or period must be completed for action. For example, a wager on the 6<sup>th</sup> Inning where a game is postponed in the 7<sup>th</sup> inning stands; whereas if the game were to be called at any time during the 6<sup>th</sup> inning, the wager will be void.
- Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.
- Live total runs wagers will be void regardless of result if game is called suspended, with the exception of the Mercy Rule being applied.
- For live player proposition markets, players must play for action. If a player does not play, live wagers on the player will be void.

- All player proposition markets will stand once game becomes official after 5 innings unless result has already been determined.
- The official ruling made by Major League Baseball on what constitutes a plate appearance for a given player will be used for settlement purposes when determining whether the plate appearance was recorded.
- Settlement will occur in real time and will be taken from the feed supplied by our service providers.

#### **Any Run in X Inning Live**

- Predict whether a run will be scored by either team in a listed inning.
- If a run has been scored in the listed inning and then the game gets suspended/postponed, wagers will stand and the 'yes' will be the winning selection.

#### **Hit – Batter v. Pitcher Top/Bottom of the Xth Inning Live**

- Predict whether the named batter will record a Single, a Double, a Triple, a Home Run (all as defined by the MLB) or No Hit in his plate appearance against the named pitcher in the specified half-inning.
- Wagers are settled on official statistics provided by the MLB. In the event of a dispute, statistics published on MLB.com on the day of the game will be used for settlement purposes. Any subsequent changes after this time won't count for settlement purposes.
- If the named batter does not complete a plate appearance (as defined by the MLB) against the named pitcher within the specified half-inning, wagers will be void.
- If the named batter or pitcher in the market are ejected or removed because of injury or substitution before or during the plate appearance, wagers will be void.
- The following outcomes of a plate appearance will also result in a void bet: Intentional Walk, Sacrifice Bunt, Catcher Interference, Fan Interference (all as defined by, and scored as, by the MLB).
- The bet will be resulted on the first plate appearance outcome of the named batter against the named pitcher within the specified half-inning. Any subsequent plate appearances the named batter has against the named pitcher in the specified half-inning will not count.
- If the match is abandoned, normal abandoned match rules for Baseball will apply. For all complete plate appearances, the corresponding market's wagers will stand. All incomplete plate appearances will be void.

#### **Result - Batter v. Pitcher Top/Bottom of the Xth Inning Live**

- Predict whether the named batter will record a Hit, a Strikeout, a Walk (all as defined by the MLB) or "Any Other" in his plate appearance against the named pitcher in the specified half-inning.
- Wagers are settled on official statistics provided by the MLB. In the event of a dispute, statistics published on MLB.com on the day of the game will be used for settlement purposes. Any subsequent changes after this time won't count for settlement purposes.
- If the named batter does not complete a plate appearance (as defined by the MLB) against the named pitcher within the specified half-inning, wagers will be void.
- If the named batter or pitcher in the market are ejected or removed because of injury or substitution before or during the plate appearance, wagers will be void.
- The following outcomes of a plate appearance will also result in a void bet: Intentional Walk, Sacrifice Bunt, Catcher Interference, Fan Interference (all as defined by, and if scored by the MLB).

- The bet will be resulted on the first plate appearance outcome of the named batter against the named pitcher within the specified half-inning. Any subsequent plate appearances the named batter has against the named pitcher in the specified half-inning will not count.
- If the match is abandoned, normal abandoned match rules for Baseball will apply. For all complete plate appearances, the corresponding market's wagers will stand. All incomplete plate appearances will be void.

#### **Pitch Result**

- "In-Play" includes any type of hit (single, double, etc.) in addition to any batted ball which results in an out(s) being recorded.
- Reaching on an error and failed fielder's choice will settle as "in-play".
- Hit by pitch and pitch out are included in the settlement for "Ball".
- Pitch clock and infield shift violations will not settle any pitch markets.
- Pitch result markets will void for the current batter on an automatic or an intentional walk.
- If a pitch clock or infield shift violation occurs, wagers will be settled on the next pitch thrown. Pitch result markets will void for the current batter on an intentional walk or an automatic ball that results in an intentional walk.

#### **Pitch Speed Over-Under**

- If an official pitch speed is not available for a pitch at the conclusion of the game, all wagers will be void. Official pitch speeds come from MLB.com. Pitch speed on a television broadcast is not considered official.
- Pitch clock and infield shift violations will not settle any pitch speed markets.
- Pitch speed will void for the current batter on an automatic walk.
- If a pitch clock or infield shift violation occurs, wagers will be settled on the next pitch thrown.
- Pitch speed markets will void for the current batter on intentional walk or an automatic ball that results in an intentional walk.

#### **Plate Appearance Result Reach Base**

- "Yes" will be settled as the winner if the result of the player's plate appearance ends with that player being safely on any base or reaching home plate (including reaching base in scenarios such as an error, fielder's choice, intentional walk) and the half inning is not over.
- "No" will be settled as the winner if the specified player does not hit a home run or the result of the player's plate appearance ends with that player not being on base (including scenarios such as the player recording a hit but being thrown out trying to stretch a hit into extra bases).

#### **Plate Appearance Exact (No Pitcher Listed)**

- "Reach on Error" includes an error, failed fielder's choice, and catcher's interference.
- Plate Appearance Exact will be void on an intentional walk.

#### **Plate Appearance Grouped (No Pitcher Listed)**

- All wagers on the specific market will be void in the following scenarios: error, failed fielder's choice, catcher's interference, and a dropped third strike (where the batter beats the throw to first base).
- Plate Appearance Grouped will be void on an intentional walk.

#### **Plate Appearance Pitches Thrown**

- Predict the total number of pitches thrown in the plate appearance. Automatic balls/strikes do not count towards the number of pitches thrown.
- If a plate appearance is cut short due to an out on the basepaths, those pitches do not count towards settlement when the batter leads off the following inning.

### **3-Batter Reach Base**

- Predict the result of the plate appearance for each of the first three batters up in a half inning. The wager is whether each batter will reach base or not (e.g., “no|yes|no” means that the first and third batters of that half inning will not reach base, and the second batter will reach base).
- For each of the three batters, “Yes” will be settled as the winner if the result of the player’s plate appearance ends with that player being safely on any base or reaching home plate (including reaching base in scenarios such as an error or fielder’s choice but excluding reaching via an intentional walk) and the half inning is not over.
- Pinch hitters or pitching changes will not void the market.
- All wagers will be void if any of the three batters are intentionally walked.

### **Half Inning 0.5 Strikeout Over-Under**

- A strikeout with a dropped third strike where the batter reaches safely will grade the market as “Yes”.

### **Half Inning 2.5 Strikeout Over-Under**

- Predict if there will be over or under 2.5 strikeouts during the half inning. The strikeouts do not need to be consecutive. For example, a dropped third strike where the batter reaches safely, followed by a fly out, followed by two strikeouts, would grade the market as “Yes”.

### **Half Inning Strikeout Exact**

- A dropped third strike where the batter reaches safely counts toward the total number of strikeouts.

### **Half Inning Home Run**

- Inside-the-park home runs will grade the market as “Yes”.

### **Half Inning Batters to the Plate**

- Predict how many batters will step into the box. An official plate appearance does not need to be recorded.  
For example, the first two batters of the inning record outs. The third batter reaches safely. On a 2-0 count to the fourth batter, the runner is caught stealing. The market results as 4 batters to the plate.

### **Half Inning Hits Exact/Hits Over Under**

- A hit where the batter is out stretching counts as a hit.

### **Live Preset Parlay Specials**

- If one leg of a parlay voids, the entire parlay will void regardless if all of the other legs win.

### **League, Conference, Division, Regular Season Winner**

- League, conference, division, and regular season winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the winner.
- If there is a realignment of a conference, league or division after those markets have been released, then wagers on those markets will be void.
- If a team is placed on probation and deemed ineligible for any championships at any time after wagering has been made available, all wagers will stand.

#### **Winning League/Conference/Division**

- Predict which league/conference/division the championship winner will come from.

#### **Playoff Series Winner**

- Predict the team that will win the given series.
- If there is any change to the scheduled number of games in the series, wagers will be void.
- The winner of the given series will be the team that progresses on to the next round of the competition or lifts the trophy.

#### **Regular Season Win Totals/Head-to-Head**

- For regular season win totals, teams must play at least the listed number of regular season games or else wagers will be void, unless a winning market has already been determined.
- For head-to-head matchups, teams must play at least the listed number of regular season games for action, unless otherwise stated.
- Teams do not need to play the same number of regular season games for action, as long as they play the minimum listed number of games.

#### **Make-Miss Playoffs**

- Wagers will stand regardless of how many regular season games are played as long as the league considers them playoff teams.
- Play-in games are NOT considered making the playoffs. A team playing in a play-in game and not advancing to the actual playoff round, would be considered as NOT making the playoffs. A team gaining a wild card berth is considered as making the playoffs.

#### **Home Run Derby**

- Players must start in the home run derby or else wagers on that specific player will be void.
- For head-to-head player round matchups, both players must start the round or else wagers will be void.
- For all statistical markets, results will be determined by official league data and not what is necessarily shown or heard on the broadcast.

## **Basketball**

#### **General Rules**

- Wagers for all markets will stand provided at least 43 minutes of play in an NBA game, or 35 minutes in a college, international or any other game, have taken place and an official result is declared. If a game does not complete the required number of minutes played, wagers will be

void, unless a winning market has already been unequivocally determined. In other competitions, wagers will stand if an official winner is declared by the specific league.

- The game must play on the scheduled date or else wagers will be void.
- In the case of a postponed/abandoned game, wagers will be void with the exception of games played in the Olympic Games, where wagers will stand on the game if it is played before the Closing Ceremony.
- Where the result of a two-way market is a tie, wagers will be void unless odds are quoted for the tie.
- If there is a change of venue for an event, for any reason, wagers placed on this event prior to the location change announcement will be void.
- For all wagers, overtime counts unless otherwise stated.
- For all Basketball games that are part of a two-legged tie (i.e., Champions League, Europe Cup), all markets will be settled on regular time only. Any overtime played due to a tie being level at the end of regulation will not count for wagering purposes.
- For regular-season team futures markets:
  - All teams must play in at least the listed number of regular season games or else wagers will be void, unless a winning market has already been determined.
  - In the case of a tie, dead heat rules will apply.
- For individual game player statistical markets, if the named player takes any part in the game, wagers will stand,.
- For season-long player propositions/futures, the named player must play in at least one regular season game or else wagers will be void.
- If any component of an individual selection is void, the whole selection is void.
  - Example: Two players to each score over a specified number of points. If one player does not play in the game, the entire wager would be void.
- NBA wagers are settled on official statistics provided by the league.

#### **Money Line (Game/Half/Quarter)**

- Predict the team that will win the game/half/quarter.
- For the fourth quarter money line, overtime is not included.

#### **Spread (Game/Half/Quarter)**

- Predict the team that will win the game/half/quarter after the point spread has been applied to the actual scores.

#### **Total Points (Game/Half/Quarter)**

- Predict whether the total points scored in the game/half/quarter will be over or under a specified number.
- Quarters and halves must be completed for wagers to stand unless a winning market has already been unequivocally determined at the time of abandonment.
- For the fourth quarter totals, overtime is not included.

#### **Half Wagering**

- Predict the result of the 1<sup>st</sup> and/or 2<sup>nd</sup> alf.
- Overtime does not count unless otherwise stated.
- Halves must be fully completed for wagers to stand, unless a winning market has already been unequivocally determined at the time of abandonment.

**Highest/Lowest Scoring Quarter**

- Predict the quarter in which the highest/lowest points will be scored.
- Overtime does not count.
- If all four quarters are not completed, wagers will be void unless the most points have already been scored in the fourth quarter.
- In the case of a tie, dead heat rules will apply.

**Home/Away Team Total Points (Game/Half/Quarter)**

- Predict whether the total points scored in the game/half/quarter by the home/away team will be over or under a specified number.

**Total Points Odd/Even (Game/Half/Quarter/Home/Away)**

- Predict whether the total points scored in the game/half/quarter, or home/away teams, will be an odd or even number.
- In the second half and fourth quarter, points scored in overtime do not count.

**Team to Score First/Last Basket**

- Predict the team that will score the first/last basket (field goal) in the game.

**First Scorer Markets**

- Predict the player who will score the first point(s) in the game.
- Should a player listed not start the game, all wagers on that player will be void.
- If a player that is not listed is the first scorer of the game, all wagers on other starting players will stand.

**First Scorer Type Markets**

- Predict the player that will score the first point(s) in the game and the method by which it will be (i.e. 2-point basket, 3-point basket, or free throw).
- Should a player listed not start the game, all wagers on the player selected will be void.
- If a player that is not listed is the first scorer of the game, all wagers on other starting players will stand.

**First Scorer + Type (2-pt basket)**

- Predict the player that will score the first point(s) in the game and it being a 2-point basket.
- If the first score of the game is not a 2-pt basket, all wagers on the market will be graded as a loss.
- Should a player listed not start the game, all wagers on the player selected will be void.
- If a player that is not listed is the first scorer of the game, all wagers on other starting players will stand.

**First Scorer + Type (3-pt basket)**

- Predict the player that will score the first point(s) in the game and it being a 3-point basket.
- If the first score of the game is not a 3-pt basket, all wagers on the market will be graded as a loss.
- Should a player listed not start the game, all wagers on the player selected will be void.



- If a player that is not listed is the first scorer of the game, all wagers on other starting players will stand.

#### **First Scorer + Type (Free throw)**

- Predict the player that will score the first point(s) in the game and it being a free throw.
- If the first score of the game is not a free throw, all wagers on the market will be graded as a loss.
- Should a player listed not start the game, all wagers on the player selected will be void.
- If a player that is not listed is the first scorer of the game, all wagers on other starting players will stand.

#### **Player or Team First Field Goal Scorer of 2<sup>nd</sup> Half (Type/Exact)**

- Offensive basket interference is credited as a turnover and will not settle the shooting player's/team's market.
- Any unsettled player markets will be void when the player fouls out, gets ejected, or is ruled out due to injury.
- If a player that is not listed is the first field goal scorer of the second half, all wagers on the other players will stand.

#### **Player/Team First Three-Point Field Goal Scorer (Game/Half/Quarter)**

- Predict the player that will make the first three-point field goal of the game, half, or quarter.
- If a player that is not listed is the first three-point field goal scorer of the game, half, or quarter, all wagers on the other players will stand.

#### **Race to X Number of Points**

- Predict the first team to score the listed number of points.

#### **Winning Margin (Full Game/Half/Quarter)**

- Predict the margin of victory of the game/half/quarter.

#### **Double Result**

- Predict the result at both halftime and full time.

#### **Will There be Overtime**

- Predict whether overtime will be played because the scores are equal at the end of regulation.

#### **Total Points, Rebounds, Assists, Blocks, Steals, Made 3-Point Field Goals, Turnovers**

- Predict whether the statistical category recorded by the named player or team in the game is over or under a specified number.
- Wagers are settled on official statistics provided by the NBA.
- In the event of a dispute, statistics published on NBA.com on the day of the game will be used for settlement purposes.

#### **To Record a Double-Double/Triple-Double**

- Predict whether a named player will record a double-double or triple-double in the game.

- A "double-double" is for the named player to achieve 10 or more counting statistics in two different statistical categories, either points, assists, rebounds or steals.
- A "triple-double" is for the named player to achieve 10 or more counting statistics in three different statistical categories, either points, assists, rebounds or steals.

### **Highest Scoring Team**

- Predict the team with the highest point total during a specific time frame (i.e., day, week, month, season).
- All games involving the listed teams must be played in the listed time period, or else wagers will be void, unless otherwise stated.

### **Player with Most Points, Rebounds, Assists, Blocks, Steals, 3-Point Field Goals Made**

- Predict the player with the highest statistical performance in a category, or categories, during a specific time frame (i.e., game, day, week, month, season).
- For daily markets:
  - If any one of the listed players doesn't start the game but is an active player on court at any time, wagers placed on this player and market will stand.
  - If any one of the offered players spends no time active on court and therefore takes no part in the game, wagers placed on the ENTIRE market, including the other listed players, will be void.
  - All games involving the listed players must be played in the listed time period, or else wagers will be void, unless otherwise stated.
- For weekly, monthly and season markets, wagers will stand regardless of how many games are played during that time period, unless otherwise stated.
- In the case of a tie, dead heat rules will apply.

### **Race to X Points**

- Predict the team to reach the listed point milestone first.
- Wagers are void if neither team reaches the listed score.

### **Player or Team First Field Goal Scorer of 2<sup>nd</sup> Half (Type/Exact)**

- Offensive basket interference is credited as a turnover and will not settle the shooting player's/team's market.
- Any unsettled player markets will be void when the player fouls out, gets ejected, or is ruled out due to injury.
- If a player that is not listed is the first scorer of the second half, all wagers on the other players will stand.

### **Player or Team Next Made Field Goal Type**

- Wagers will be void if another field goal is not made after the displayed score.
- Offensive basket interference is credited as a turnover and will not settle the shooting player's/team's market.
- Any unsettled player markets will be void when the player fouls out, gets ejected, or is ruled out due to injury.

- In the case of a specific score not occurring in the game, all markets with the incorrect score listed in the market's context will be void and action on the market(s) will be canceled.
  - For example, if a two-point field goal is changed to a three-point field goal, the markets with the score reflective of the two-point field goal will be void.

#### **Team Next Field Goal Attempt (Type/Exact)**

- Wagers will be void if another field goal is not attempted after the displayed score.
- If a player is fouled in the act of shooting and the shot is missed, that does not count as a missed field goal attempt. A made shot on a foul in the act of shooting will count as a made field goal.
- Offensive basket interference is credited as a turnover and will not settle the shooting player's/team's market.
- Any unsettled player markets will be void when the player fouls out, gets ejected, or is ruled out due to injury.
- In the case of a specific score not occurring in the game, all markets with the incorrect score listed in the market's context will be void and action on the market(s) will be canceled.
  - For example, if a two-point field goal is changed to a three-point field goal, the markets with the score reflective of the two-point field goal will be void.

#### **Possession Result (Exact/Grouped)**

- Predict the result of the first or next possession after the given time and quarter.
- An offensive rebound continues a possession.
  - If a player misses a field goal, then their team grabs an offensive rebound and scores a two-pointer, the result of the possession is s "Score/Made 2-Pointer".
- An offensive rebound following a free throw sequence constitutes a new possession.
- A jump ball in which the defensive team gains possession will settle as "Turnover".
- Blocked shots that get rebounded by the defensive team will settle as "Defensive Rebound".
- Non-shooting fouls (technical, clear path, defensive 3 in the key) that lead to free throws will settle as "Attempted Free Throw" if they occur during the course of play. Non-shooting fouls that lead to free throws during breaks in play (timeouts, between quarters, etc.) will not settle the market.
- Offensive basket interference will settle as "Turnover".
- If a free throw is re-shot due to a violation, the market will settle as the outcome of the additional attempt.
- Any unsettled player markets will be void when the player fouls out, gets ejected, or is ruled out due to injury.

#### **Xth Free Throw Made**

- Predict whether the listed free throw will be made or not.
- If a free throw is re-shot due to a violation, the market will settle as the outcome of the additional attempt.

#### **Free Throw Trip (Two or Three Attempts)**

- Predict how many free throws will be made from a listed free-throw trip.
- If a free throw is re-shot due to a violation, the additional attempt will count towards settlement of the market.

**Player Who Will Score More Points**

- Predict the player who will score more points in the game.

**Quarter Player Points (Over/Under)**

- Markets will be void if the player does not record any time on-court during the listed quarter.

**Team or Player Attempt/Type/Exact**

- Wagers are void if a field goal is not attempted or made after the displayed score.
- Offensive basket interference is credited as a turnover and will not settle the shooting player's/team's market.
- Any unsettled player markets will be void when the player fouls out or gets ejected.
- The official governing body definition of a field goal applies (free throws do not count)
- In the case of a market listed with a score that did not occur (due to a score correction or any other reason), all wagers on that market will be void.

**Player Matchups Live**

- For live player statistical matchups, players must play a minimum of 10 minutes in the specified game or else wagers will be void.

**League, Conference, Division, Regular Season Winner**

- League, conference, division, and regular season winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the winner.
- If there is a realignment of a conference or division after those markets have been released, then wagers on those markets will be void.
- For college basketball regular season conference winner futures, in the case of a tie, dead heat rules will apply.
- For college basketball regular season conference winner futures, in the case of a tie among teams with the same record, dead heat rules will apply. The team that has the number one seed for their conference tournament is NOT a tiebreaker for this market and thus will not be declared the sole winner.
- If a team is placed on probation and deemed ineligible for any championships at any time after wagering has been made available, all wagers will stand.

**Playoff Series Winner**

- Predict the team that will win the given series.
- If there is any change to the number scheduled number of games in the series, wagers will be void.
- The winner of the given series will be the team that progresses on to the next round of the competition or lifts the trophy.

**Regular Season Win Totals/Head-to-Head**

- For regular season win totals, teams must play at least the listed number of regular season games or else wagers will be void, unless a winning market has already been determined.
- For head-to-head matchups, teams must play at least the listed number of regular season games for action, unless otherwise stated.

- Teams do not need to play the same number of regular season games for action, as long as they play the minimum listed number of games.

### **Make-Miss Playoffs**

- Wagers will stand no matter how many regular season games are played during the season.
- Play-in games are NOT considered making the playoffs. A team playing in a play-in game and not advancing to the actual playoff round, would be considered as NOT making the playoffs. A team gaining a wild card berth is considered as making the playoffs.

## **Boxing**

### **General Rules**

- All wagers are settled on the official result and any subsequent alterations to the result, such as future overturned decisions or disqualifications, will not affect wagers unless they are amended on the day of the event's conclusion.
- In the event of a "no contest" being declared, all wagers will be made void, unless the outcome of a market has already been determined.
- If a bout is postponed, all wagers are void. An event must take place on the listed date for action, unless designated in the event name. The lone exception is the Olympic Games, where wagers will stand on the bout if it is fought before the closing ceremony.
- If there is a change in the previously scheduled site, all wagers will stand as long as the fight occurs on the previously scheduled date.
- If a fighter withdraws during the period between rounds, the fight is deemed to have ended in the previous round.
- The start of the next round will be signified by the bell ringing. Therefore, a fighter who withdraws after the bell is sounded to signal the start of the next round will be deemed to have lost in that round even if there is no competitive action in that round.

### **Bout Betting**

- Predict the fighter who will win the bout. If result is a draw, then wagers are a void unless a draw option is offered.

### **Total Rounds**

- Predict whether the fight will finish over or under a specified number of rounds.
- Where a half is stated in a 3-minute round, 1 minute 30 seconds will define the half for over/under betting. The same principle will be used for a 2-minute round, etc. If the over/under total lands on exactly half of a round, wagers will be void.
- If for any reason the selected number of rounds in a fight is changed, wagers will stand on all markets unless the change results in one selection becoming impossible to win, in which case the market is a void.
  - Example: If a fight set for 12 rounds with total rounds line of 10.5 is changed to a 10-round fight, wagers on the original 10.5 market line are void because over 10.5 is impossible to win.

### **Round Betting/Grouped (Alternative) Round Betting**

- Predict the winner of the fight and the round or group of rounds in which the fight will be won.

- If the fight is decided by decision (on points), then that will be the winning market and wagers on a fighter to win in a specific round will be lost. Wagers on a fighter to win in the final scheduled round will not be a winner if the fight is decided by a decision.
- If a technical decision (on points) is the method of victory, the decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.
- If for any reason the selected number of rounds in the fight is changed from what was previously scheduled, this market will be void.

#### **Method of Result (Includes Alternative)/How Will Fight End**

- A price will be offered for a knockout (KO)/technical knockout (TKO) and disqualification, decision (includes technical) and a draw (includes technical).
- If a technical decision (on points) is the method of victory, the decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.

#### **Round and Method of Result**

- A price will be offered for a KO/TKO and disqualification, decision (includes technical) and a draw (includes technical).
- If a technical decision (on points) is the method of victory, the decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.
- If for any reason the selected number of rounds in the fight is changed from what was previously scheduled, this market will be void.

#### **Knockdown Specials/Knocked Down and Win/Round Knockdown Betting/Exact Number of Knockdowns**

- A knockdown occurs when the opponent is either knocked out or receives a mandatory 8 count. Anything deemed as a slip by the referee will not count as a knockdown.

#### **When The Fight End**

- If a technical decision is the method of victory, the exact time the fight was stopped will be the winner.
- If for any reason the selected number of rounds in the fight is changed from what was previously scheduled, this market will be void.

#### **Gone in 60 Seconds/First Minute Finish**

- If the fight ends from the start of the fight to exactly one minute (1:00) in, then the yes will be the winner.

#### **To Go the Distance**

- Predict whether or not the fight will go the full scheduled number of rounds regardless of the result.
- If a fight ends in a technical decision (on points), this will count as a fight NOT going the distance, even though it goes to the scorecards.
- If the scheduled number of rounds in a fight changes, wagers placed on this market will stand.

#### **Tournament Winner**

- Predict the fighter that will win the specified tournament. Wagers will stand as long as a winner has been declared by the governing body, whenever and however that may be.

- Fighter/team must participate in at least one tournament fight or else wagers on that fighter/team are a void.

## **Cricket**

### **General Rules**

- A minimum of one ball must be bowled after a wager is struck for any wager to stand unless the wager is in play.
- In all cricket matches, at least one ball must be bowled for wagers to stand.
- In Limited Overs matches, wagers will be void if the scheduled numbers of overs are reduced due to weather or for any other delay unless a winning market has already been determined.
- Dead heat rules will apply, unless otherwise stated.

### **Match Betting**

- If a match is shortened, wagers will be governed by the official competition rules. Where no official result is declared, wagers will be void.
- When no price is offered for the tie and the official result is a tie, any means introduced by the official governing body to determine a winner will count (ex: bowl off, super over, etc.). Super overs and bowl offs will not count for the settlement of any other market. If, after this, the result is still a tie and no other means are introduced by the official governing body to determine a winner, dead heat rules will apply.
- In the event of a tied test match, where all innings have been completed and both teams have the same score, dead heat rules will apply and wagers on the draw will be lost.
- If a match is abandoned due to outside interference and no official result is declared, wagers will be void.

### **Team Total Runs**

- Duckworth-Lewis-Stern adjustments do not count for wagering purposes.
- Penalty runs added to the team total because of a slow over rate by the bowling team will count.
- Runs scored in a Super Over will not count for settlement purposes.

### **Total Match Runs**

- In matches decided by a Super Over, runs scored during the Super Over will not count for settlement purposes.
- Duckworth-Lewis-Stern adjustments do not count for wagering purposes.
- Penalty runs added to the team total because of a slow over rate by the bowling team will count.

### **Fall of Next Wicket**

- Predict whether the next wicket will fall before or after a specified number of runs have been scored.
- Wagers will be void if the wicket stated does not fall unless a winning market has already been determined. If a player retires hurt, all wagers struck on that wicket are carried over onto the next partnership until a wicket falls.

### **Player Runs**

- Predict whether a named batsman will score higher or lower than a specific total runs.
- In Limited Overs matches, if the innings are reduced due to adverse weather conditions or if a player retires hurt, then wagers will be void unless the player is subsequently out, or his final score is greater than the quote at the time of wager placement.
- In Test Match cricket, if a player retires hurt, wagers will be void unless the player is subsequently out, or their final score is greater than the quote at the time of wager placement.

#### **Runs in Specified Team's First Over**

- Predict the total number of runs scored by a team in the specified over.
- The market will be settled on the number of runs scored from the first over of the match. In the event of an incomplete over, the market will be void unless a winning market has already been unequivocally determined.
- Any extras scored count towards the total.
- In a Test Match, unless stated otherwise, only the first innings count.
- In The Hundred, each over consists of only 5 balls (also referred to as Sets of 5)

#### **Runs in Next Over Live**

- Predict whether the number of runs scored in the over is higher or lower than a specific number.
- If all six balls are not bowled due to the team being bowled out or reaching their target, wagers will stand provided one ball is bowled. However, if the over is not completed due to adverse weather conditions or the team declaring, then wagers will be void unless a winning market has already been unequivocally determined.
- Any extras scored count towards the total.
- In a Test Match, unless stated otherwise, only the first innings count.  
In The Hundred, each over consists of only five balls (also referred to as Sets of 5).

#### **First Over Boundary/First Over Wicket**

- This applies to the batting team.
- The specified over must be completed for wagers to stand.
- In a Test Match, unless stated otherwise, only the first innings count.

#### **Highest First X Overs Total**

- Predict which team will have the highest number of runs in the specified period of overs.
- The market will be settled provided both teams have batted the specified number of overs or when no further play could not affect the result.
- In a Test Match, unless stated otherwise, only the first innings count.

#### **Highest Opening Partnership**

- Predict which team will have the highest opening partnership. Wagers stand provided the first ball has been bowled in each team's first innings.
- In a Test Match, unless stated otherwise, only the first innings count.
- In the event of a tie (and the draw is not an available selection), wagers will be void.

#### **Most Sixes**

- Predict the team that will score the most sixes.
- Only the first innings count, unless otherwise stated.



- In the event of a tie (and the draw is not an available selection), dead heat rules will apply.

#### **Most Boundaries/Fours/Sixes Hit in the Match**

- Predict the team that will score the most boundaries, fours, or sixes in a match. Only those scored off the bat will count.
- Boundaries include fours and sixes.
- In the event of a tie (and the draw is not an available selection), dead heat rules will apply.

#### **Total Match Boundaries**

- Predict whether the total number of boundaries will be over or under a specified number.
- Fours and sixes count.
- Only runs scored off the bat count.

#### **Total Match Fours/Sixes**

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

#### **Total Team Sixes**

- Predict whether the team's total number of sixes in the match will be over or under a specified number.

#### **Total Team Boundaries**

- Predict whether the team's total number of boundaries in the match will be over or under a specified number. Fours and Sixes count.
- Only runs scored off the bat count.

#### **Player Boundary Fours**

- Predict whether the total number of boundary fours will be over or under a specified number.
- Only Fours count.
- Only runs scored off the bat count.
- In Limited Overs matches, if the innings is reduced due to adverse weather conditions or if a player retires hurt, then wagers will be void unless the player is subsequently out, or his final score is greater than the quote at the time of wager placement.

#### **Player Boundary Sixes**

- Predict whether the total number of boundary sixes will be over or under a specified number.
- Only Sixes count.
- Only runs scored off the bat count.
- In Limited Overs matches, if the innings is reduced due to adverse weather conditions or if a player retires hurt, then wagers will be void unless the player is subsequently out, or his final score is greater than the quote at the time of wager placement.

#### **Team Highest Total Runs in a Single Over**

- Predict whether a team will score higher or lower than a specific number.

#### **Century to be Scored in the Match (Any Player in the Match to Reach a Specific Target)**

- Predict whether any individual player will score 100 runs or more in a given inning (or a different specified total). Combined runs from the First and 2nd innings do not count.
- In the event of reduced overs in any inning, market will be void provided a winning result has not been determined at the time of the reduction.
- Wagers placed on any player not in the starting 11 will be void. Wagers on players who are selected but do not bat will be deemed to have scored zero runs.
- In Limited Overs and Test matches, if the innings are reduced due to adverse weather conditions or if a player retires hurt, then wagers will be void unless the player is subsequently out, or his final score is greater than the quote at the time of wager placement.

#### **Team of Top Batsman/Team of Top Run Scorer**

- Predict the team that contains the top run scorer.
- Only the first innings counts, unless otherwise stated.
- In the event of a tie, wagers will be void unless wagering has been available for the tie.

#### **Top Batsman/Top Run Scorer/Top Bat and Team to Win**

- Predict the top run scorer in the team. Wagering is available on the first innings only unless otherwise stated. Wagers on Test and County Championship matches stand regardless of the number of overs bowled. For wagers to stand on One Day matches, a minimum of 20 overs must be bowled. For wagers to stand on Twenty20 matches, a minimum of 10 overs must be bowled. Dead heat rules will apply. Retired/hurt players will be classed as runners for Top Bat.
- Wagers placed on any player not in the starting 11 will be void. Wagers on players who are selected but do not bat will be deemed to have scored zero runs.

#### **Top Wicket Taker/ Top Bowler/Top Bowler and Team to Win**

- Predict the top wicket taker/bowler in the team. Wagering is available on the first innings only unless otherwise stated. Wagers on Test and County Championship matches stand regardless of the number of overs bowled. For wagers to stand on One Day matches, a minimum of 20 overs must be bowled. For wagers to stand on Twenty20 matches, a minimum of 10 overs must be bowled. If two or more players take the same number of wickets, dead heat rules will apply.
- Wagers placed on any player not in the starting 11 will be void and those who do not bowl are deemed to have taken zero wickets.
- If no wickets fall in the innings, then all wagers on the market will be void.

#### **Next Man Out/Next Player Out**

- Predict the next player out.
- Both players must be at the crease at the same time for wagers to stand. In the event of neither player being dismissed nor one of the players retiring hurt before a wicket has fallen, wagers will be void.

#### **Total Match Run Outs**

- Predict whether the total number of run outs in the match will be over or under a specified number.

#### **Next Over Runs Odd/Even**

- Predict whether the number of runs scored in the over are odd or even.

- The specified over must be completed for wagers to stand unless a match result has already been determined. If an innings ends during an over, then that over will be deemed to be complete unless the innings is ended due to external factors (including bad weather), in which case all wagers will be void unless a match result has already been determined.
- If the over does not commence for any reason, all wagers will be void.
- Extras and penalty runs in the particular over count towards settlement.

#### **Total Match Wides**

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

#### **Method of Dismissal/Next Wicket Method**

- Predict how the next wicket will fall.
- If no wicket falls, wagers will be void.

#### **Most Run Outs**

- Predict which team will have the most run outs.
- Wagers placed on this market are settled on the team having the most batsmen run out while batting.
- If neither team has anyone run out or if both teams have an equal number of run outs, the winning selection in this market will be a draw.

#### **Batsman Match Wagers/Run Scorer Match Wagers**

- Predict the batsman/run scorer who will score more runs than his/her opponent. For wagers to stand, both batsmen/run scorers must face at least one ball. In the event of a tie, wagers will be void unless wagering is available for the tie.
- Unless specified otherwise, batsman/run scorer match wagers will be based on the first innings.

#### **Bowler Match Wagers**

- Predict the player who will take more wickets than his opponent. For wagers to stand, both bowlers must bowl at least one ball. In the event of a tie, wagers will be void unless wagering is available for the tie.
- Unless specified otherwise, bowler wagers will be based on the first innings.

#### **Player Wickets**

- Predict the number of wickets a specific player will take in a given inning.
- In a Test Match, unless stated otherwise, only the first innings count.
- In County Championship or Test Matches, for wagers to stand, the player must bowl at least one ball. Should the player not bowl one ball, all wagers will be void.
- In Limited Overs cricket, players that do not bowl a ball will be deemed to have taken zero wickets.

#### **First Ball to be a Dot**

- Predict whether the first ball of the match or a team's given innings will have any runs scored from it, via runs scored from the bat or extras (no ball, wide, bye or leg bye). If no runs are scored, including the fall of a wicket, the winning selection is yes (a 'dot' ball).

#### **Test Match Session Runs**

- Predict whether the number of runs scored in the session is higher or lower than a specific number.
- A minimum of 20 overs must be bowled in the session for wagers to stand and all wagers stand if a session is extended.

#### **First Innings Lead**

- Predict the team to have the highest score after the first innings.
- Both teams must complete their first innings for wagers to stand (including declarations).

#### **Tournament Outright Winner**

- Predict the team that will win the tournament.

#### **Tournament Top Batsman**

- Predict the player that will score the most runs in the tournament.
- For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.
- Dead-heat rules apply.
- Batters must face at least one delivery, otherwise wagers will be void.

#### **Tournament Top Bowler**

- Predict the player that will take the most wickets in the tournament.
- In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be the winner.
- Bowlers must bowl at least one delivery, otherwise wagers will be void.

#### **Individual Team Tournament Top Batsman**

- Predict the player that will score the most runs in the tournament for the specified team.
- For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.
- Dead-heat rules apply.
- Batters must face at least one delivery, otherwise wagers will be void.

#### **Individual Team Tournament Top Bowler**

- Predict the player that will take the most wickets in the tournament for the specified team.
- In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be the winner.
- Bowlers must bowl at least one delivery, otherwise wagers will be void.

#### **Series Winner**

- Predict the team that will win the series.
- If a series is drawn and no draw option is offered, wagers will be void.

#### **Series Correct Score**

- Predict the score at the completion of the series.
- Wagers will be void if the number of scheduled games is not played.

#### **Series Top Batsman**

- Predict the player that will score the most runs in the series.
- For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.
- Dead-heat rules apply.
- Batters must face at least one delivery, otherwise wagers will be void.

#### **Series Top Bowler**

- Predict the player that will take the most wickets in the series.
- In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be the winner.
- Bowlers must bowl at least one delivery, otherwise wagers will be void.

#### **Individual Team Series Top Batsman**

- Predict the player that will score the most runs in the series for the specified team.
- For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.
- Dead-heat rules apply.
- Batters must face at least one delivery, otherwise wagers will be void.

#### **Individual Team Series Top Bowler**

- Predict the player that will take the most wickets in the series for the specified team.
- In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be the winner.
- Bowlers must bowl at least one delivery, otherwise wagers will be void.

#### **Total Tournament Fours**

- Predict the total number of fours in the tournament.
- Only fours scored off the bat are counted in the final total.

#### **Total Tournament Sixes**

- Predict the total number of sixes in the tournament.
- Only sixes scored off the bat are counted in the final total.

#### **Fastest Tournament Century**

- Predict the player who will score the fastest century in the tournament.
- This will be measured by the number of balls faced to reach a hundred.

## Cycling

### **General Rules**

- Race wagers must be completed within the calendar year in which they take place. The exception is the Olympic Games, where events must take place before the Closing Ceremony.
- All wagers will be settled at the time of the podium presentation.
- Should no podium presentation take place, the result listed on the official website will count as the official result. Any subsequent alterations to the result, such as future disqualifications, will not affect wagers.
- Dead heat rules will apply.

### **Race/Event Winner**

- Predict which cyclist will win the race. In the event of a disqualification or amended result, wagers will be settled on the result at the time of the podium presentation.
- Should no podium presentation take place, then the result listed on the official website will count as the official result.
- Wagers on any competitor who withdraws or takes no part in the event will be void, unless otherwise stated.

### **Stage Winner**

- Predict which cyclist will win a specific stage of the named event.
- Stakes will be refunded on non-participants.

### **Full Race or Stage Match/Group Betting**

- Predict which of the named athletes will obtain the highest (final) finishing position in the race or stage.
- Should neither (no) athlete finish the race or stage, wagers will be void.
- Should one of the athletes not take the start line, wagers on that market will be void.

### **Winning Margin (Race/Stage)**

- Predict the distance in minutes and seconds between the winner of the race and the cyclist finishing second.

### **Top 3 (Podium) Finish**

- Predict if the named athlete will finish the named event with a top 3 (podium) placing.

### **Top 5/10/20 Finish**

- Predict if the named cyclist will finish the named event with a top 5, 10 or 20 placing.

### **Special Categories**

- Predict the winner of a special category in the race. This includes the King of The Mountains, Points Classification, Team Classification and Youth Classification.

### **First Time Winner**

- Predict if the winner of the race has won the same race in a previous season.

### **Age/Nationality of Winner**

- Predict the age/nationality of the winner of the event.

### **Nationality Betting**

- Predict which cyclist from a nationality group will obtain the highest final placing in the named race.

### **To Win a Monument Race**

- Predict whether the named rider will win one of the five monument races in the named year. The Monument races are Milan San Remo, Tour of Flanders, Paris Roubaix, Liege Bastogne Liege and Il Lombardia).

## **Darts**

### **General Rules**

- If a match is shortened or not completed, markets will be void unless stated otherwise or unequivocally determined.
- If a match is postponed or cancelled, wagers will be void.

### **Money Line**

- Predict the winner of the match.
- If a match is started but not completed, wagers are graded on the official result.

### **Match Betting**

- Predict the outcome of the match, including a draw.
- In the event of a draw, wagers on players to win will be losing selections.
- If a match is started but not completed, wagers are graded on the official result.

### **Spread/Handicap Betting**

- Predict the winner of the match once the spread has been applied to the official scores.
- For leg and set handicaps, the spread will be applied to the official leg and set scores.

### **Correct Score Match/Set**

- Predict the correct score of a match or set.

### **Double Chance**

- Predict the result of a league match. This wager consists of three options: a player to win or draw, his/her opponent to win or draw and player to win.
- If a match is not completed, wagers are graded on the official result.

### **Draw No Bet**

- Predict which player will win in a league match and if the result is a draw, the wager will be void.
- If a match is not completed, wagers are graded on the official result.

### **Total Match 180s**

- Predict whether the total number of 180s will be over or under a specified number.

**First/Last 180**

- Predict the player to score the first/last 180 in the match.

**Player with the Most 180s/180s Match Bet**

- Predict which player will score the most 180s in the match.

**To Win the First/Second Leg**

- Predict which player will win the first/second leg in the match.

**First Leg Winning Color**

- Predict the color of the winning double in the first leg.

**First Leg 180**

- Predict whether a player will throw a score of 180 in the first leg.

**Win First Leg and Winning Color Parlay**

- Predict which player will win the first leg and the color of the winning double.
- Both predictions must be correct for wagers to be successful.

**Highest Checkout Matchbet/Player with The 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 wagers on either player are lost.

**Total Legs Odd or Even**

- Predict whether the total number of legs in the match will be an odd or even number.

**170 Checkout**

- Predict whether there will be a 170 checkout in the match.

**First Leg Winning Checkout**

- Predict whether the winning checkout in the first leg will be over or under a specified score.

**Leg X Winner**

- Predict which player will win a specified leg.

**Winning Checkout on a Specified Leg/Leg X Winning Checkout**

- Predict whether the winning checkout in the leg will be over or under a specified score.

**180 in a Specified Leg/Leg X 180?**

- Predict whether or not a player will throw a score of 180 in a specified leg.

**Match Treble**

- Predict if a player will win the match, hit the most 180's and hit the highest checkout in the match.

**To Win First and Second Leg**

- Predict if a player will win both the first and second leg of the match.

**Player Total 180s**



- Predict whether the total number of 180s for a specified player will be over or under a specified number.

#### **Highest Match Checkout**

- Predict whether the highest checkout of the match will be over or under a specified number.

#### **Player Highest Match Checkout**

- Predict whether the highest checkout for a specified player will be over or under a specified number.

#### **First 100+ Checkout**

- Predict which player will hit the first checkout of 100+.

#### **Nine Dart Finish**

- Predict if there will be a nine-dart finish in the match.

#### **Match To Finish on Bullseye**

- Predict if the final dart of the match is a bullseye.

#### **Total Legs**

- Predict whether the total legs in the match will be over or under a specified number.

#### **Checkout Color on a Specified Leg/Leg X Checkout Color**

- Predict whether the winning double in a specified leg will be red or green.

#### **Leader After X Legs**

- Predict which player will be leading after a specified number of legs in the match.

#### **Score After X Legs**

- Predict the correct score after a specified number of legs in the match.

#### **Set X Winner**

- Predict which player will win a specified set.

#### **Total Sets**

- Predict whether the total sets in the match will be over or under a specified number.

#### **Most 180s in a Session**

- Predict the player who will score the most 180s in all the matches taking place in a session.
- In the event of a match not taking place in a session, wagers will be void.

#### **Player With the Highest Checkout in a Session**

- Predict which player will make the highest checkout in a session.
- In the event of a match not taking place in a session, wagers will be void.
- In the event of a tie, dead heat rules will apply.

#### **Total 180s in a Session**

- Predict whether the total number of 180s scored in a session will be over or under a specified number.
- In the event of any match not taking place in a session, wagers will be void.

### **Tournament Winner**

- Predict the player that will win the tournament. Player must start for action, unless otherwise stated.

### **Group/Quarter Winner**

- Predict the winner of a specified group or quarter. Player must start for action.

## **Football**

### **General Rules**

- Wagers for all markets will stand provided at least 55 minutes of play have taken place and an official result is declared. If a game does not complete 55 minutes of play, wagers will be void, unless a winning market has already been unequivocally determined.
- If a game is suspended or postponed, the game must be played within 7 days of the original scheduled date or wagers are void. The exception being the final/championship of a competition, in which case all wagers stand for the rescheduled game.
- If there is a change of venue for an event, for any reason, wagers placed on this event prior to the location change announcement will be void.
- Overtime counts in all markets unless otherwise stated.
- Unless a price is quoted for a tie, any market where the result is a tie will be void.
- For season-long futures, wagers will stand regardless of team relocation, changes to team names, or changes to season length or playoff formats.
- If a team is declared ineligible for a championship at any point, future wagers on that team will stand.
- For season-long player proposition markets, player must play in at least one regular season game for wagers to be action. If the named player does not play, the wager will be void, unless otherwise stated.
- For season-long player proposition futures, if there is a tie, dead heat rules will apply.
- For football game player propositions, players must play in the game or else wagers will be void.
- If any component of an individual selection is void, the whole selection is void.
  - Example: Two quarterbacks to each throw for over 1.5 touchdowns. If one player does not play a snap in the game, the entire selection would be void.
- NFL wagers are settled on official statistics provided by the league.
- For football parlay cards, the following rules apply:
  - Listed football rules apply to all parlay card selections.
  - Wagers must have a minimum of 3 selections (4 for Big Teaser, or other required applicable number) in action or else the wager will be void. Wagering ties or postponed/non-official games are considered no action and reduce the number of selections with action, thus making the wager void, regardless of what the results are in the remaining selections.

### **Money Line (Full Game/Half/Quarter)**

- Predict the team that will win the full game/half/quarter.

**Point Spread (Full Game/Half/Quarter)**

- Predict the team that will win the full game/half/quarter after the point spread has been applied to the actual scores.

**Total Points (Full Game/Half/Quarter)**

- Predict whether the total number of points scored is over or under a specified number.

**Total Team Points Home/Away**

- Predict the number of points scored by the home/away team.

**Total Points Odd/Even**

- Predict whether the total points scored will be an odd or even number.

**Race to X Number of Points**

- Predict the first team to score the listed number of points.

**Winning Margin (Game/Half)**

- Predict the margin of victory of the game/half.

**Double Result**

- Predict the result at halftime and full time.

**First Half Result/Second Half Result**

- Predict the result of two halves: the result of the first half and the result of the second half.
- Any points scored in the first half do not count towards the result of the second half.
- Overtime does not count unless otherwise stated.

**Correct Score**

- Predict the exact score of the quarter, half, or game.
- Quarters and halves must be fully completed, or else wagers are void.
- For game correct score, at least 55 minutes must be played, or else wagers are void.

**Quarter Wagering**

- Predict the result of a specified quarter.
- Overtime does not count for wagering on the fourth quarter unless otherwise stated.

**Points Scored in a Specific Quarter**

- Predict the range of points scored in a specific quarter.
- Overtime does not count unless otherwise stated.

**Highest Scoring Quarter**

- Predict which quarter will have the most points.
- Dead Heat rules will apply.
- Overtime does not count.

**First Half Money Line**

- Predict the winning team at half time.
- If game is tied at halftime, then wagers will be void, unless tie is an option, then tie is the winning selection.
- The first half must be completed for wagers to stand.

#### **First Half Spread**

- Predict the result at halftime once the point spread has been applied to the actual scores.
- The first half must be completed for wagers to stand.

#### **First Half Total Points**

- Predict whether the total points scored at halftime will be over or under a specified number.
- The first half must be completed for wagers to stand unless a winning market has already been determined at the time of abandonment.

#### **Score in the Final Two Minutes of the First Half**

- Predict whether there will be a score in the final two minutes of the first half.
- If a score happens at exactly two minutes left on the clock, then yes is the winner.

#### **Second Half Wagering**

- Predict the exact result at the end of the second half.
- Overtime does not count unless otherwise stated.
- Any points scored in the first half do not count.
- The second half must be fully completed for wagers to stand.

#### **Halves or Quarters Won**

- Predict the number of halves or quarters won by a specified team.
- A tie in a quarter will not count towards a quarter win.
- Overtime does not count unless otherwise stated.

#### **To Score in All Quarters**

- Predict whether or not a team, or both teams, will score in all four quarters.
- Overtime does not count unless otherwise stated.

#### **First Scoring Play**

- Predict the first scoring play in the game.

#### **Total Touchdowns**

- Predict the total number of touchdowns/team touchdowns in the game.

#### **Total First Half Touchdowns**

- Predict the number of touchdowns in the first half.
- The first half must be completed for wagers to stand unless a winning market has already been determined at the time of abandonment.

#### **Total Second Half Touchdowns**

- Predict the number of touchdowns in the second half.

- Overtime does not count unless otherwise stated.
- The second half must be completed for wagers to stand unless a winning market has already been determined at the time of abandonment.

#### **First Team Touchdown**

- Predict the first team to score a touchdown in the game.

#### **Second Half First Team Touchdown**

- Predict the first team to score a touchdown in the second half.
- Overtime does not count unless otherwise stated.

#### **Quarter of First Touchdown**

- Predict the quarter in which the first touchdown is scored.
- Overtime does not count unless otherwise stated.

#### **Team To Score the Most Touchdowns**

- Predict which team will score the most touchdowns in the game.

#### **Both Teams to Score At Least X Touchdowns**

- Predict whether each team will score at least X number of touchdowns in the game.

#### **Both Teams to Score a Touchdown in Each Half/Quarter**

- Predict whether each team will score a touchdown in each half/quarter.
- Overtime does not count.

#### **Will a Touchdown be Scored in a Specific Quarter**

- Predict whether or not a touchdown will be scored in a specific quarter.
- Overtime does not count unless otherwise stated.

#### **Home/Away Team Defensive Touchdowns**

- Predict the number of touchdowns scored by the home/away defense.
- A punt or kickoff return will not count towards a defensive touchdown.

#### **First/Last Touchdown Scorer**

- Predict the first/last player to score a touchdown in the game.
- If no touchdowns are scored, then no touchdown will be the winning selection.

#### **Anytime Touchdown Scorer**

- Predict whether the specified player will score a touchdown in the game.
- If no touchdowns are scored, the wager will be lost.
- The player who crosses the goal line with the football or catches the ball in the end zone is considered the touchdown scorer.

#### **Player To Score X Or More Touchdowns**

- Predict whether the specified player will score at least X touchdowns in the game.

- A touchdown is scored when: the ball is on, above, or behind the plane of the opponents' goal line (extended) and is in possession of a runner who has advanced from the field of play into the end zone.

#### **Score/Win Double**

- Predict whether the specified player will score a touchdown and the specified team will win.

#### **Total Field Goals**

- Predict the total number of field goals, or team field goals, in the game.

#### **Team To Score the Most Field Goals**

- Predict which team will score the most field goals in the game.

#### **Both Teams to Score a Field Goal in Each Half/Quarter**

- Predict whether each team will score a field goal in each half/quarter.
- Overtime doesn't count.

#### **Quarter of First Field Goal**

- Predict the quarter in which the first field goal is scored.
- Overtime does not count unless otherwise stated.

#### **Will a Field Goal be Scored in a Specific Quarter**

- Predict whether or not a field goal will be scored in a specific quarter.
- Overtime does not count unless otherwise stated.

#### **Will a Field Goal be Missed**

- Predict whether or not a field goal will be missed in the game.

#### **Will a Missed Kick Hit the Upright**

- Predict whether a missed field goal or extra point hits the upright.
- Kicks hitting the crossbar do not count.

#### **Total Game/Half Punts**

- Predict the total number of punts, or team punts, in the game is over or under the specified number.

#### **Team With the Most Punts**

- Predict the team who will have the most punts in the game.

#### **Total Turnovers**

- Predict the total number of turnovers, or team turnovers, in the game.
- Turnover on downs (failed 4th Down attempts) do not count.

#### **Total Home/Away Team Turnovers**

- Predict the total number of turnovers committed by the home/away offense.
- Turnover on downs (failed 4th Down attempts) do not count.

**Team With Most Turnovers**

- Predict the team that commits the most turnovers.
- Turnover on downs (failed 4th down attempts) do not count.

**First Team to Turnover**

- Predict the team that will commit the first turnover in the game.
- Turnover on downs (failed 4th Down attempts) do not count.

**Will There be Overtime**

- Predict whether or not there will be overtime.

**Will There be a Safety**

- Predict whether or not there will be a safety in the game.

**Team with First Charged Timeout**

- Predict the team that will have the first charged timeout.
- A team that lodges an unsuccessful challenge by the coach will be deemed to have called a timeout.

**First/Successful X Down Conversion**

- Predict whether a team will convert their first/any X down conversion.
- If a listed conversion is made by penalty, then wagers will be void.

**Total Third Down Conversions**

- Predict whether the number of third down conversions will be over or under a specified number.
- Conversions made by penalties do not count.

**Lead Change**

- A lead change is defined as one team being in the lead going to the other team being in the lead after a scoring play.
- One team going from a lead to a tie, or a tie to a lead, is not considered a lead change.

**Last Play of Half/Game be a Quarterback Rush**

- Predict whether the last play of the half/game is a quarterback rush.
- Whoever takes the direct snap from center will be deemed a quarterback, regardless of that player's official roster position.
- A quarterback kneel is a quarterback rush.

**Longest X Down Conversion**

- Predict the length in yards of the longest conversion of the specified down.
- Length is measured by how many yards are required to convert the down, not the total yards gained on the play.

**Defensive Player to Score an Offensive Touchdown**

- Predict whether a rostered defensive player will line up on offense and score a touchdown.
- A defensive touchdown or a special teams touchdown does not apply to this market.

**Rostered Offensive Lineman to Score a Touchdown**

- Predict whether a rostered offensive lineman will score a touchdown.
- Based on rostered positions and excludes tight ends.

**Game Tied After 0-0**

- Predict whether the score will be tied after 0-0.
- Extra points and two-point conversions must be completed before determining the score.

**Total Kickoffs in Game**

- Predict the number of kickoffs there will be in the game over or under a specific number.
- Any free kick after a safety is considered a kickoff.

**First Play from Scrimmage Result in First Down**

- If conversion is made by penalty, then wagers will be void.

**Team with First 20 or More Yard Gain from Scrimmage**

- Yardage gained by a penalty does not count.

**Team With Longest Play from Scrimmage**

- Kickoff and punt returns do not count.

**Team with Longest Touchdown/Scoring Drive**

- Kickoff and punt returns count.

**Will a Drive Start at the 5-Yard Line or Less**

- Predict whether a drive will start at the 5-yard line or less, no matter what side of the field.

**Will Final Score be a Scorigami**

- Predict whether the final score of a given game will be a Scorigami, a unique final score that has never been achieved in NFL history.

**Player Defensive Tackles + Assists**

- Special teams tackles do not count.

**Highest/Lowest Scoring Team (Designated Time Period)**

- Predict the highest/lowest scoring team of the listed group of teams in a designated time period.
- All games must go at least 55 minutes or else wagers will be void.
- All games must be played within 7 days of the original scheduled date for action.
- In the case of a tie, dead heat rules will apply.

**Total Points Scored in a Group of Games**

- Predict whether the total number of points scored in a listed group of games in a designated time period will be over or under the specified number.
- All games must go at least 55 minutes or else wagers will be void.

**Mythical Game Lines**



- For mythical game spreads and totals, the result is determined by the final score of each respective team in the matchup.
- The games must be played on the scheduled day for action and results will stand provided at least 55 minutes of play have taken place in each respective team's game.

### **Result After X Quarter/Live**

- Predict which team will be winning after the culmination of the stated quarter.

### **Drive Outcome**

- Predict the result of the stated drive of the offensive possession. In the event of a defensive touchdown the Turnover selection will be deemed the winner.
- NFL drives include kick and punt returns (including muffed or fumbled returns), whereas college football drives start with the first offensive snap of the ball.
- The Field Goal selection is the winning selection in the event of any attempted field goal, whether it is made or not.
- Drives that finish due to the end of the half or end of the game without establishing the criteria for any of the selections as a result will be void.
- If a team punts the ball, that drive/possession is over, even if the team fielding the punt fumbles the ball or muffs the catch at any point during the play and the punting team recovers. A new drive will commence after that play.

### **Net Yards Gained on Next Drive**

- Predict whether the offense will gain over or under than the listed number of yards on their next drive.
- Drives begin on the first offensive snap of the ball.
- Net yardage will be calculated from the initial spot of the ball for the first play of the drive.
- If an offense is penalized and pushed back this will count against their net yardage.  
Example: First play of the drive begins on the offense's own 25-yard line. A holding penalty moves them to 1st and 20 at their own 15-yard line. The current net yards would be -10 yards.
- Results will be settled based off the final field position of the drive.  
Example: If the stated Net Yards Gained is 35.5 and the offense at one point in the drive has 40 net yards, but ultimately finishes the drive with 34 net yards due to a negative play the "under 35.5" will be the winning selection.
- If there is a turnover behind the line of scrimmage, the net yards of the drive will be measured from the furthest point reached by the offense prior to the play involving the turnover, not the point of recovery by the defense.
- For a fumble that occurs beyond the line of scrimmage the yard line where the fumble takes place will be used for settlement.

### **Yard Line Crossed**

- Predict whether the team on offense will cross the selected yard line at any point in their current drive.
- Drives begin on the first offensive snap of the ball.
- Penalties that move a team across the stated yard line will count towards the "Yes."
- If the team on offense crosses the stated yard line successfully, and subsequently is pushed back before the stated yard line whether it be due to a negative play, a penalty, or any other reason, the "Yes" selection will still be the winning selection.

- A team must successfully complete a play across the stated yard line for the “Yes” selection to be considered the winning selection.
- If the offensive team crosses the stated yard line on a play, but then turns the ball over before the play is completed this will not be considered as them successfully crossing the stated yard line.

#### **Score on Drive**

- Predict whether or not there will be an offensive score (offensive touchdown or field goal) on the specific drive.
- If a team punts the ball, that drive/possession is over, even if the team fielding the punt fumbles the ball or muffs the catch at any point during the play and the punting team recovers. A new drive will commence after that play.

#### **Player TD Scorer on Drive**

- Predict which player will score an offensive touchdown on the specific drive.
- Wagers on players who are active and ready to play will count. Wagers placed on any player who is not active will be void.
- If no offensive touchdown is scored on the specific drive, then ‘No Offensive Touchdown’ will be the winner.
- A quarterback or any other player who throws a touchdown pass is not a TD Scorer in this market.

#### **Field Goal Made This Drive**

- Predict whether there will be a made field goal at any point on the specified drive.
- The offense must attempt a field goal on the stated drive for a result to be established. A made field goal will settle as "Yes". A missed or blocked field goal will settle as "No".
- The market will be void if a field goal is not attempted (ex: time expires, botched snap, fake field goal attempt, etc.). The kicker's foot must make contact with the football to be considered an attempt.

#### **New Set of Downs This Drive**

- Predict whether there will be a new set of downs on the stated drive.
- A new first down achieved by pass, rush, or penalty will settle the market with "Yes" as the winning selection. An offensive touchdown will settle the market with "Yes" as the winning selection.

#### **Allow Sack This Drive**

- Predict whether the offense will allow a sack on the stated drive.
- In college football, intentional grounding will settle the market as "Yes".
- In the NFL, intentional grounding will not settle the market as “Yes”.

#### **Successful Fourth Down Conversion This Drive**

- Predict whether there will be a successful fourth down conversion on the stated drive.
- First downs earned by a penalty do not count as a fourth down conversion.

#### **Player to Score a Touchdown This Drive**

- Predict whether the specified player will score a touchdown on the indicated drive.
- The player must have officially recorded a reception on the drive.

### **Player to Catch a Pass This Drive**

- Predict whether the specified player will record a reception on the indicated drive.
- The player must have officially recorded a reception on the drive.

### **20+ Yard Reception/10+ Yard Rushing/20+ Yard Offensive Play This Drive**

- Predict whether there will be a play of either 20 or more yards passing, 10 or more yards rushing, or 20 or more yards passing or rushing on the specified drive.
- The yardage of a play used for settlement purposes does not include any penalty yardage that may be added onto the end of the play. For example, a 12-yard pass play with a 10-yard penalty added on only counts for 12 yards, not 22 yards.
- Results are for plays that start from scrimmage. Kickoff and punt return yards do not count.

### **Kickoff to be a Touchback**

- Predict whether there will be a touchback on the specified kickoff.
- The market will settle as "No" if a kickoff is returned or kicked out of bounds.
- The market will void in the event of an onside kick.
- If a player fair catches the kickoff outside of the end zone, this does not count as a successful touchback and "No" will be the winning selection in this market.
- The market will settle in all other scenarios including squib kicks and penalties, as long as the play stands.

### **Team Play (Team Play Attempt Type / Team Play to be a First Down / Team Play to be a Touchdown / Team Play Attempt Type and to be a First Down)**

- Team Play (Team Play Attempt Type / Team Play to be a First Down / Team Play to be a Touchdown / Team Play Attempt Type and to be a First Down)
- Team Play to be a First Down – Predict whether a first down will be achieved on the specified drive and play number.
- Team Play to be a Touchdown – Predict whether a touchdown will be scored on the specified drive and play number.
- Team Play Attempt Type and to be a First Down – Predict the play type AND whether a first down will be achieved on the specified drive and play number.
- All markets are drive and play-number specific.
- Any play which does not occur due to the end of the half or game will be void.
- A sack will be settled as a pass attempt in NFL games and a rush attempt for NCAA games.
- An offensive touchdown will be settled as a successful first down.
- All bets are void in the instance of an accepted or post-snap penalty that negates the market's specified play.
- Team play markets will void when the markets that are created are not a valid representation of an actual registered play (for example, a field goal is attempted on 3<sup>rd</sup> down at the end of a half).

### **Fair Catch on Punt**

- Predict whether there will be a fair catch on the specified drive and play number.
- The market will void if a punt is not attempted on the specific play number or in the event of a fake punt or botched snap.
- A punt that is blocked, kicked out of bounds, downed by the kicking team, goes for a touchback, or is not able to be returned due to a penalty on the kicking team will result as "No".

### **Successful Two-Point Conversion**

- Predict whether there will be a successful two-point conversion on the specified drive.
- The market will void if a two-point conversion is not attempted.
- In the event of a pre-snap penalty, the market will settle as the outcome following the subsequent snap. In the event of a post-snap penalty that results in a retry, the market will void.

#### **Kickoff to be a Touchback**

- Predict whether there will be a touchback on the specified kickoff.
- The market will settle as "No" if a kickoff is returned or kicked out of bounds.
- The market will void in the event of an onside kick.
- The market will settle in all other scenarios including squib kicks and penalties, as long as the play stands.

#### **Player Yards on Next Rush**

- Predict whether the specified player will rush for over the indicated amount of yards on their next carry after the specified play number.
- The market will void if the player does not have another rushing attempt after the listed drive and play number.
- A penalty that negates a rushing attempt will not settle the market and the result will be determined by the next rush.

#### **Player Yards on Next Reception**

- Predict whether the specified player will have a reception for more than the indicated amount of yards on their next reception after the specified play number.
- The market will void if the player does not have another reception after the listed drive and play number.
- A penalty that negates a reception will not settle the market and the result will be determined by the next reception.

#### **Player Next Pass Attempt Result**

- Predict whether the specified player's next pass attempt will be a completion after the listed play number.
- Interceptions will grade the market as "Incomplete".
- The market will void if the player does not have another pass attempt after the listed drive and play number.

#### **Player to Catch Next Pass**

- Predict which player will record the next catch for the indicated team after the specified play.
- The market will settle as "Other" if a pass is caught by a player on the specified team other than the included player selections.
- The market will void if no player on the team has another reception after the listed drive and play number.

#### **League, Conference, Division, Regular Season Winner**

- League, conference, division, and regular season winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the league winner.

- For National/Conference Championship or Super Bowl Exacta markets, the winning selection will be determined by the winner of the game (listed first in the selection name) and the opponent (listed second in the selection name) they defeated in their respective championship game.
- If a team is placed on probation and deemed ineligible for any championships at any time after wagering has been made available, all wagers will stand.

#### **Total Points Record to be Broken**

- Predict whether the current total points record for a given event will be broken.

#### **Named Team to Reach/Exceed a Specific Point Total**

- Predict whether or not a named team will reach/exceed a specific point total in any one game during the season.

#### **Team to Remain Unbeaten**

- Predict whether a specified team will remain unbeaten throughout the regular season and the playoffs.

#### **Team to Score First Touchdown in a Group of Games**

- Predict the team that will score the first touchdown in a group of games.
- The winner will be determined by who scores the first touchdown with the least amount of time elapsed into the game and not by the team that scores the first touchdown in real time.

#### **Weekly/Monthly/Season Leaders**

- Predict the player/team to accrue the highest/lowest number of a statistical category in the specified time period.
- Listed players/teams must play during the specified time period or else wagers on those selections will be void.

#### **First Team to Score Seven Touchdowns in a Game**

- Predict the first team to score seven touchdowns in a game in a given season.
- Wager is for regular-season games only.
- If multiple teams score seven touchdowns on the same day (with their games starting at the same scheduled time), the winner will be the team that scores their seventh touchdown with the most time remaining on the game clock.
- If a team in an earlier game and a team playing a later game accomplish this on the same day, the team playing earlier in the day will be considered the winner.

#### **Longest Touchdown from Scrimmage in Regular Season**

- Predict whether the longest touchdown from scrimmage is over or under the listed number.
- Offensive and defensive touchdowns count.
- Kickoff and punt returns do not count.

#### **NFL Week X Specials**

- All games must be played and complete at least 55 minutes of play or else wagers will be void on all markets.
- If a scheduled game for the listed days is moved to a different day for whatever reason, and considered a part of that week's schedule, all wagers on these markets will stand.

- For total two-point conversions, offensive and defensive conversions count.
- For total missed extra points, blocked kicks count as a miss.

#### **Regular Season Team Futures Markets**

- For regular-season team futures markets, teams must play all scheduled regular season games for action.
- In the case of a tie, dead heat rules will apply.

#### **Regular Season Win Totals**

- For regular season/division win totals, teams must play all scheduled games for action, unless the winning market has already been determined.

#### **Regular Season Win Total Head-to-Head Matchups**

- For regular season win totals matchups, teams must play all scheduled games for action, unless the winning market has already been determined.

#### **Exact Regular Season Wins**

- Teams must play all scheduled regular season games or else wagers will be void.

#### **Make-Miss Playoffs**

- Wagers will stand no matter how many regular season games are played during the season.
- As long as a governing body deems a team as a playoff team, then wagers will stand.
- Play-in games are not considered making the playoffs. A team playing in a play-in game and not advancing to the actual playoff round, would be considered as NOT making the playoffs.

#### **Trophy Winners**

- For special trophy markets, if a team retains a trophy from the prior year, they will be declared the winner for wagering purposes even if multiple teams have the same record in the competition.

## **Golf**

#### **General Rules**

- Tournaments must be completed within seven days of the scheduled start or else wagers will be void, unless otherwise stated.
  - The lone exception is the Olympic Games, in which the event must take place before the Closing Ceremony.
- If the tournament is abandoned or not completed with a winner determined by the governing body within seven days of the scheduled start, wagers will be void unless the winning market has already been determined.
- If a player withdraws or is disqualified after they have teed off, wagers placed on that player in the specific market will stand.
- For tournament winner and placement markets, at least 36 holes of the tournament must be completed. This includes a playoff, additional round, FedEx Cup starting strokes or any other process which is used to determine the winner and placings.
- If less than 36 holes of the tournament are completed, wagers on the tournament winner will be void.

- If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, wagers placed will stand, unless otherwise stated.
- If a tournament is reduced to less than the scheduled number of rounds, all wagers placed after the last shot of the previous completed round will be void.
- For player matchups, hole, and groups of holes markets, if any listed participants do not start, then wagers will be void.
- For player matchups, if a round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, wagers placed on this market will be void.
- If there is a tie, dead heat rules will apply unless otherwise stated in that specific market.
- For season long FedEx Cup/Race to Dubai futures, golfers must play in at least one tournament during the season, or else wagers will be void.
- Adjustments to settlement for any changes or adjudications made by governing bodies after the tournament market is decided may be made by 12:00pm ET the following day.
- Markets that have a “live” designation next to them indicate that the tournament and/or relevant matchups have begun.

## **Tournament Markets**

### **Tournament Winner**

- Predict the winner of the specified tournament.
- For tournament futures, a player must tee off or else wagers will be void, unless otherwise stated.
- If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, wagers placed on this market will stand.
- Tournament must complete at least 36 holes, or else wagers will be void.

### **Tournament Winner Without**

- Predict the winner of the specified tournament excluding the named player(s). The finishing position of the named player(s) will be ignored for wagers placed on this market.
- If the excluded player wins the tournament and there is a tie between two or more players for second place, dead heat rules will apply.
- If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, wagers placed on this market will stand.
- If the excluded player withdraws or is disqualified before the tournament begins or before they tee off in the first round, wagers placed on this market will be void. If the excluded player retires or is disqualified after they have teed off in the first round, wagers placed on this market will stand.

### **Winning Nationality/Region**

- Predict the nationality/region of the winner of the tournament.
- Nationality is determined according to the respective governing body.

### **Top Country or Continent Player**

- Predict the highest placed player in the tournament from the nominated list of players.
- If there is a tie for placings, dead heat rules apply.

### **Group Betting**

- Predict the highest-placed player in the tournament from the nominated group.

- If there is a tie for placings, dead heat rules will apply.
- If any player(s) from the nominated group withdraw or are disqualified before the tournament begins or before they tee off in the first round, wagers placed on this market will be void.

#### **Playoff to Decide the Winner**

- Predict whether or not the winner of the specified tournament will be decided by a playoff or additional round.

#### **Margin of Victory**

- Predict the margin of victory between the winner of the specified tournament and the rest of the field.
- If there is a tie for the lowest score over the normal course of the tournament, including FedEx Cup Starting Strokes, the winning selection in this market will be “playoff”.
- If there is a change to the scheduled number of rounds or holes played in the tournament, wagers placed on this market be void.

#### **Margin of Victory (Spread/Handicap)**

- Predict the margin of victory of the day/tournament once the spread/handicap has been applied to the official scores.
- If there is a change to the scheduled number of rounds or holes played in the tournament, wagers placed on this market be void.

#### **Tournament Match Wagers**

- Predict the player to have the better score in the tournament.
- The player with the most holes played in the tournament will be the winner.
- If a player withdraws or is disqualified, the player who continues on will be the winner of the matchup.
- If both players withdraw on the same hole, wagers are void regardless of each player's current score.
- If both golfers in the matchup are in a playoff, the winner of the playoff or whoever goes further in the playoff wins the matchup, otherwise the matchup will be void.
- If there is a tie, wagers will be void unless a tie option is given.

#### **Finishing Position**

- Predict a player to go over or under a listed finishing position for the specified tournament.

#### **Top X Finish**

- Predict a player to finish in the top five, ten, twenty, etc. of the specified tournament.
- If there is a tie for the final placing, dead heat rules will apply.

#### **Winning Score**

- Predict over or under the winning score of the tournament.
- Tournament must go 72 holes or else wagers will be void.
- Playoff holes do not count.

#### **Cut Score**

- Predict over or under the 36-hole cut score of the tournament.



- If cut format is changed in any way, wagers will be void.

#### **Lowest 18-Hole Score (Tournament Over-Under)**

- Predict over or under the lowest 18-hole round score of the specified tournament by any player.

#### **Lowest 18 Hole Score by Player in a Tournament**

- Predict the player to have the best round score in the tournament.
- In the case of a tie, dead heat rules will apply.

#### **Two-Ball Betting**

- Predict which player will achieve the best score in the specified round.
- If there is a tie for the best score in the specified round, the winning selection in this market will be a tie.
- If both players retire or are disqualified on the same hole, wagers placed on this market will be void.

#### **Two-Ball Draw No Bet**

- Predict which player will achieve the best score in the specified round. If the scores are tied, wagers placed on this market will be void.

#### **Two-Ball Betting Handicap**

- Predict which player will achieve the best score in the specified round after the spread has been applied. A spread of (+/-) a half of one or more strokes will be given to one of the players and will be added to their actual score.
- If there is a tie for the best score in the specified round after the spread has been applied, the winning selection in this market will be a tie.

#### **Two Ball First Birdie**

- Predict which player will make the first birdie in the specified round.
- Wagers placed on this market are settled by hole played. If both players birdie the same hole, the winning selection in this market will be a tie.

#### **Two Ball First Bogey**

- Predict which player will make the first bogey in the specified round.
- Wagers placed on this market are settled by hole played. If both players bogey the same hole, the winning selection in this market will be a tie.

#### **Three-Ball Betting**

- Predict which player will achieve the lowest score in the specified round.
- If there is a tie for the lowest score in the specified round between two or more players, dead heat rules will apply.

#### **Player Hole-in-One**

- Predict whether or not a hole-in-one will be scored by the named player in the tournament.
- If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, wagers placed on this market will stand.

### **Tournament Hole-in-One**

- Predict whether or not a hole-in-one will be scored by any player in the specified tournament.
- If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, wagers placed on this market will stand.
- If any player withdraws, retires, or is disqualified at any time, wagers placed on this market will stand.

### **To Make the Cut**

- Predict a player to make the cut in the specified tournament.
- If there is a change to the stage of the tournament at which the cut is made, wagers placed on this market will stand. If no cut is made, wagers placed on this market will be void.

### **To Miss the Cut**

- Predict a player to miss the cut in the specified tournament.
- If there is a change to the stage of the tournament at which the cut is made, wagers placed on this market will stand. If no cut is made, wagers placed on this market will be void.

### **Top Amateur Player**

- Predict the highest-placed listed amateur player in the tournament.
- If there is a tie for placings, dead heat rules will apply.

### **Top Debutant**

- Predict the highest-placed listed debutant in the tournament.
- A debutant is any player making their first start at a specific tournament.
- If there is a tie for placings, dead heat rules will apply.

### **Top Senior**

- Predict the highest-placed listed senior player in the tournament.
- A senior is any player that is 50 years of age or older at the time of the tournament's completion.
- If there is a tie for placings, dead heat rules will apply.

### **Individual Round/Hole Markets**

#### **Front/Back Nine Winner**

- Predict the player to achieve the best score on the front/back nine holes of a given round.
- Wagers are settled on the events that occur on the front nine holes (holes 1 – 9) or back nine holes (holes 10-18) of a given round. The events that occur on any other holes do not count.
- If there is a tie for the best score on the front/back nine holes, the winning selection in this market will be tie. If no price for a tie is quoted, dead heat rules will apply.

#### **X Round Leader**

- Predict the player to be leading the tournament at the end of the specified round.
- If there is a tie for leading score at the end of the round, dead heat rules will apply, unless there is a specific "tie" selection in the market.
- If the round is abandoned, or if the round is not fully played for any reason, wagers placed on this market will be void.

### **Round Scores**

- Predict over or under the round score for a listed golfer for a specified round.
- If a round is not fully completed, then wagers will be void.

### **Leader Through 3, 6, 9, 12, 15 Holes**

- Predict the player to achieve the best score on the first 3, 6, 9, 12, 15 holes of a given round.
- Wagers are settled on the events that occur on only the listed holes of a given round. The events that occur on any other hole do not count.
- If there is a tie for the best score on the listed holes, dead heat rules will apply, unless there is a specific "tie" selection in the market.
- If the round is abandoned during the listed holes or if the first listed holes of the round are not fully played by all players for any reason, wagers placed on this market will be void.

### **Front Nine - Holes Under Par**

- Predict exactly how many holes the named player will achieve under par in the front nine from none, one, two, three or four or more.
- If the round is abandoned while the named player is playing the front nine or there is a change to the scheduled number of holes played on the front nine for any reason, wagers placed on this market will be void unless a winning selection in this market has been determined.

### **Par 3, 4, or 5 Winner in a Group**

- Predict the player with the best score of the holes only involving their respective pars for the round.
  - Example: Rory McIlroy shoots a 12 in round one on par 3's against Scottie Scheffler, who shoots an 11 for round one on par 3's. Scheffler is the winner.
- In the case of a tie, dead heat rules will apply.

### **Holes X-X Winner**

- Predict the player from the specific group to have the lowest score of a listed group of holes.

### **Next Hole Betting**

- Predict which player will achieve the lowest score on the specified hole.
- If both players achieve the same score on the specified hole, the winning selection in this market will be a tie.

### **Next Hole Betting - Next Hole Score**

- Predict whether the named player will achieve under par, par or over par on the specified hole.

### **Next Hole Match Betting – Any Player to Score Under Par**

- Predict whether or not one of the three named players will score under par on the specified hole.
- A player is deemed to have played once they have teed off on the specified hole. If any player withdraws or is disqualified before they tee off on the specified hole, wagers placed on this market will be void. If any or all players retire or are disqualified after they have teed off on that hole, wagers placed on this market will stand.

### **Next Hole Match Betting – Both Players to Par the Hole**

- Predict whether or not both named players will par the specified hole.

- A player is deemed to have played once they have teed off on the specified hole. If either player withdraws or is disqualified before they tee off on the specified hole, wagers placed on this market will be void. If either or both players retire or are disqualified after they have teed off on the specified hole, wagers placed on this market will stand.

#### **Next Hole Match Betting – Any Player to Score Under Par**

- Predict whether or not any one of the named players will score under par on the specified hole.
- If play is abandoned whilst the specified hole is being played by any of the named players, wagers placed on this market will be void unless otherwise determined.

#### **Group Hole Score**

- Predict the hole score from a listed group, relative to par, for the listed hole.
- If any player from the group does not complete the hole, wagers on this market will be void.

#### **Longest Drive in Group**

- Predict the player from the listed group to have the longest drive on the listed hole.
- Players must be in the fairway to qualify.
- If no player hits the fairway, then “no fairway” will be the winner.

#### **Number of Drives in Fairway (Group)**

- Predict the number of drives on the fairway, from the listed group, for the listed hole.

#### **Number of Drives in Fairway (Player)**

- Predict the over or under the number of drives in the fairway, for the listed player, in the specified round.

#### **Number of Fairways Hit**

- Predict the number of fairways hit for the listed player for the specified round is over or under a listed number.
- A fairway hit is when the player successfully lands their first shot on the fairway, off the tee, on par 4 and par 5 holes.
- If the listed player does not complete the round, wagers will be void unless the result has already been established.

#### **Distance of Longest Drive**

- Predict over or under the distance of the drive for the listed player on a specified hole.
- Drives must be in the fairway to qualify.

#### **Number of Greens in Regulation (Group)**

- Predict the number of players, from the group listed, to hit the green in regulation for the listed hole.

#### **Number of Greens in Regulation (Player)**

- Predict the number of greens in regulation for a listed player in a specified round.
- If the listed player does not complete the round, wagers will be void unless the result has already been determined.

**Tee Shot Distance from Pin**

- Predict whether the distance from the pin for a tee shot, from the listed player on the listed hole, is over or under a specific number.

**Nearest to Pin from Group**

- Predict the player, from the listed group, to hit their next, numbered, shot nearest to the pin on the listed hole.
- Ball must be on the green to qualify.

**Make/Miss Putt**

- Predict if the player will make or miss a specific putt on a specified hole.
- If the player withdraws or is disqualified before the putt is attempted, wagers on this market are void.

**In the Water**

- Predict whether or not a shot by an individual player will land in the water at the specified hole.
- If the selected player retires or is disqualified after they have teed off on the specified hole, wagers placed on this market will stand.

**Match Play Markets****Fourball Matches**

- Predict the winning team in the specified fourball match.
- If the market includes a tie selection, the result will be determined over the scheduled number of holes. Fourball matches are played over 18 holes.
- If the match is 'halved,' the winning selection in this market will be a tie. If no tie is offered, wagers will be void.

**Foursomes Matches**

- Predict the winning team in the specified foursome's match.
- If the market includes a tie selection, the result will be determined over the scheduled number of holes. Fourball matches are played over 18 holes.
- If the match is 'halved,' the winning selection in this market will be a tie. If no tie is offered, wagers will be void.

**Singles Matches**

- Predict the winning player in the specified singles match.
- If the market includes a tie selection, the result will be determined over the scheduled number of holes. Fourball matches are played over 18 holes.
- If the match is 'halved,' the winning selection in this market will be a tie. If no tie is offered, wagers will be void.

**Match Finishing Hole**

- Predict on which of the holes the specified match will finish, which is when one of the players/teams is deemed the winner or the match is halved.

**Player/Team to Hit Their Second Shot Last**

- Predict the specified player or specified team of players to hit their second shot last on the specified hole. When there are two players in each team, the last of the four players to hit their second shot will be deemed the winner for that team.

#### **Player/Team to Putt First on the Green**

- Predict the specified player or specified team of players to putt first with a shot that is deemed 'on the green' on the specified hole. When there are two players in each team, the first of the four players to hit their putt first will be deemed the winner for that team.

#### **Ryder/Presidents/Solheim Cup**

##### **Highest-Scoring Team (3-Way)**

- Predict the highest scoring team in the cup competition.
- Wagers are settled on the total points scored during the competition.
- If the total match points are tied, the winning selection in this market will be a tie and wagers placed on the team that retained the trophy will have lost.
- If there is a change to the scheduled teams, format, number of rounds or holes played, wagers placed on this market will stand.

##### **To Lift the Trophy**

- Predict the team that is awarded the cup in the specified competition.
- Wagers are settled on the team that is awarded the Cup. This includes the team retaining the trophy should the match points be tied, or however the competition is decided.
- If there is a change to the scheduled teams, format, number of rounds or holes played, wagers placed on this market will stand.

#### **Season Major Markets**

##### **To Win a Major**

- Predict whether a player will win a major tournament in a specific year.
- The major tournaments are: The Masters, PGA Championship, US Open and British Open.

##### **Exact Majors Won**

- Predict the exact number of majors won in a specific year.
- Player must start the first major of the year, no matter which one it may be, or else wagers will be void.
- The major tournaments are: The Masters, PGA Championship, US Open and British Open.

##### **FedEx Cup Winner**

- All wagers will stand unless player does not tee off in at least one qualifying tournament during the season.
- The winner will be determined by the official rules of the PGA Tour.

## **Handball**

### **General Rules**

- Match wagers are settled on 60 minutes of play. Extra time does not count, unless otherwise stated.
- If a match is suspended, postponed, or abandoned, all wagers are void, unless otherwise stated. The lone exception is the Olympic Games, where wagers will stand on the match if it is played before the Closing Ceremony.

#### **Match Winner/Money Line**

- Predict the team who will win the match.
- Extra time counts.
- In the event of a draw, wagers placed on these markets will be void.

#### **Half Winner/Money Line**

- Predict the winner of a specified half.
- In the event of a draw, wagers placed on these markets will be void.

#### **Match Betting**

- Predict the result of the match.
- If the result is tied after 60 minutes of play, the draw is the winner.

#### **Half Betting**

- Predict the result of the specific half.
- If the result is tied after 30 minutes of play, the draw is the winner.

#### **Match/Half Spread**

- Predict the team who will win the match or half once the spread has been applied to the official scores.

#### **Match/Half Total Goals**

- Predict whether the total goals scored in a match or half will be over or under a specified number.

#### **Total Goals Odd/Even**

- Predict whether the total goals scored in the match or half will be an odd or even number.

#### **Race To X Points**

- Which team will score the specified number of points in a game first.

#### **Tournament/Group Winner**

- Predict the team that will win the tournament/group.

## Field Hockey

### **General Rules**

- For all games, at least 60 minutes must be played, or else wagers will be void.
- Overtime, extra time, and shootouts do not count, with the exception of NCAA field hockey, where overtime, extra time and shootouts count for wagering purposes.
- Games must be played on the scheduled day or else wagers will be void. The lone exception is the Olympic Games, where wagers will stand on the game if it is played before the Closing Ceremony.
- If a game is cancelled or play is interrupted and does not resume that day, wagers will be void, unless a result has already been determined.

### **Game Winner/Money Line**

- Select the winner of the game.
- If the game ends in a tie in regulation time, a draw will be the winning selection if offered. If there is no draw selection, wagers will be void. NCAA games are the exception, as wagers will stand regardless of how the match is decided.

### **Spread Betting**

- Predict the team who will win the match once the spread has been applied to the official scores.

### **Total Goals**

- Predict whether the total goals scored in a match or half will be over or under a specified number.
- Shootout goals do not count toward the total goals. If a NCAA game is decided by a shootout, one goal will be added to the winning teams' final score.

## Hockey

### **General Rules**

- Wagers for all markets will stand provided at least 55 minutes of play have taken place and an official result is declared. If a game does not complete the required number of minutes of play, wagers will be void, unless a winning market has already been determined. In other competitions, wagers will stand if an official winner is declared by the specific league.
- The game must play on the scheduled date or else wagers will be void.
- In the case of a postponed/abandoned game, wagers will be void with the exception of games played in the Olympic Games, where wagers will stand on the game if it is played before the Closing Ceremony.
- If there is a change of venue for an event, for any reason, wagers placed on this event prior to the location change announcement will be void.
- When a game is played at a neutral venue, the team listed on the left will be classed as the away team for settlement purposes.
- For game and season-long player wagers, players must play in a game for a wager to be action. If the named player does not play, the wager will be void.
- For regular-season team futures markets:
  - All teams must play in at least the listed number of regular season games or else wagers will be void unless a winning market has already been determined.
  - In the case of a tie, dead heat rules will apply.



- For season-long player propositions/futures, the named player must play in at least one regular season game or else wagers will be void.
- For individual game player statistical markets, if the named player takes any part in the game, wagers will stand, or else wagers will be void.
- Where the result of a two-way market is a tie, wagers will be void unless odds are quoted for the tie.
- NHL wagers are settled on official statistics provided by the league.

#### **North American Hockey (NHL, AHL,)**

- For all wagers, overtime and shootouts will count unless otherwise stated.
- In the event of a shootout, the winner is awarded one goal, which is considered in the determination of the winner and loser and counted towards the game total.
- For game and season-long player wagers, players must play in a game for a wager to be action. If the named player does not play, the wager will be void.

#### **North American College Hockey**

- For regular season games, final scores will be determined by the official result of the conference.
- Three-on-three overtime and/or shootout results may or may not count towards the final score.
- In mid-season tournament games, all overtime and shootout results count towards the final score.

#### **Non-North American Hockey**

- For all wagers except money line, overtime and shootouts will not count for all markets unless otherwise stated.
- For any IIHF or other international events held in North America, non-North American rules will apply, unless otherwise stated.

#### **Money Line**

- Predict the result of a game from: away win | home win.
- Wagers are settled on the official game result, including overtime and shootouts.

#### **Puck Line Handicap**

- Predict the result of a game after the point spread has been applied to the teams. A point spread of (+/-) 0.5 (half of one) or more goals will be given, which will be added to the actual number of goals scored.
- Wagers are settled on the official game result. Overtime and shootouts are included for North American Hockey events. Overtime and shootouts are not included for non-North American and international Hockey events.

#### **Total Goals**

- Predict whether the number of goals scored in a game will be over or under the specified number.
- If the number of goals scored is exactly the same as the specified number, wagers placed on this market will be void.
- Wagers are settled on the official game result. Overtime and shootouts are included for North American Hockey events. Overtime and shootouts are not included for non-North American and international Hockey events. If the number of goals scored is exactly the same as the specified line, wagers placed on this market will be void.

**Team Total Goals**

- Predict whether the number of goals scored by the named team will be over or under the specified number.
- Wagers are settled on the official game result. Overtime and shootouts are included for North American Hockey events. Overtime and shootouts are not included for non-North American and international Hockey events.

**Team Goals Odd/Even**

- Predict whether the total number of goals scored by a specific team will be odd or even.
- Wagers are settled on the official game result, including overtime and shootouts.
- If no goals are scored by the specified team, the winning selection in the market will be even.

**Will There be Overtime?**

- Predict whether or not the game will go to overtime.

**Will There Be a Shootout?**

- Predict whether or not the game will go to a shootout.

**Winning Margin**

- Predict the margin of goals by which a listed team will win a game.
- Wagers are settled on the official game result, including overtime and shootouts, should the game progress as such.

**When Will the Game End**

- Predict when the specified game will end from: 60 minutes | overtime | shootout.
- Wagers are settled on the point in the game when play is officially called to an end and either team is declared the winner. If a game is abandoned or stopped for any other reason wagers will be void.

**Both Teams to Score**

- Predict whether or not both teams will score in regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

**60 Minutes Betting**

- Predict whether or not both teams will score in regulation time from: away win | draw | home win.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

**60 Minutes Over/Under Goals**

- Predict if the number of goals scored in regulation time will be over or under the specified number.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

**60 Minutes Goals Odd/Even**

- Predict whether the total number of goals scored in regulation time will be an odd or even number.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.
- If no goals are scored, the winning selection in the market will be even.

#### **60 Minutes Correct Score**

- Predict the score in regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **60 Minutes Betting and Both Teams to Score**

- Predict the result of regulation time from: home win | draw | away win, combined with whether or not both teams will score a goal in regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **60 Minutes Betting and Both Teams to Score X or More Goals**

- Predict the result of regulation time from: home win | draw | away win, combined with whether or not both teams will each score the stated number of goals or more in regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **Draw No Bet**

- Predict which team will win regulation time. Wagers placed on this market will be void if regulation time ends in a draw (tie).
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **Easy as 1-2-3**

- Predict whether 1, 2 or 3 goals will be scored in each of the three regulation periods of play.
- If no goals, or four or more goals, are scored in one of the three regulation periods, wagers placed on the yes will have lost.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **Double Chance**

- Predict the combination of two possible results of regulation time from three possible permutations: home or draw | away or draw | home or away.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **Period Money Line**

- Predict the result of the specified period from: away win | home win.
- Wagers are settled only on the events that occur in the specified period.
- If the result of the specified period is a draw, wagers placed on this market will be void.

#### **Period Betting**

- Predict the result of the specified period from: away win | draw | home win.
- Wagers are settled only on the events that occur in the specified period.

#### **Period Puck Line**

- Predict the result of the specified period after the point spread has been applied to the teams. A handicap of (+/-) 0.5 (half of one) or more goals will be given, which will be added to the actual number of goals scored.
- Wagers are settled only on the events that occur in the specified period.

#### **Period Total Goals**

- Predict whether the number of goals scored in the specified period will be over or under the specified number.
- Wagers are settled only on the events that occur in the specified period.

#### **Period Goals Odd/Even**

- Predict whether the total number of goals scored in the specified period will be an odd or even number.
- Wagers are settled only on the events that occur during the specified period.
- If no goals are scored, the winning selection in the market will be even.

#### **Period Both Teams to Score**

- Predict whether or not both teams will score in the specified period.
- Wagers are settled on the events that occur in the specified period.

#### **Period Correct Score**

- Predict the score in the specified period.
- Wagers are settled on the events that occur in the specified period.

#### **Period Double Chance**

- Predict the combination of two possible results of the specified period from three possible permutations: home or draw | away or draw | home or away.
- Wagers are settled on the events that occur in the specified period.

#### **To Win All Periods**

- Predict whether or not a specified team will win all periods of regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **To Win or Draw All Periods**

- Predict whether or not a specified team will win or draw all periods of regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **Team to Win Most Periods**

- Predict which team will win the most periods of regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

- If both teams win an equal number of periods, the winning selection in this market will be a draw (tie).

#### **Period Betting and Both Teams to Score**

- Predict the result of the specified period from: home win | draw | away win, combined with whether or not both teams will score a goal during that period.
- Wagers are settled on the events that occur in the specified period.

#### **Period Betting and Both Teams to Score X or More Goals**

- Predict the result of specified period from: home win | draw | away win, combined with whether or not both teams will each score the stated number of goals or more during that period.
- Wagers are settled on the events that occur in the specified period.

#### **Goal in Each Period**

- Predict whether or not a goal will be scored in each period of regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **Race to X Goals Period**

- Predict which team will reach a specified number of goals first in the specified period.
- Wagers are settled only on the events that occur in the specified period.

#### **Team Goal in Each Period**

- Predict whether or not the listed team will score a goal each period of regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **Highest Scoring Period**

- Predict the period in which the most goals will be scored.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.
- If the same number of goals are scored in two or more periods, the winning selection in this market will be a draw (tie).

#### **Player (Anytime) to Score a Goal**

- Predict a player to score a goal in the game/period.
- Wagers are settled on the events that occur in regulation time and overtime. Shootout goals do not count.

#### **Player to Score Two or More Goals**

- Predict a player to score two or more goals in the game.
- Wagers are settled on the events that occur in regulation time and overtime. Shootout goals do not count.

#### **Hat Trick**

- Predict a player to score three or more goals (referred to as a hat trick) in the game.

- Wagers are settled on the events that occur in regulation time and overtime. Shootouts do not count.

#### **First/Last Goalscorer**

- Predict a player(s) to score the first/last goal in a game.
- Wagers are settled on the events that occur in regulation time and overtime. Shootout goals do not count.

#### **Team to Score First/Next Goal**

- Predict the team to score the first/next goal.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **Anytime Goalscorer Doubled**

- Predict a pair of players who will each score a goal at any time during the game.
- Wagers are settled on the events that occur in regulation time and overtime. Shootouts do not count.

#### **Total Goals, Assists, Points, Power-Play Points, Goalie Wins, Saves, Shots, Blocked Shots**

- Predict whether the statistical category recorded by the named player or team in the game is over or under a specified number.
- For power-play points, points are only accrued for players whose team is on the power-play at that time. Points accrued by players on the team that is short-handed do not count.
- Wagers are settled on official statistics provided by the NHL.
- In the event of a dispute, statistics published on NHL.com on the day of the game will be used for settlement purposes.

#### **Race to X Goals**

- Predict which team will reach a specified number of goals first.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **Teams to Score**

- Predict which teams will score in a game from: away team only | home team only | both teams | neither team
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **Both Teams to Score X or More Goals**

- Predict whether or not both teams will each score the stated number of goals or more in regulation time.
- Overtime and shootout goals do not count.

#### **Team to Score Last Goal**

- Predict the team to score the last goal of the game.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

- If no goals are scored in regulation time, the winning selection will be no goal.

#### **Time of First/Next Goal**

- Predict whether the time of the first/next goal will be before or after a specified time. If the market is before/after 10 minutes, before means 0:00 to 9:59 and after means 10:00 to the end of regulation time, etc.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.
- If no goals are scored before the end of regulation time, the winning selection in this market will be no goal.

#### **To Win All Periods**

- Predict whether or not a specified team will win all periods of regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **To Win or Draw All Periods**

- Predict whether or not a specified team will win or draw all periods of regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

#### **NHL Daily Total Goals – Grand Salami**

- Predict the number of goals in all of the day's scheduled NHL games.
- All scheduled games must be played and be completed on the scheduled day or else wagers will be void.

#### **NHL Daily Away vs Home Goals (Money Line/ Spread)**

- Predict whether the away teams or the home teams will score the most goals, or goals with a handicap applied, on any specified NHL game day.
- All scheduled games must be played and be completed on the scheduled day or else wagers will be void.

#### **NHL Daily Specials**

- All scheduled games must be played and complete at least 55 minutes of play or else wagers will be void on all markets.
- For number of shutout games, if a game goes to a shootout tied at 0-0, both goalies will get credit for a shutout regardless of who wins the shootout.

#### **Overtime Betting Live**

- Predict the result of overtime from: away win | draw | home win
- Wagers are settled only on the events that occur in overtime. The events that occur in regulation time and shootouts do not count.

#### **League, Conference, Division, Regular Season Winner**

- League, conference, division, and regular season winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the winner.

- If there is a realignment of a conference or division after those markets have been released, then wagers on those markets will be void.
- If a team is placed on probation and deemed ineligible for any championships at any time after wagering has been made available, all wagers will stand.

#### **Winning Conference/Division/State or Province**

- Predict which conference/division/state or province the winner of the Stanley Cup will come from.

#### **Playoff Series Winner**

- Predict the team that will win the given series.
- If there is any change to the number scheduled number of games in the series, wagers will be void.
- The winner of the given series will be the team that progresses on to the next round of the competition or lifts the trophy.

#### **Regular Season Point Totals/Head-to-Head**

- For regular season point totals, teams must play at least the listed number of regular season games or else wagers will be void, unless a winning market has already been determined.
- For head-to-head matchups, teams must play at least the listed number of regular season games for action, unless otherwise stated.
- Teams do not need to play the same number of regular season games for action, as long as they play the minimum listed number of games.

#### **Team Monthly Point Totals**

- For team monthly point totals, teams must play the scheduled number of monthly games or else wagers will be void, unless a winning market has already been established.

#### **Make-Miss Playoffs**

- Wagers will stand no matter how many regular season games are played during the season.
- Play-in games are NOT considered making the playoffs. A team playing in a play-in game and not advancing to the actual playoff round, would be considered as NOT making the playoffs. A team gaining a wild card berth is considered as making the playoffs.

#### **Top Goalscorer**

- Predict the top goal scorer in a given league/competition/playoffs.
- If there is a tie, dead heat rules will apply.



## Lacrosse

### **General Rules**

- Matches must be played on the scheduled day or else wagers will be void.
- All matches must go at least the specified duration below or else match wagers will be void, unless otherwise stated:
- Premier League Lacrosse: 48 minutes
- National League Lacrosse: 60 minutes
- College (NCAA) Lacrosse: 60 minutes
- Athletes Unlimited: 32 minutes
- Overtime/extra time counts in all wagers, unless otherwise stated.
- For player proposition wagers, player must play in the match, or else wagers will be void.

### **Money Line**

- Predict the winner of the game.

### **Spread**

- Predict the team who will win the match once the spread has been applied to the official scores.

### **Total Goals**

- Predict whether the total goals scored in a match will be over or under a specified number.

## Olympics

### **General Rules**

- For all Olympic outrights and futures, every selection is considered to have action, whether the athlete or team competes or not.
- The podium presentation will count as the official result and any subsequent amendments to the result will not count for settlement purposes.
- If a gold medal is shared, then dead-heat rules will apply. This does not apply to podium finish markets for sports where two bronze medals are awarded.
- Where an event in the Olympics (summer and winter) is postponed or abandoned, wagers will be void, unless the event is completed before the closing ceremony of the games, in which case, wagers will stand.
- Please refer to specific sports rules for game/match rules.
- Dead heat rules will apply.
- Any Olympic event not addressed in these rules will be resulted per the official decision of the International Olympic Committee:

### **Outright Winner/Gold Medal Winner**

- Predict the winner, to win the gold medal, of the named Olympic event.

**Podium Finish/To Win Medal**

- Predict whether an athlete/team will make the podium (to win a medal) of the named Olympic event.
  - Please note that in some Olympic events multiple bronze medals may be awarded.

**Top X Finish**

- Predict whether an athlete/team will make it into a specified top placing of the named Olympic event.

**Heat Winner**

- Predict the winning athlete/team of an individual heat.

**Match Betting**

- Predict which of the named athletes/teams will obtain the highest (final) finishing position in the named event. Should neither athlete/team finish the race, wagers will be void. Should one of the athletes not take the start line, wagers on that market will be void.

**Group Betting**

- Predict which of the named athletes will obtain the highest (final) finishing position in the named race. Should none of the named athletes finish the race, wagers will be void. Should one of the athletes not take the start line, wagers on that market will be void.

**Winning Time**

- Predict the winning time in the named Olympic race/event. This will be listed either as an over/under option or as a 3-way option.

**Winning Margin**

- Predict whether the winning margin between the competition/event winner and the rest of the field will be over or under the given timescale or distance. Should the exact listed timescale/distance be the result, then the market will be void.

**Most Medals/Most Gold Medals**

- Predict which country will win the most medals/gold medals in the named Olympics. Wagers will be settled from the official medals table at the Closing Ceremony of the Olympics.

**Total Medals/Total Gold Medals**

- Predict whether the named country/athlete will achieve over or under number of medals/gold medals listed. Wagers will be settled from the official medals table at the Closing Ceremony of the Olympics.

**Medal Clean Sweep**

- Predict whether a country will take a clean sweep of the medals for an Olympic event. A clean sweep is considered successful when the country wins the gold, silver, and bronze medals in that event.

**Betting Without Named Competitor**

- Predict the winner (to win the gold medal) of the named Olympic event without a named competitor. The finishing position of the named competitor will be ignored for wagers placed on this market.

#### **To Qualify for The Final**

- Predict whether the named country/athlete will qualify for the final of the named event. Please note the final refers to the final race/competition/match-up in which the medal placings are decided.

#### **World Record to Be Broken**

- Predict whether the World Record will be broken by the winner of the named event. This world record must be achieved during the Olympic competition and be ratified by the respective sport governing body.

#### **Top American Finisher**

- Predict which American competitor (“USA”) will achieve the highest placing in the named event.

### **Rowing**

#### **General Rules**

- Races must take place within one week of the originally scheduled date or else wagers are void, unless otherwise stated. The exception is the Olympic Games, where wagers will stand if events take place before the Closing Ceremony.
- The podium presentation will count as the result and any subsequent amendments to the result will not count. Should there be no podium presentation, the official result according to the governing body will be used for the settlement of all wagers.
- Dead-heat rules will apply.

#### **Race Winner**

- Predict the winner of the named event.

#### **Winning Distance**

- Predict the winning distance of the named event. This will be measured in lengths. Should the result fall on the named total, this will result in a void.

#### **Winning Time**

- Predict whether the winning total time of the named event will be over or under the named time. This will be measured in minutes and seconds. Should the result fall on the named total, this will result in a void.

## Rugby League/Rugby Union

### **General Rules**

- Rugby league/union markets within a match are for 80 minutes, plus any injury/stoppage time. This is referred to as normal time. Extra time or a golden point does not count, unless otherwise stated.
- In the instance of a postponed match, all wagers placed on that match will be void. Exceptions to this rule are:
  - Matches played in the Rugby League/Union World Cup where wagers will stand on the match if it is played within two calendar days of the scheduled fixture.
  - Matches played in the Olympic Games, where matches must be completed by the Closing Ceremony.
  - Where wagers have been placed on a match that subsequently has its match day changed within the same round of matches owing to reasons such as TV coverage (though not exclusively), wagers will stand as this change to the match date is not deemed a postponement.
- In the instance where a match is abandoned, the following principles will be applied in settling wagers:
  - If a winning selection in a specific market has been determined before the abandonment of the match, wagers will stand, and settlement will occur as expected.
  - If a winning selection for a specific market has not been determined at the time of abandonment, all wagers will be void.
  - In the case of an abandonment, any subsequent replays/completions, award of the match result by governing bodies, etc. will not count toward settlement.
- If a venue is changed and is not published or known to us at the time, the prices or spreads are advertised, wagers placed on that match will stand providing the match is not switched to the opponent's ground, in which case wagers placed on that match will be void.
- When a match is scheduled to play for a shorter duration, such as (but not exclusively) Rugby League Nines, as agreed by the laws of the competition or by both sides prior to kickoff, wagers placed on these matches will be settled at the end of the agreed match length. Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time.

### **Money Line/Match Betting Including Extra Time/Overtime**

- Predict the winner of the match. Extra time counts.

### **Match Betting**

- The terms match result and match wagering mean the outcome of the match in normal time played, namely home win, draw or away win.

### **Match Handicap/3-way Spread Betting**

- Predict the result of a match from: home win, draw or away win, after the spread has been applied to the official scores.

### **No Draw Handicap/Spread Betting**

- Predict the winner of the match once the spread has been applied to the official scores.

**First Half Betting**

- Predict the result at half time after the first half has been completed.

**First Half Handicap/Spread**

- Predict the winner of the first half once the first half spread has been applied to the official scores.

**Second Half Result**

- Predict the result of the second half.

**Second Half Handicap**

- Predict the winner of the second half once the second half spread has been applied to the official scores.

**Total Match Points**

- Predict whether the total points in the match are over or under a specified number.

**First Half Total Points**

- Predict whether the total points in the first half are over or under a specified number.

**Second Half Total Points**

- Predict whether the total points in the second half are over or under a specified number.

**Team Total Points**

- Predict whether the total points scored by the specified team are over or under a specified number.

**Total Points Odd/Even**

- Predict whether the total points in a match will be odd or even.
- If no points are scored, the winning selection in this market will be even.

**Total Match Tries**

- Predict whether the total match tries will be over or under a specified number.

**Total Tries Odd/Even**

- Predict whether the total tries in a match will be odd or even. If no points are scored, the winning selection in this market will be even.

**Total First Half Tries**

- Predict whether the total first half tries are over or under a specified number.

**Team Total Tries**

- Predict whether the total tries of the specified team will be over or under a specified number.

**Highest Scoring Half**

- Predict the half of the match in which the most points will be scored.
- If an equal number of points are scored in each half, the winning selection in this market will be a draw.

**Double Result**

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

**Winning Margin**

- Predict the winning team and their margin of victory.

**Try Scorer Markets**

- Extra time or penalty tries do not count.

**First Try Scorer/First Team Try Scorer**

- Predict which player will score the first try of the match or for their team.
- If the first try of the match is a penalty try, the winning selection in this market will be the scorer of the second try. If the second try of the match is a penalty try, the winning selection in this market will be the scorer of the third try, and so on.
- If no tries are scored in the match or only penalty tries are scored, the winning selection in this market will be no try scorer.
- If the selected player doesn't start the match and enters the field of play before the first try has been scored, wagers placed on that player will stand.
- If the selected player doesn't start the match and enters the field of play after the first try has been scored, wagers placed on that player will be void.
- If the selected player leaves the field of play before the first try has been scored, wagers placed on that player will have lost.

**Last Try Scorer/Last Team Try Scorer**

- Predict which player will score the last try of the match or for their team.
- If the last try of the match is a penalty try, the winning selection in this market will be the scorer of the second last try. If the second last try of the match is a penalty try, the winning selection in this market will be the scorer of the third last try, and so on.
- If no tries are scored in the match or only penalty tries are scored, the winning selection in this market will be no try scorer.
- If the selected player enters the field at any time, wagers placed on that player will stand.

**Anytime Try Scorer**

- Select a player to score a try at any time in the match.
- If the selected player enters the field at any time, wagers placed on that player will stand.

**Player To Score 2 Or More Tries**

- Select a player to score two or more tries in the match.
- If the selected player enters the field at any time, wagers placed on that player will stand.

**Hat-trick**

- Select a player to score three or more tries in the match.
- If the selected player enters the field at any time, wagers placed on that player will stand.

**First/Last Team Try**

- Predict which team will score the first/last try of the match.

**Will The First Try Be Converted**

- Predict whether the first try in a match will be converted.
- If there is no try in the match, wagers placed on this market will be void.

**First/Last Scoring Points**

- Predict which team will score the first/last points of the match.
- If no points are scored, wagers placed on this market will be void.

**First Scoring Play**

- Predict how the first points in a match will be scored and by which team.
- A penalty try counts as a try for this market.
- If no points are scored in the match, wagers will be void.

**Successful Drop Goal**

- Predict whether there will be a successful drop goal in the match.

**Both Teams to Score**

- Predict if both teams will score over a specified number of points.

**Race To X Points**

- Predict which team will get to the specified number of points first. If the specified number of points isn't scored by either team, the winning selection in the market will be “neither”.

**Next Try**

- Predict which team will score the next try in the match. If there are no more tries in the match, the winning selection will be “No Try.”

**League Outright, Cup, and Tournament Betting**

- Winners will be determined by the official rules of the respective league/governing body. This includes a playoff or any other process which is used to determine the winner of the league.

**To Qualify**

- Wagers are settled on the team progressing to the next round of a competition/tournament, whether from one or multiple legs.
- This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time, and away points if applicable, should the match progress as such.

**Group Winner**

- Predict which team will win a specified group.

**Regular Season Winner**

- Predict the team that will finish first in the league table of a competition, before any play-off or finals series begins.

**Top Season/Competition Try Scorer**

- Predict which player will score the most tries over the course of the regular season or competition.
- If players are tied, dead heat rules will apply.

## **Sailing**

### **General Rules**

- Events must start within one week of the originally scheduled date for action, unless otherwise stated.
- If a race/tournament/regatta is suspended/shortened, wagers will stand for all markets that have already been determined and if a winner is declared. All other wagers will be void.
- The exception to the above rules is the Olympic Games, where wagers will stand on the event if it is completed before the Closing Ceremony.
- The official results according to the governing body will be used for the settlement of all wagers.

### **Tournament/Regatta Winner**

- Select the winning boat/country of the specific tournament/regatta.
- Boat must start at least one race in the tournament/regatta or else wagers will be void, unless otherwise stated.

### **Race/Day X Winner**

- Select the winning boat/country for the listed race/day of a specified tournament/regatta.
- Boat must start the race or else wagers will be void.

### **Head-to-Head Matchups**

- Select the boat/country with the best finish in a race/tournament/regatta.
- All listed boats in the matchup must start the race/tournament/regatta or else wagers will be void.

### **Sail GP Matchups**

- For boat matchups, if both boats make the final of the specified event, the better finish in the final will be deemed the winner.



## Soccer

### **General Rules**

- All matches must go at least 90 minutes or else wagers will be void unless results have already been determined.
- In the event of a friendly or exhibition match not being played over two 45-minute halves, all wagers will be void.
- Wagers are settled on the events that occur in normal time, full time, or 90 minutes. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time and penalty shootouts do not count unless otherwise stated.
- Settlement will occur in real time based on the feed from our service providers.
- In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available or if there is significant evidence that the data is incorrect, wagers will be settled based upon such reputable alternative information sources which are available to us.
- A postponed match is deemed to be a match that does not commence on the same day it is scheduled to do so. The following principles will be applied in settling wagers:
  - All wagers on postponed matches will be void at the point of notification. Exceptions to these postponement rules are:
    - If a fixture is rescheduled at the point of postponement and kicks off within 48 hours of original kick off time, then wagers will stand.
    - For the following leagues and competitions, wagers will stand on matches where a new date is officially announced within 48 hours of the postponement: FIFA World Cup, UEFA Champions League, Europa League, Conference League (doesn't include qualifying), Copa America (Finals), UEFA European Championships (Finals), Africa Cup of Nations (Finals), Leagues Cup and MLS.
    - For the Olympic Games, where wagers will stand if the match takes place before the Closing Ceremony.
    - Where wagers have been placed on a match that subsequently has its match day changed within the same round of matches owing to reasons such as weather, TV coverage (though not exclusively), wagers will stand as this change to the match date is not deemed a postponement.
- An abandoned match is deemed to be a match that is halted before the completion of the allotted match time and not played out to conclusion on the same day (at the location of the event). The following principles will be applied in settling wagers:
  - If a winning selection in a specific market has been determined before the abandonment of the match, wagers will stand, and settlement will occur as expected.
  - If a winning selection for a specific market has not been determined at the time of abandonment all wagers will be void because the event did not play for the full duration.
  - In the case of an abandonment, any subsequent replays/completions, award of the match result by governing bodies will not count toward settlement.
- If a venue is changed and is not published or known to us at the time the prices are advertised, wagers placed on that match will stand providing the match is not switched to the opponent's ground, in which case wagers placed on that match will be void.
- Club and international friendly matches will not necessarily indicate a home and away team. All wagers will stand regardless of the venue at which the match is played.

- If there is more than one team or player with the same name and the selection has not been identified by either first name, team or qualifying price, the competitor with the lowest advertised price will be taken as the selection.
- If one or more competitors are quoted at the lowest advertised price, then the stake will be divided between them.
- If multiple outcomes are contained in one market, where all listed things need to happen, refer to the individual market for rules on these selections.
- For all corners markets, a corner awarded but not taken will not count. A corner that is retaken on the instruction of the match official will only count once.
- For player stats (shots, shots on target, assists, passes, tackles) markets, the following rules apply:
  - If the selected player does not start the match, wagers placed on that player in that market will be void even if they enter the field of play as a substitute and make over the specified number in that category.
  - If the selected player leaves the field of play without making over the specified number in a category, wagers placed on that player in this market will have lost and will be settled as losers.
  - If a match is abandoned and the over selection has been won in the time played before abandonment, wagers placed on that selection in this market will have already won and will be settled as winners.
  - If a match is abandoned and the selected player has left the field of play without making the required number in the time played before abandonment, wagers placed on that player in this market will have already lost.
  - If a match is abandoned and the selected player is still on the field of play and has not made the required number at the time of abandonment, wagers placed on that player in this market will be void, subject to normal abandoned match rules, because the match did not play for the full duration.
  - A shot is defined as being any goal attempt that resulted in a goal being scored, would have resulted in a goal being scored but was stopped by a goalkeeper's save or by a defender, missed the goal, or hits the woodwork.
  - A shot on target is defined as being any goal attempt that resulted in a goal being scored or would have resulted in a goal being scored but was stopped by a goalkeeper's save or by a defender who is the last player.
    - Shots directly hitting the frame of the goal are not counted as shots on target unless the ball goes in and is awarded as a goal.
    - Shots blocked by another player (who is not the 'last man') are not counted as shots on target.
    - A cross - even if dealt with by the keeper - is not a shot on target (a cross is a medium- to-long-range pass from a wide area of the field towards the center of the field near the opponent's goal).
  - An assist is defined as the final pass or pass-come-shot leading to the recipient of the ball scoring a goal.
    - A player winning a penalty, which is subsequently then scored. will not count as having assisted a goal.
    - If a player scores directly from a free kick, the player who was fouled will not be credited with the assist.
  - A pass is defined as an intentional ball played from one player to another.

- A tackle is defined as where a player connects with the ball in a challenge and successfully takes the ball away from the player in possession.
- For all soccer statistical markets, wagers will be settled according to official league data.

### **Match Wagering**

- The terms “match result” and “match Wagering” mean the outcome of the match in normal time played, namely home win, draw or away win.
- The terms normal time, full time, and 90-minutes play are all used to denote the period of play. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time and penalty shootouts do not count unless otherwise stated.
- In the event of a match not being played over two 45-minute halves, all wagers will be void.
- When a match is played at a neutral venue, the team listed on the left will be classed as the home team for settlement purposes.

### **Handicap Two Way**

- Predict the result of a match from: home win | away win after the handicap spread has been applied to one of the teams. A handicap of (+/-) 0.5 (half of one) or more goals will be given to one/both teams which will be added to the actual number of goals scored.

### **Handicap**

- Predict the result of a match from: home win | draw | away win after the handicap spread has been applied to one of the teams. A handicap of (+/-) one or more goals will be given to one/both teams which will be added to the actual number of goals scored.

### **Draw No Bet**

- Predict which team will win a match. Wagers placed on this market will be void if the match ends in a draw.

### **15 | 30 | 60 | 75 Minute Wagering**

- Predict the result of a match at 15 | 30 | 60 | 75 minutes from: home win | draw | away win.
- Wagers are settled on the events that occur in the specified time period of the match. Normal time and extra time does not count.
- Wagers placed on 15 minutes will be settled on the match result at 14:59, wagers placed on 30 minutes will be settled on the match result at 29:59 and so on.
- The ball must cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the timeframe has expired.
- If a match is abandoned during the specified time period normal abandoned match rules apply.
- If a match is abandoned after the specified time period of the match wagers placed on this market will stand win or lose.

### **Total Goals**

- Predict whether the number of goals scored in a match or listed half will be over or under the specified number.

### **Total Number of Match Goals**

- Select the total number of goals scored in a match from the following options: 0 | 1 | 2 | 3 | 4 | 5 | 6 or more.
- If a match is abandoned and less than six goals have been scored in the time played before abandonment, wagers placed will be void, subject to normal abandoned match rules, because the match did not play for the full duration.

#### **Total Goals - Over/Exactly/Under**

- Select whether the number of goals scored in a match will be over/exactly/under the specified number.

#### **Goals Odd/Even**

- Predict whether the total number of goals scored in a match or specified half of a match will be an odd or even number.

#### **Multi Goal**

- Predict the number of goals scored in a match within the specified range.

#### **Team Total Goals**

- Select whether the number of goals scored by a listed team will be over or under the specified number.

#### **Total Goals in a Group of Matches**

- Select the total number of goals scored in a listed group of matches.
- All listed matches must be completed, or else wagers will be void.

#### **First Goal**

- Predict a team to score the first goal in a match. These rules are applicable to 2nd, 3rd, and all subsequent goals.
- If the match finishes 0-0, the winning selection in the market will be neither. Wagers placed on all other selections in this market will have lost and will be settled as losers.

#### **Time of First Goal/Time of First Team Goal**

- Predict whether the time of the first goal or first team goal will be before or after a specified time.
- Wagers placed on up to and including 15th minute will be settled on the events that occur from 0:00 to 14:59. Wagers placed on 16th minute and over will be settled on the events that occur from 15:00 to full time and will include any injury/stoppage time added on by the match official at the end of normal time.
- Likewise, wagers placed on up to and including 30th minute will be settled on the events that occur from 00:00 to 29:59, and wagers placed on 31st minute and over will be settled on the events that occur from 30:00 to full time and will include any injury/stoppage time added on by the match official at the end of normal time.
- Wagers placed on 46th minute and over will be settled on the events that occur from the start of the second half to full time and will include any injury/stoppage time added on by the match official at the end of normal time.
- The ball must cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the timeframe has expired.

- If the final score is 0-0, the winning selection in this market will be no goal.

#### **Time of First Goal**

- Predict the timeframe in which the first goal will be scored in a match.
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
- Wagers placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59 and wagers placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59 etc.
- Wagers placed on 31st minute to half time will be settled on the events that occur from 30:00 to the half time whistle and will include any injury/stoppage time added on by the match official at the end of half time. Likewise, wagers placed on 76th minute to full time will be settled on the events that occur from 75:00 to the full-time whistle and will include any injury/stoppage time added on by the match official at the end of normal time.
- Wagers placed on 46th to 60th minute will be settled on the events that occur from the start of the second half to 59:59.
- The ball must cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the timeframe has expired.
- If the final score is 0-0 the winning selection in this market will be no goal.

#### **First Goal to be an Own Goal**

- Predict whether or not the first goal in a match will be an own goal.
- If the match ends in a 0-0 draw, wagers placed on this market will have lost.

#### **First Team to Score Second Half**

- Predict a team to score the first goal in the second half of a match.
- If no goals are scored in the second half the winning selection in the market will be neither team.

#### **Last Goal**

- Predict a team to score the last goal of the match.
- If the final score is 0-0 the winning selection in this market will be no goal.

#### **Match/Team Goal - X to Y Min**

- Predict whether or not a goal will be scored within the specified time period of the match for one or both teams.
- Wagers are settled on the events that occur only within the specified time period of the match. Wagers placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59 and wagers placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59 etc.
- Wagers placed on 31st minute to half time will be settled on the events that occur from 30:00 to the half time whistle and will include any injury/stoppage time added on by the match official at the end of half time. Likewise, wagers placed on 76th minute to full time will be settled on the events that occur from 75:00 to the full-time whistle and will include any injury/stoppage time added on by the match official at the end of normal time.
- Wagers placed on 46th to 60th minute will be settled on the events that occur from the start of the second half to 59:59.

- The ball must cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the timeframe has expired.
- If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., wagers placed on this market will be void.
- If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., wagers placed on this market will stand if any play has taken place.

#### **Race to X Goals**

- Predict which team will reach a specified number of goals first.
- If the specified number of goals are not scored, the winning selection in the market will be neither team.

#### **Goal In Both Halves**

- Predict whether or not a goal will be scored by either team in both halves of a match.

#### **Both Teams to Score**

- Predict whether or not both teams will score in a half/match.

#### **To Score in Both Halves**

- Predict whether a team will score in both halves of a match.

#### **Both Teams to Score in Both Halves**

- Predict whether or not both teams will score in both halves of a match.

#### **Both Score No Draw**

- Predict that both teams will score with either team winning the specified match.

#### **Total Team Goals**

- Select the total number of goals scored by a listed team in a match from the following options: 0 | 1 | 2 | 3 | 4 or more.

#### **Number of Team Goals**

- Select the total number of goals scored by a listed team in a match from the following options: 2 or more | 3 or more | 4 or more.

#### **Team to Score Specified Time Period**

- Predict whether or not the specified team will score a goal within the specified time period of the match.
- Wagers are settled on the events that occur only within the specified time period of the match. Wagers placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59 and wagers placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59 etc.
- Wagers placed on 31st minute to half time will be settled on the events that occur from 30:00 to the half time whistle and will include any injury/stoppage time added on by the match official at the end of half time. Likewise, wagers placed on 76th minute to full time will be settled on the

events that occur from 75:00 to the full-time whistle and will include any injury/stoppage time added on by the match official at the end of normal time.

- Wagers placed on 46th to 60th minute will be settled on the events that occur from the start of the second half to 59:59.
- The ball must cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the timeframe has expired.
- If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., wagers placed on this market will stand if any play has taken place.
- If a match is abandoned during the specified time period of the match and the home team has scored a goal in the time played before abandonment within the said time period, wagers placed on that selection will have already won and will be settled as winners. Wagers placed on other selections will have already lost.
- If a match is abandoned during the specified time period of the match and the home team has not scored a goal in the time played before abandonment within the said time period, wagers placed will be void.

#### **Lead at Half Time and Not Win**

- Predict a team to be winning a match at half time and to draw or lose the match at full time.
- Wagers are settled only on the events that occur during normal time played in an individual match. The events that occur across a two-legged cup/tournament tie do not count.

#### **Come from Behind and Draw/Win**

- Select a team to be losing at any stage during normal time played in a match and to come from behind and draw, win, or either of the two possibilities.
- Wagers are settled only on the events that occur during normal time played in an individual match. The events that occur across a two-legged cup/tournament tie do not count.

#### **To Win to Nil**

- Select a team to win a match without conceding a goal.

#### **Penalty Taken**

- Predict whether or not a penalty will be taken during a match.

#### **Penalty Awarded and Scored or Missed**

- Predict a penalty to be awarded and scored or missed during a match.
- If no penalty is awarded, wagers placed on this market will have lost and will be settled as losers.
- Extra time and penalty shootouts do not count.

#### **Sudden Death in a Penalty Shootout**

- Predict whether a penalty shootout will end in sudden death. Sudden death occurs in a penalty shootout when the score remains level after each side has taken their allocated number of penalties.

#### **Match to Go to Penalties**

- Predict whether or not a match will be decided by a penalty shootout.

**To Win on Penalties**

- Select a team to win a match by a penalty shootout.
- Wagers are settled on the events that occur in penalty shootouts only. Penalties scored in normal time and extra time will not count. If the match does not progress to a penalty shootout, wagers placed on this market will have lost and will be settled as losers.

**Correct Score (Live Score)**

- Predict the exact score at half time, of a specified half, or at the end of a match.
- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

**Winning Margin**

- Predict the margin of goals by which a listed team will win a match.

**Double Result**

- Predict the result of a match at half time and at full time from: home win | draw | away win.

**Double Chance**

- Predict the combination of two possible results of a specified half or a match from three possible permutations: home or draw | away or draw | home or away.

**1st Half Result/2nd Half Result**

- Select the result of the first half and the result of the second half of a match from: home win | draw | away win.

**Half Wagering**

- Predict the result of a specified half of a match from: home win | draw | away win.

**Half Handicaps**

- Predict the result of a specified half of a match after the handicap spread has been applied to the number of goals scored by each team. A handicap of (+/-) one or more goals will be given to one/both teams which will be added to the actual number of goals scored during the specified half of the match only.

**Win Both Halves**

- Select a team to win the first half and win the second half of a match. The wager consists of 2 separate mini wagers - the first half and the second half.

**Win Either Half**

- Select a team to win either half of a match. The wager consists of 2 separate mini wagers - the first half and the second half.

**Highest Scoring Half**

- Predict the half of a match in which the most goals will be scored.



- If an equal number of goals are scored in each half, the winning selection in this market will be a draw.

#### **Team to Score (in Match/Half)**

- Predict whether or not a listed team will score in the match or specified half of a match.

#### **Team Highest Scoring Half**

- Predict the half of a match in which a listed team will score the most goals.
- If the listed team scores an equal number of goals in each half, the winning selection in this market will be a draw.

#### **Half of the First Goal**

- Predict the half of a match in which the first goal will be scored.
- If the match finishes 0-0, the winning selection in the market will be no goal.

#### **Second Half First Goal**

- Select a team to score the first goal in the second half of a match.
- Wagers are settled on the events only that occur in the second half. This includes any injury/stoppage time added on by the match official at the end of the second half. The events that occur in the first half of the match and extra time do not count unless otherwise stated.

#### **Half Teams to Score**

- Predict which team will score a goal in a specified half of a match.
- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

#### **Half of First Team Goal**

- Predict the half of a match in which a listed team will score their first goal.
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

#### **Half Team Total Goals**

- Predict whether the number of goals scored by a listed team in one half of a match is over or under the specified number.
- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

#### **Half Team Goals**

- Predict the number of goals scored by a listed team in a specified half of a match from: none | 1 | 2 | 3 or more.
- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

#### **First/Second Half Total Goals**

- Predict the number of goals scored in a specified half of a match from: none | 1 | 2 | 3 | 4 or more.
- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

#### **Half with Most Goals**

- Predict the half of a match in which the most goals will be scored.
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

#### **Corners Handicap**

- Predict which team will take the most corners after the handicap spread has been applied. A handicap of (+/-) one or more corners will be given to one of the teams which will be added to the actual number of corners taken by them during the match.
- If both teams take the same number of corners after the handicap spread has been applied, the winning selection in this market will be a tie.

#### **Total Match Corners**

- Select the total number of corners taken in a match from: under 10 | 10-12 | over 12.

#### **Total Match/Half/Team Corners 2-Way**

- Predict the total number of corners taken in a match, a specified half, or by a specified team.

#### **Total Team Corners**

- Select the total number of corners taken by a listed team in a match from: under 5 | 5-6 | over 6.

#### **Total Match Corners Odd/Even**

- Predict whether the total number of corners taken in a match will be an odd or even number.
- If no corners are taken the winning selection in the market will be even.

#### **Match/Team Corner - X to Y Minutes**

- Predict whether a corner will be awarded within the specified time period of the match. Corners markets on a specified time period will be settled on corners awarded. All other corners markets will be settled on corners taken.
- Wagers are settled on the events that occur only within the specified time period of the match. Wagers placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59. Likewise, wagers placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59.
- Wagers placed on 46th to 60th minute will be settled on the events that occur from the start of the second half to 59:59.
- A corner must be awarded within the specified time period of the match. A corner will count if it is awarded but not taken.
- If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., wagers placed on this market will be void.

- If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., wagers placed on this market will stand if any play has taken place.

#### **First/Last Corner**

- Predict which team will take the first/last corner in a match.

#### **Team with Most Corners**

- Predict which team will take the most corners in a match/half.

#### **Half Corners**

- Predict the number of corners taken in a specified half of a match from: under 5 | 5-6 | over 6.
- Over 6 corners means 7 or more and under 5 corners means 4 or less. If exactly 5 or 6 corners, then 5-6 will be the winning selection.
- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

#### **Half Team Corners**

- Predict the number of corners taken by a listed team in a specified half of a match from: under 2 | 2-3 | over 3.
- Over 3 corners means 4 or more and under 2 corners means 1 or less. If exactly 2 or 3 corners, then 2-3 will be the winning selection.
- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

#### **Half with Most Corners**

- Predict the half of a match in which the most corners will be taken.
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. The events that occur in the other half of the match and extra time do not count unless otherwise stated.

#### **Corners Double Result**

- Predict which team will take the most corners in the first half combined with which team will take the most corners during the whole match.
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

#### **Method of Victory**

- Predict the method of victory from the listed selections.

#### **To Win in Extra Time**

- Select a team to win a match in extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shootouts do not count.

**First Goalscorer**

- Select a player to score the first goal in a match.
- Own goals or goalkeeper goals do not count towards the first goalscorer. If the first goal in the match is an own or goalkeeper goal, the winning selection in this market will be the scorer of the second goal. If the second goal is also an own or goalkeeper goal, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored, the winning selection in this market will be no goalscorer.
- If the selected player does not start the match and enters the field of play at any time before the first goal is scored, wagers placed on that player in this market will stand.

**Last Goalscorer**

- Select a player to score the last goal in a match.
- Own goals or goalkeeper goals do not count towards the last goalscorer. If the last goal in the match is an own goal or goalkeeper goal, the winning selection in this market will be the scorer of the second to last goal. If the second to last goal is also an own goal or goalkeeper goal, the winning selection in this market will be the scorer of the third to last goal and so on. If no further goals are scored, then wagers will be void.
- If the selected player does not start the match and enters the field of play at any time, wagers placed on that player in this market will stand.

**Anytime Goalscorer**

- Select a player to score at any time during a match.
- Own goals do not count towards an anytime goalscorer.
- If the selected player does not start the match and enters the field of play at any time, wagers placed on that player in this market will stand.

**Player To Score 2 Or More Goals**

- Select a player to score 2 or more goals at any time during a match.
- Own goals do not count towards a player to score 2 or more goals wager.
- If the selected player does not start the match, wagers placed on the player will be voided.

**Hat-Trick**

- Select a player to score a hat-trick (3 or more goals) at any time during a match.
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
- Own goals do not count towards a player to score a hat-trick.
- If the selected player does not start the match, wagers placed on the player will be voided.

**To Score from Inside The 6-Yard Box**

- Predict a player to score from inside the 6-yard box.
- Own goals don't count towards goals inside the 6-yard box.
- The whole of the ball must be inside the 6-yard box at the time it was struck to count.
- If a deflection occurs within the 6-yard box and results in a goal, settlement will be determined on the position of the ball when the credited goalscorer initially made contact with it.

- If the selected player doesn't start the match and enters the field at any time, wagers placed on that player will stand.

#### **To Score from Outside the Penalty Area**

- Predict a player to score from outside the penalty area.
- Own goals don't count towards outside the penalty area.
- The whole of the ball must be outside the penalty area at the time it was struck to count.
- If the selected player doesn't start the match and enters the field at any time, wagers placed on that player will stand.

#### **To Score with Left/Right Foot**

- Predict a player to score with their left or right foot.
- Own goals don't count towards this market.
- If the selected player doesn't start the match and enters the field at any time, wagers placed on that player will stand.

#### **To Score a Header**

- Predict a player to score a header in the match.
- Own goals don't count as a header in any market offered on headed goals, whether the market is for a named player or from an unspecified player.
- Only goals scored with a player's head will be settled as winner. Other body parts do not count.
- If the selected player doesn't start the match and enters the field at any time, wagers placed on that player will stand.

#### **To Score in the First 10 Minutes**

- Predict a player to score in the first 10 minutes of the match.
- Wagers are settled on the events that occur only within the time period 0:00 to 9:59.
- Own goals don't count.
- If the selected player leaves the field of play without scoring a goal within the time period 0:00 to 9:59, wagers placed on that player in this market will have lost and will be settled as losers.

#### **To Score in the First or Second Half**

- Predict a player to score in the first or second half of a match.
- Wagers are settled on the events that occur only within the specified half of the match.
- Own goals don't count.
- If the selected player doesn't start the match, wagers placed on that player in this market will be void even if they enter the field of play as a substitute and score in the specified half.

#### **Anytime Own Goal**

- Predict whether or not an own goal will be scored any time in a match.

#### **Player Passes**

- Predict whether the number of passes made in a match by the named player will be over the specified number.

#### **Player Shots**

- Predict whether the number of shots made in a match by the named player will be over the specified number.

#### **Player Shots on Target**

- Predict whether the number of shots on target made in a match by the named player will be over the specified number.

#### **Team Shots**

- Predict the number of shots made in a match by the named team will be over the specified number.

#### **Team Shots on Target**

- Predict the number of shots on target made in a match by the named team will be over the specified number. If the market is over 5 shots on target, over means 6 shots on target or more and if the market is under 4 that means 3 shots on target or less.

#### **Player to Assist a Goal**

- Select a player to assist a goal during a match.

#### **To Assist 2 Or More Goals**

- Select a player to assist 2 or more goals during a match.

#### **Player Tackles**

- Predict whether the number of tackles made in a match by the named player will be over the specified number.

#### **To Keep a Clean Sheet**

- Predict whether or not a team will keep a clean sheet/not to concede a goal.

#### **Player to be Sent Off**

- Predict if a specified player will be sent off.
- Wagers placed on this market will be void if the selected player does not start the match even if they enter the field of play and are sent off by the match official.

#### **General Rules – Live**

- Although we make every effort to ensure all live notifications displayed are correct, information (such as score and time of match) is intended to be used as a guide and we assume no liability in the event of any information being incorrect.
- Please be aware that live transmissions by some broadcasters can be delayed and that this delay can vary between customers depending upon factors such as their connection or buffering speed.

#### **Next Goal Method Live**

- Predict how the next goal will be scored from one of the following options: Shot; Header; Penalty; Free Kick; Own Goal; No Goal.
- There can only be one winning option based on the following criteria:
  - An own goal scored from a player's head will count as an own goal not a header.
  - A free kick or penalty will not count as a shot.
  - A rebound from a penalty will count as a shot.
  - Where a free kick is not scored from the initial touch or is deflected it will only count if the player taking the free kick is awarded the goal.
  - The last touch from any part of the body other than the head will be counted as a shot.

### **Goals in X Min Bands Live**

- Predict whether a goal will be scored within the specified time period of the match.
- Wagers are settled on the events that occur only within the specified time period of the match. Wagers placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59.
- Wagers placed on 31st minute to half time will be settled on the events that occur from 30:00 to the half time whistle and will include any injury/stoppage time added on by the match official at the end of half time. Likewise, wagers placed on a specified time period of the match ending in full time will be settled on the events that occur to the full-time whistle and will include any injury/stoppage time added on by the match official at the end of normal time.
- Wagers placed on 46th to 60th minute will be settled on the events that occur from the start of the second half to 59:59.
- The ball must cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the timeframe has expired.
- If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., wagers placed on this market will be void.
- If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., wagers placed on this market will stand if any play has taken place.

### **Xth Goalscorer Live**

- Select a player to score the Xth goal in a match. The market available will be determined by the current number of goals in the match.
- If the score is 0-0, the market available will be "First Goalscorer Live". If the score is 1-0, the market will be "Second Goalscorer Live" and so on.
- Own goals and goalkeeper do not count towards the Xth goalscorer. If the Xth goal in the match is an own goal or goalkeeper goal, the winning selection in this market will be the scorer of the next goal. If the next goal is also an own goal or goalkeeper goal, the winning selection in this market will be the scorer of the next goal and so on. If no further goals are scored, the winning selection in this market will be no goalscorer.
- If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the match, the winning selection in this market will be no goalscorer.
- If the selected player does not start the match and enters the field of play before the Xth goalscorer market has been won, wagers placed on that player in this market will stand.
- If the selected player does not start the match and enters the field of play after the Xth goalscorer market has been won, wagers placed on that player in this market will be void.
- If the selected player leaves the field of play before the Xth goalscorer market has been resulted, wagers placed on that player in this market will have lost and will be settled as losers.

### **Player To Score 2 Or More Live**

- Select a player to score 2 or more at any time during a match.
- Own goals do not count towards a player to score 2 or more goals.
- Wagers on substitute players who have entered the field of play will stand.

**Hat-Trick Live**

- Select a player to score a hat-trick (3 or more goals) at any time during a match.
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
- Own goals do not count towards a player to score a hat-trick.
- Wagers placed on the live market, on substitute players who have entered the field of play will stand.

**Extra Time (ET) Match Result Live**

- Predict the result of the period of extra time: home win | draw | away win.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shootouts do not count.

**Extra Time (ET) Handicap Live**

- Predict the result of extra time after the handicap spread has been applied to one of the teams. A handicap of (+/-) one or more goals will be given to one/both teams which will be added to the actual number of goals scored during extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shoot-outs do not count.

**Extra Time (ET) Half Wagering Live**

- Predict the result of a specific period of extra time.
- Wagers are settled only on the events that occur in the specific period of extra time. This includes any injury/stoppage time added on by the match official at the end of the specific period of extra time. Normal time, the other period of extra time and penalty shootouts do not count.

**Extra Time (ET) Correct Score Live**

- Predict the score during extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shoot-outs do not count.

**Extra Time (ET) First Half Correct Score Live**

- Predict the score during the first half of extra time.
- Wagers are settled on the events that occur in the first period of extra time. This includes any injury/stoppage time added on by the match official at the end of the first period of extra time. Normal time, the second period of extra time and penalty shootouts do not count.

**Extra Time (ET) Double Result Live**

- Predict the result of the first period of extra time and the result at the end of extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shoot-outs do not count.



**Extra Time (ET) Total Goals Live**

- Select whether the number of goals scored in extra time will be over or under the specified number
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shootouts do not count.

**Extra Time (ET) Half Total Goals Live**

- Select whether the number of goals scored in a specific period of extra time will be over or under the specified number.
- Wagers are settled on the events that occur in the specific period of extra time. This includes any injury/stoppage time added on by the match official at the end of the specific period of extra time. Normal time, the other period of extra time and penalty shootouts do not count.

**Extra Time (ET) Team Total Goals Live**

- Predict whether the number of goals scored by a team in extra time will be over or under the specified number.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shoot-outs do not count.

**Extra Time (ET) Teams to Score Live**

- Predict which teams will score in extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shoot-outs do not count.

**Extra Time (ET) Halves with a Goal Live**

- Select when goals will be scored during extra time from: first half only | second half only | both halves | neither half.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shootouts do not count.

**Extra Time (ET) Next Goal Live**

- Select the team to score the specified goal during extra time. This is applicable to second, third and all subsequent goals.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shootouts do not count.

**Extra Time (ET) Win on Penalties Live**

- Predict whether either team will win the tie through a penalty shootout.
- Wagers are settled on the events that occur in penalty shootouts only. Penalties scored in normal time and extra time will not count. If the match does not progress to a penalty shootout, wagers placed on this market will have lost and will be settled as losers.

**Penalty Shootout Team Penalties**

- Predict whether or not a team will score a specified penalty in a penalty shootout. This is applicable to second, third and all subsequent penalties taken.
- Wagers are settled on the events that occur in penalty shootouts only. Penalties scored in normal time and extra time do not count.
- If a penalty has to be retaken, settlement of wagers on that penalty will be determined by the outcome of the retaken penalty.
- If the shootout ends before a penalty is taken, all wagers placed on that penalty will be void.

**Penalty Shootout Team Over/Under Goals Live**

- Predict whether the number of goals scored by a team in the penalty shootout will be over/under the specified number.
- Wagers are settled only on the events that occur in the penalty shootout. The events that occur in normal time and extra time do not count.

**Penalty Shootout Correct Score**

- Predict the score in a penalty shootout.
- Wagers are settled on goals scored within the penalty shootout only. Goals scored in normal time or extra time do not count.

**To Lift the Trophy**

- Predict the team that will lift the trophy of a given tournament.

**To Finish 3rd**

- Predict the team that will finish in third place of a given tournament.

**League, Conference, Regular Season Winner, Cup, and Tournament Wagering**

- League, conference, and regular season (ex. MLS Supporters' Shield) winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the league winner.

**Group of Winner**

- Predict which group the winner of a specific tournament will come from.
- The group will be determined by the group stage of the main tournament only and not any prior qualifying stages.

**Winning Continent**

- Predict which continent the specific tournament winner will come from: North America, South America, Europe, Africa, Asia, and Oceania.

**Nationality Of Winner**

- Predict which nation the specific tournament winner will come from.

**Tournament Group Winner**

- Predict the winner of a specific group in a given tournament.
- Tournament group winners will be determined by the official rules of the respective governing body.

- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

#### **Tournament – To Qualify/Not to Qualify from Group**

- Predict whether a team will qualify or not qualify from their group at the end of the group stage of a given tournament.
- Tournament group qualifiers will be determined by the official rules of the respective governing body.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

#### **Tournament - Group Straight Forecast/Exacta**

- Predict two teams to finish in first and second positions in the correct order in their group at the end of the group stage of a given tournament.
- Tournament group finishing places will be determined by the official rules of the respective governing body.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

#### **Tournament - Group Dual Forecast**

- Predict two teams to finish in first and second positions in any order in their group at the end of the group stage of a given tournament.
- Tournament group finishing places will be determined by the official rules of the respective governing body.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

#### **Tournament – Team Group Finishing Position**

- Predict the finishing position of a team within their group at the end of the group stage of a given tournament.
- Tournament group finishing places will be determined by the official rules of the respective governing body.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

#### **Tournament – To Win/Lose All Group Matches**

- Predict whether a team will win/lose each match that they play in the group stage of a given tournament.
- Only matches played in the group stage of the given tournament will count.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

#### **Tournament – Team to Finish Bottom of Group**

- Predict a team to finish bottom of their group at the end of the group stage of a given tournament.
- Tournament group finishing places will be determined by the official rules of the respective governing body.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

#### **Exact Group Points**

- Predict the number points gained by the named team at the end of the group stage of a given tournament.
- Only matches played in the groups stage of the given tournament will count.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

#### **Total Group Points**

- Select whether the number points gained by the named team at the end of the group stage of a given tournament is over or under the specified number.
- Only matches played in the groups stage of the given tournament will count.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

#### **Total Group Goals**

- Select whether the number goals scored by the named team at the end of the group stage of a given tournament is over or under the specified option. For example, if the market is over or under 3.5 goals, under means 0, 1, 2 or 3 goals and over means 4 goals or more.
- Only matches played in the group stage of the given tournament will count. Goals scored in the knockout stages, qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shootouts will not count.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

**To Qualify**

- Predict the team to qualify for the next round of a given tournament.

**Stage of Elimination**

- Predict at which stage of a given tournament the named team will be eliminated.
- Tournament places will be determined by the official rules of the respective governing body.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

**To Reach the Quarter Final/Semi Final/Final**

- Predict a team to reach the quarter final, semifinal or final of a given tournament or cup competition.
- Cup or tournament standings will be determined by the official rules of the respective governing body.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

**Name the Finalists**

- Predict the two teams that will reach the final of a given tournament or cup competition.
- Cup or tournament finalists will be determined by the official rules of the respective governing body.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

**To Progress Further**

- Predict whether a specified team will finish ahead of another specified team.
- If both specified teams are knocked out at the same stage, then wagers will be void.
- If both specified teams make the final, the winner of the final will be the winner in the market.
- Winners will be determined by the official rules of the respective competition. This includes a playoff or any other process which is used to determine the winner.
- If a team has points deducted by the official governing body, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

**Nations Team to Progress the Furthest**

- Predict which of the specified teams from a specified nation will progress furthest in a specific competition.
- If two teams from a specified nation compete in a competition's final, the winning selection will be the team that wins that final.
- If the relevant teams are knocked out at the same stage, then wagers will be void.

- Winners will be determined by the official rules of the respective competition. This includes a playoff or any other process which is used to determine the winner.

#### **Tournament – Highest/Lowest Scoring Team**

- Select the team that will score the most/least goals in the given tournament.
- If there is a tie for the highest/lowest scoring team, then dead heat rules will apply.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shootouts will not count.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

#### **Tournament - Total Tournament Goals**

- Select the total number of goals scored in the given tournament from the specified options.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shoot-outs will not count.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

#### **Tournament/League Top Goalscorer**

- Predict the top goalscorer/top team goalscorer at the end of a given tournament/league.
- If there is a tie for the highest goals scored, dead heat rules will apply.
- Wagers on any player who does not/did not play in the tournament/league will be void, unless otherwise stated.
- Any process used by the governing body to determine an outright winner will not count for wagers placed on this market.
- Only matches played in the respective tournament/league will count. Goals scored in qualifying matches, other tournaments, or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Own goals and penalty shoot-outs will not count.

#### **Tournament/League - Goalscorer Match Wager**

- Select a player to score more goals than another player during the tournament/league.
- Only matches played in the tournament/league will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Own goals and penalty shootouts will not count.
- If both players score the same number of goals in the tournament/league, wagers placed on those players in this market will be void.
- If neither player scores and/or either player only scores own goals in the tournament, wagers placed on those players in this market will be void.

- If either or both players are suspended or banned by the official governing body during the course of a given tournament or league, wagers placed on this market will stand.
- If either selected player takes no part in the tournament, wagers placed on those players in this market will stand.

#### **Player With Most Assists in League/Tournament**

- Predict the player who will record the most assists at the end of a given league season/tournament.
- If there is a tie for most assists, dead heat rules will apply.
- Wagers placed on players who do not/did not play in the /league tournament will be settled as a losing wager.
- A player winning a penalty, which is subsequently then scored. will not count as having assisted a goal.
- If a player scores directly from a free kick, the player who was fouled will not be credited with the assist.
- In the event of an own goal being scored no assist will be awarded.
- Only matches played in the respective tournament will count. Assists registered in qualifying matches, other tournaments, or friendly/exhibition matches will not count.

#### **Tournament - First Time Winner**

- Predict whether the tournament winners will have won that specific tournament for the first time.
- Cup or tournament winners will be determined by the official rules of the respective governing body.

#### **To Win the Playoffs**

- Predict the winner of a given playoff campaign.

#### **League Dual Forecast/Quinella**

- Select the two teams to finish first and second in any order in a given league at the end of the season from the options available.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine promotion will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If either/both teams do not complete all of their fixtures, wagers placed on this market will stand.

#### **League Straight Forecast/Exacta**

- Select the two teams to finish first and second in the stated order in a given competition at the end of the season from the options available.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places.  
A playoff or any other process which is used to determine promotion will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If either/both teams do not complete all of their fixtures, wagers placed on this market will stand.

**Winner of the Leg (Tie)**

- Predict the winner of an individual leg where the match is included within a series of matches. For example, the first (or any) round of the MLS Playoffs.
- Wagers stand regardless of how the leg (tie) winner is decided.

**Series Winner**

- Predict the team that will qualify from a series of qualifying matches, for example, the first (or any) round of the MLS playoffs.

**Series Correct Score**

- Predict the correct score of the qualifying series, for example, the first (or any) round of the MLS Playoffs.

**Winning Conference**

- Predict which conference the Major League Soccer Cup winner will come from, the Eastern Conference or Western Conference.
- If there is any change in conference alignment after the market has been posted, wagers will be void.

**Promotion**

- Select a team to be promoted from a given league at the end of the season.
- League positions will be determined by the official rules of the respective league. A playoff or any other process which is used to determine promotion will count.
- If a team has points deducted or is disqualified by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.
- If a team is promoted by an official governing body or in any way other than points total immediately following the completion of all matches on the final day of the season or end of season playoff, if applicable, wagers placed on that team in this market will have lost.

**To Stay Up**

- Select a team to avoid being relegated from a given league at the end of the season.
- League positions will be determined by the official rules of the respective league. A playoff or any other process which is used to determine relegation will count.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If any/all teams do not complete all of their fixtures, wagers placed on this market will stand.

**Relegation**

- Select a team or group of teams to be relegated from a given league at the end of the season.
- League positions will be determined by the official rules of the respective league. A playoff or any other process which is used to determine relegation will count.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.



- If a team is demoted by an official governing body or in any way other than points total immediately following the completion of all matches on the final day of the season or end of season playoff, if applicable, wagers placed on that team in this market will have lost.

#### **To Finish/Not to Finish in the Top/Bottom X Position**

- Select a team to finish or not to finish in the listed number of positions in the league table of a given league at the end of the season.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine promotion or relegation will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

#### **Top Half Finish**

- Select a team to finish in the top half of the league table at the end of the season in a given league.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine promotion or relegation will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

#### **Bottom Half Finish**

- Predict a team to finish in the bottom half of the league table at the end of the season in a given league.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine promotion or relegation will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

#### **To Finish Bottom**

- Select a team to finish bottom in a given league at the end of the season.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine relegation will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

#### **Top Team/Highest Finish**

- Select a team to finish in the highest position in a given league at the end of the season from the listed group of teams.

- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine promotion or relegation will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

#### **Season Match Wagers**

- Select a team to achieve a higher league position than another specified team at the end of the league season.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine promotion or relegation will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

#### **Wagering Without**

- Predict the winner of a given market at the end of the season having excluded the listed team(s) or player(s) from the standings.
- League winners will be determined by the official rules of the respective league. A playoff or any other process which is used to determine the league winner will count.
- With the exception of league winners involved in a playoff, the finishing positions of teams at the end of the scheduled season of matches will determine final places.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.
- For player related markets, only matches played in the respective league will count. Goals scored in cup competitions, other tournaments, playoffs, internationals, or friendly/exhibition matches will not count.
- For player related markets, goals scored by players who transfer to another team in the same league will count. Goals scored by players who transfer to another team in a different league will not count.
- For player related markets, if a player does not play any matches in the respective league, wagers placed on that player will have lost and will be settled as losers.

## Softball

### **General Rules**

- Wagers will stand regardless of the starting pitcher.
- The team listed on the bottom does not necessarily bat last.
- Games must go at least 7 innings of play (or 6 ½ if the home team is ahead) for wagers to have action, otherwise wagers will be void, unless a winning market has already been determined.
- The only exceptions to the above rules are a wager placed on the pre-game money line, where wagers will stand provided there are at least 5 full innings of play unless the team batting second is leading after 4 ½ innings. If the game is called or suspended after this point of the game is reached, then the winner is determined by the score after the last full inning (unless the team batting second 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).
- In the instance where a game is suspended/abandoned, the following rules will be applied in settling wagers:
  - If a winning selection in a specific market has been determined before the suspension/abandonment of the game, wagers will stand, and settlement will occur as expected.
  - If a winning selection for a specific market has not been determined at the time of suspension/abandonment, all wagers will be void.
  - In the case of a suspension/abandonment, any subsequent replays/completions, award of the game result by governing bodies, etc. will not count toward settlement.
- In the instance of a postponed game, all wagers placed on that game will be void. A postponement is deemed to be where a game does not commence and is completed by 12:00pm ET the following day.
- Extra innings count unless otherwise specified.
- When Mercy Rule is called because one team is in an unassailable lead, all wagers will stand.
- Athletes Unlimited Softball games need to play a full 7 innings to be official, regardless if the home team is ahead after 6 ½ innings.

### **Money Line**

- Predict which team will win the game.

### **Run Line**

- Predict the winning team after the point spread has been applied to the actual scores.
- Wagers will stand if game is suspended in extra innings and the game is still tied.

### **Total Runs**

- Predict whether the combined scores for each team will be over or under a specified number of runs.

## Surfing

### **General Rules**

- Wagers will stand as long as tournament is started and completed before the next scheduled tournament begins, unless otherwise stated. The exception is the Olympic Games, where wagers stand if the event takes place before the Closing Ceremony.
- The official results according to the governing body will be used for the settlement of all wagers.

### **Heat Winner**

- Select the winner of a specific heat. If a surfer is replaced prior to a heat starting, wagers from the heat grouping will be void.

### **Head-to-Head Matchup**

- Select the winner of a specific head-to-head matchup involving a heat or tournament.

### **Tournament Winner**

- Predict the winner of the specified tournament.
- The individual must start in one heat or else wagers are void.

## Swimming

### **General Rules**

- Races must take place within a week of the scheduled date or else wagers will be void.
- The lone exception is the Olympic Games, where wagers will stand on the event if it is completed before the Closing Ceremony.
- The podium presentation will count as the official result and any subsequent amendments to the result will not count for settlement purposes.
- If a race ends in a tie, then dead heat rules will apply.

### **Race/Heat Winner**

- Predict the individual/team winner of a specific race or heat.

### **Podium Finish**

- Predict whether an individual/team will make the podium (top three finish) of the named event.

### **Matchups**

- Both swimmers listed in the matchup must start the race or else wagers are void.
- In the case of a tie, wagers will be void.

### **Winning Time**

- Predict whether the winning time of a listed race will be over or under a specified number.

### **World Record to Be Broken**

- Predict whether a world record will be broken in a specific race or meet.

### **Winning Margin**

- Predict whether the winning margin between the event winner and the rest of the field will be over or under the given time. Please note should the exact listed time be the result, then the market will be void.

## Table Tennis

### **General Rules**

- If there is a change to the scheduled number of games played in the match, wagers will be void, unless otherwise stated.
- A match will officially start with the first serve of the match.
- If a match is suspended, postponed, or abandoned, wagers placed on this market will be void, unless a result has already been determined. The exception is for matches played in the Olympic Games, where wagers will stand on the match if it is played before the Closing Ceremony.
- If a player is disqualified or retires from the match, wagers will be void, unless a result has already been determined.
- Settlement will occur in real time and will be taken from the feed supplied by our service providers.

### **Match Betting/Money Line**

- Predict the winner of the match.

### **Match Spread Betting**

- Predict the result of the match after the spread of games or points has been applied to one of the competitors/teams.

### **Match Total Points Betting**

- Predict the total number of points in the match.

### **Match Total Games Betting**

- Predict the total number of games in the match.

### **Match Points Odd/Even Betting**

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

### **Match Correct Score Betting**

- Predict the correct score in the match.

### **Game Winner Betting**

- Predict the winner of a specific game.

### **Game Spread Betting**

- Predict the result of a specific game after the spread has been applied to one of the competitors. A spread of (+/-) one or more points will be given to one/both competitors which will be added to the actual number of points won.

### **Game Over/Under Betting**

- Predict whether the number of points played in a specific game will be over/under the specified number.

### **Game Odd/Even Betting**

- Predict whether the total points played in a specific game will be an odd or even number.

**Game Correct Score Betting**

- Predict the correct score of a specific game.

**Game Winning Margin Betting**

- Predict the winning margin in a specific game.

**Game Extra Points Betting**

- Predict whether there will be extra points in a specific game.

**Point Betting**

- Predict the winner of a specific point.

**Race to X Points Betting**

- Predict which player will be the first to win X points.

**To Lead After X Points Betting**

- Predict which player will be leading after X points have been played in the game.

**Tennis****General Rules**

- A match will officially start with the first serve of the match.
- If a player is disqualified or retires from the match, match winner wagers will be declared void.
- For markets that are unequivocally determined in a match that is not fully completed, wagers will stand.
- If there is a change to the scheduled number of sets played in a match, wagers placed on the market will be void, unless otherwise stated. This does not pertain to matches ending early due to disqualification or retirement.
- If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, wagers placed will stand.
- If a match is suspended, wagers will stand provided the match is completed before the end of the competition.
- If a match is suspended and is not completed before the end of the competition, wagers will be void, unless stated otherwise.
- For any market pertaining to a specified set/game/point, if a match is suspended, or a player is disqualified or retires from the match after the specific set/game/point has been completed, wagers placed on this market will stand win or lose.
- For any market pertaining to a specified set/game/point, if a match is suspended, or a player is disqualified or retires from the match before the specified set/game/point is completed, wagers placed on this market will be void.
- A tiebreak counts as one game for settlement purposes.
- Settlement will occur in real time and will be taken from the feed supplied by our service providers.

**Match Betting**

- Predict the winner of the match.

**Match Total Games Betting**

- Predict the total number of games in the match.

**Player Total Games Over/Under**

- Predict whether the number of games won by the specified player is over or under the listed number.

**Match Result and Total Games**

- Predict the winner of a match combined with the total games over or under.
- Both predictions must be correct for wagers to be successful.

**Game Spread/Game Handicap**

- Predict the result of a match after the spread has been applied to one of the competitors. A point spread of (+/-) one or more games will be given to one/both competitors, which will be added to the actual number of games won.

**Set - Game Spread/Set - Game Handicap**

- Predict the result of a specific set after the spread has been applied to one of the competitors. A point spread of (+/-) one or more games will be given to one/both competitors which will be added to the actual number of games won.

**Game Winner**

- Predict the winner of a specific game, in a specific set.

**Game Correct Score**

- Predict the points score in a specific game.

**Game Total Points Odd/Even**

- Predict whether the total number of points played in a specific game will be an odd or even number.

**Game Total Points**

- Select the total points played in a specific game from the options listed.

**Game Win to Deuce**

- Predict a named player or neither player to win a specific game through deuce.

**Game Spread Betting/Game Point Handicap**

- Predict the result of a specific game after the spread has been applied to one of the competitors. A spread of (+/-) one or more points will be given to one/both competitors which will be added to the actual number of points won.

**Total Games in Set**

- Predict whether the number of games played in a specific set will be over/under the number specified.
- For the 3-way market, predict whether the number of games played in a specific set will be over, under or between the numbers specified.

**Race to X Games in Set**

- Predict which player will be the first to win the required number of games in the specific set.

**Total Games Odd/Even in Set**

- Predict whether the total games played in a specific set will be an odd or even number.

**Set Betting**

- Predict the correct set score in a match.
- Match must be fully completed, or else wagers will be void.

**Set Spread/Set Handicap**

- Predict the result of a match after a set spread has been applied to one of the competitors. A set spread of (+/-) 0.5 or more sets will be given to one/both competitors, which will be added to the actual number of sets won.

**Number of Sets in Match/Total Sets**

- Predict the total number of sets played in a match.

**Player to Win a Set**

- Predict whether a named player will win a set.
- If a match is suspended, or a player is disqualified or retires from the match, and the named player has already won a set in the time played before suspension, wagers placed on 'yes' will have already won and will be settled as winners. Wagers placed on 'no' in this market will have already lost.
- If a match is suspended, or a player is disqualified or retires from the match, before the named player has won a set, and is not completed before the end of the competition, wagers placed on this market will be void.

**Both Players to Win a Set**

- Predict whether or not both players will win a set in a match.
- If a match is suspended, or a player is disqualified or retires from the match, and both players have already won a set in the time played before suspension, wagers placed on 'yes' will have already won and will be settled as winners. Wagers placed on 'no' in this market will have already lost.
- If a match is suspended, or a player is disqualified or retires from the match, before both players have won a set, and is not completed before the end of the competition, wagers placed on this market will be void.

**Win a Specific Set/Set Winner**

- Predict the winner of a specific set.

**Correct Score in Set**

- Predict the score in a specific set.

**Set Score after X Games**

- Predict the score after a specified number of games in the specific set.



- If a match is suspended, or a player is disqualified or retires from the match, after the specified number of games have been played, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the specified number of games have been played, wagers placed on this market will be void.

#### **Match Result and Both Players to Win a Set**

- Predict the winner of a match combined with both players winning a set.
- Both predictions must be correct for wagers to be successful.

#### **First Set Game Handicap**

- Predict the result of the specific set after the spread has been applied to one of the competitors in the first set. A spread of (+/-) one or more games will be given to one/both competitors, which will be added to the actual number of games won in the first set.

#### **Win First Set and Match/Win First Set and Win the Match Live**

- Predict whether a player will the first set and then go on to win a match.
- Both predictions must be correct for wagers to be successful.

#### **Lose First Set and Win Match**

- Predict whether a player will lose the first set and then go on to win a match.
- Both predictions must be correct for wagers to be successful.

#### **Tiebreak in the Match**

- Predict whether or not there will be a tiebreak in a match.
- If a match is suspended, or a player is disqualified or retires from the match, and there has already been a tiebreak in the time played before suspension, wagers placed on 'yes' will have already won and will be settled as winners. Wagers placed on 'no' in this market will have already lost.
- If a match is suspended, or a player is disqualified or retires from the match, before there has been a tiebreak, and is not completed before the end of the competition, wagers placed on this market will be void.

#### **Total Match Tiebreaks**

- Predict the total number of tiebreaks in a match.

#### **Tiebreak in Set**

- Predict whether or not a specific set will result in a tiebreak.

#### **Tiebreak - Total Points**

- Predict the number of points played in a specific tiebreak.
- If a match is suspended, or a player is disqualified or retires from the match, after the specified tiebreak, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the specified tiebreak, wagers placed on this market will be void.

#### **Tiebreak Correct Score**

- Predict the points score in a specific tiebreak.

- If a match is suspended, or a player is disqualified or retires from the match, after the specified tiebreak, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the specified tiebreak, wagers placed on this market will be void.

#### **Tiebreak Score After 6 Points**

- Predict the score in a specific tiebreak after 6 points have been played.
- If a match is suspended, or a player is disqualified or retires from the match, after 6 points in the specified tiebreak have been played, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before 6 points in the specified tiebreak have been played, wagers placed on this market will be void.

#### **Player First Service Game**

- Predict a player to win their first service game.

#### **Player First Service Game Correct Score**

- Predict the points score in the named player's first service game.

#### **Total Service Breaks in Match**

- Predict the total number of service breaks in a specific match from the options listed.
- Play during a tiebreak will not count in this market.

#### **Total Service Breaks in Set**

- Predict the total number of service breaks in a specific set from the options listed.
- Play during a tiebreak will not count in this market.

#### **Player Total Breaks of Serve**

- Predict the total number of service breaks a named player achieves in a match from the options listed.
- Play during a tiebreak will not count in this market.

#### **Player To Break Serve in Set**

- Predict if a specific player in a specific set will break the other player's serve from the options listed.
- Play during a tiebreak will not count in this market.

#### **Player Service Breaks in Set**

- Predict the total number of service breaks a named player achieves in a specific set from the options listed.
- Play during a tiebreak will not count in this market.

#### **Player Total Points Won on Serve in Set**

- Predict the total number of total points won on serve by a player in a specific set from the options listed.
- Play during a tiebreak will not count in this market.

#### **Race to X Points in Set**

- Predict which player will be the first to win X points in a specific set.

#### **Race to X Points Betting**

- Predict which player will be the first to win X points.

#### **Score After Two Points**

- Predict the score after two points in the specific game from 30-0, 15-15 or 0-30.
- If a match is suspended, or a player is disqualified or retires from the match, after the first two points of the specified game have been played, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the first two points of the specified game have been played, wagers placed on this market will be void.

#### **Paired Games - X and Y - Number of Deuce Games**

- Predict the number games that go to deuce from the specified pair of games.
- If a match is suspended, or a player is disqualified or retires from the match, after the 2 specified games have been played, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the 2 specified games have been played, wagers placed on this market will be void.

#### **Paired Games - X and Y - To Win Both Games**

- Predict a player, or neither player, to win both of the games specified.
- If a match is suspended, or a player is disqualified or retires from the match, after the 2 specified games have been played, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the 2 specified games have been played, wagers placed on this market will be void.

#### **Paired Games - X and Y - Total Points**

- Predict the total points scored in the specified pair of games from the specified range.
- If a match is suspended, or a player is disqualified or retires from the match, after the 2 specified games have been played, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the 2 specified games have been played, wagers placed on this market will be void.

#### **Point Betting**

- Predict which player will score the specified point in a specific game.

#### **Tournament Futures and Season-Long Propositions**

- For tournament futures, players must start the tournament or else wagers will be void, unless otherwise stated.
- Tournaments must be completed within the season or else wagers will be void.
- For a player to win a Grand Slam tournament yes-no and exact Grand Slams won, the listed player must play in the first Grand Slam tournament of the year (no matter which tournament it shall be) or else wagers are void.
- For season long statistical propositions, players must play in one sanctioned event in the season or else wagers are void.

## Triathlon

### **General Rules**

- The race must take place within one week of the scheduled date or else wagers will be void. The exception being events taking place in the Olympic Games, where wagers will stand if events take place before the Closing Ceremony.
- The podium presentation will count as the result, and any subsequent amendments to the result will not count. Should there be no podium presentation, the official result according to the governing body will be used for the settlement of all wagers.
- Dead heat rules will apply.

### **Race Winner**

- Predict the winner of the named event.

### **Podium Finish**

- Predict whether the named athlete will finish the named event with a top 3 (podium) finish.

### **Top X Finish**

- Predict whether the named athlete will finish with a position in the listed number placing.

### **Match Betting/Head-to-Head**

- Predict which of the named athletes will obtain the highest (final) finishing position in the named race. Should neither athlete finish the race, wagers will be void. Should one of the athletes not take the start line, wagers on that market will be void.

### **Group Betting**

- Predict which of the named athletes will obtain the highest (final) finishing position in the named race. Should none of the named athlete finish the race, wagers will be void. Should one of the athletes not take the start line, wagers on that market will be void.

## UFC/MMA

### **General Rules**

- All wagers are settled on the official result and any subsequent alterations to the result, such as future overturned decisions or disqualifications, will not affect wagers unless they are amended on the day of the event's conclusion.
- In the event of a "no contest" being declared, all wagers will be made void, unless the outcome of a market has already been determined.
- If an event is postponed, all wagers are void. Event must take place on the listed date for action, unless designated in the event name.
- If there is a change in the previously scheduled site, all wagers will stand as long as the fight occurs on the previously scheduled date.
- If a fighter withdraws during the period between rounds, the fight is deemed to have ended in the previous round.

- The start of the next round will be signified by the bell ringing. Therefore, a fighter who withdraws after the bell is sounded to signal the start of the next round will be deemed to have lost in that round even if there is no competitive action in that round.

### **Bout Betting**

- Predict the fighter who will win the bout. If result is a draw, then wagers are a void.

### **Total Rounds**

- Predict whether the fight will finish under or over a specified number of rounds.
- Where a half is stated in a 5-minute round, 2 minutes 30 seconds will define the half for under/over betting. The same principle will be used for a 3-minute round, etc. If the under/over total lands on exactly half of a round, wagers will be void.
- If for any reason the scheduled number of rounds in a fight is changed, wagers will stand on all markets unless the change results in one selection becoming impossible to win, in which case the market is a void.

Example: If a fight set for 5 rounds with a total rounds line of 4.5 is changed to a 3-round fight, wagers on the original 4.5 market line are void because over 4.5 is impossible to win.

### **Round Betting**

- Predict the winner of the fight and the round in which the fight will be won.
- If the fight is decided by decision (on points), then that will be the winning market and wagers on a fighter to win in a specific round will be lost. Wagers on a fighter to win in the final scheduled round will not be a winner if the fight is decided by a decision.
- If a technical decision (on points) is the method of victory, decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.
- If for any reason the selected number of rounds in the fight is changed from what was previously scheduled, this market will be void.

### **Winning Round**

- Predict which round the fight will end, no matter who is the winner.
- If the fight goes the distance, then that will be the winning market and wagers on a specific nominated round will be lost, no matter the result of the fight. Wagers on the fight to end in the final scheduled round will not be a winner if the fight goes the distance.

### **Method of Result (Includes Alternative)/How Will Fight End**

- **Predict how a fight will end.**
- Selections include a KO/TKO and disqualification, decision (includes technical), submission and a draw (includes technical).
- If a technical decision (on points) is the method of victory, decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.

### **Round and Method of Result**

- A price will be offered for a KO/TKO and disqualification, decision (includes technical), submission and a draw (includes technical).
- If a technical decision (on points) is the method of victory, decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.

- If for any reason the selected number of rounds in the fight is changed from what was previously scheduled, this market will be void.

#### **Decision Result**

- If a technical decision (on points) is the method of victory, the specified type of decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.

#### **Time of Finish/When Will Fight Be Won**

- If a technical decision is the method of victory, the exact time the fight was stopped will be deemed the end of the fight, therefore 'Fight to Go the Distance' will not be the winning selection.
- If for any reason the selected number of rounds in the fight is changed from what was previously scheduled, this market will be void.

#### **First Minute Finish**

- If the fight ends from the start of the fight to exactly one minute (1:00) in, then the yes will be the winner.

#### **To Go the Distance**

- Predict whether or not the fight will go the full scheduled number of rounds regardless of the result.
- If a fight ends in a technical decision (on points), this will count as a fight NOT going the distance, even though it goes to the scorecards.
- If the scheduled number of rounds in a fight changes, wagers placed on this market will stand.
- If a fight ends in a "no contest," wagers will be void.

#### **Total Fights to Go the Distance**

- Predict whether the number of fights on a specified card that go the full scheduled number of rounds (regardless of the result) will be over or under a listed number.
- The number of fights specified in the event name must take place or else wagers will be void.
- If there are any changes to the fighters involved on the day of the card, wagers will be void.
- If there are any changes to the number of rounds of any fight on the day of the card, wagers will stand.
- If a fight ends in a technical decision (on points), this will count as a fight NOT going the distance, even though it goes to the scorecards.
- If any fight on the card ends in a "no contest", wagers will be void.

#### **Total Finishes on Fight Card**

- Predict whether the total number of finishes on a specific fight card is over or under a specific number.
- Finishes will be defined as a KO, TKO, disqualification, submission, and a technical decision.
- All fights on the fight card must take place or else wagers will be void.
- If any fight on the card ends in a "no contest," wagers will be void.

#### **Exact Finishes on Fight Card**

- Predict the exact number of finishes that there will be on a specific fight card.
- Finishes will be defined as a KO, TKO, disqualification, submission, and a technical decision.
- All fights on the fight card must take place or else wagers will be void.

- If any fight on the card ends in a “no contest,” wagers will be void.

#### **Make/Miss Playoffs**

- Predict whether a fighter or team will make the playoffs of a specified competition. Wagers will stand as long as their participation or non-participation in the playoffs has been declared by the governing body, whenever and however that may be.

#### **Tournament Winner**

- Predict the fighter/team that will win the specified tournament. Wagers will stand as long as a winner has been declared by the governing body, whenever and however that may be.
- Fighter/team must participate in at least one tournament fight or else wagers on that fighter/team are a void.

### **Beach Volleyball**

#### **General Rules**

- If there is a change to the scheduled number of games played in the match, wagers will be void, unless stated otherwise.
- If a team is disqualified or retires from the match, wagers will be void, unless stated otherwise.
- If a match is suspended, postponed, or abandoned wagers will be void unless stated otherwise. The lone exception is the Olympic Games, where wagers will stand on the match if it is played before the Closing Ceremony.

#### **Match Betting/Money Line**

- Predict the winner of the match.

#### **Total Points (Match/Set)**

- Predict whether the total points scored in the match or specified set will be over or under a specified number.

#### **Match Correct Score**

- Predict the correct score of the match.

#### **Set Spread/Handicap**

- Predict the result of the match once the set spread has been applied to the official scores.

#### **Total Sets**

- Predict the total sets played in the match.

#### **Set X Points Spread/Handicap**

- Predict the result of the specified set once the spread has been applied to the official scores.

#### **Set X Correct Score**

- Predict the correct score of the specified set.

#### **Set X Extra Points**

- Predict whether there will be extra points in the specified set.

**Set X Lead After**

- Predict which team will lead the set after the number of points stated.

**Set X Race To**

- Predict which team will reach the specified number of points in the set first.

**Set X Total Points**

- Predict the total points in the specified set.

**Volleyball****General Rules**

- If a match is postponed, wagers will be void. The exceptions being matches in the Olympic Games or World Championships, where wagers stand, provided they are completed before the Closing Ceremony.
- If a match is abandoned, wagers will be void unless a winning market has already been determined.

**Match Betting**

- Predict which team will win the match.

**Match/Set Correct Score**

- Predict the correct set score in the match/set.

**Point/Set Spread**

- Predict the result once the spread has been applied to the official scores.

**Total Match/Set Points**

- Predict whether the total points scored in the match/set will be over or under a specified number.

**Total Match/Set Points Odd/Even**

- Predict whether the total number of points scored in the match/set are odd or even.

**Total Sets**

- Predict the total sets played in the match.

**Set Winning Margin**

- Predict the margin of points by which a nominated team will win a set.

**To Win (First) Specific Set**

- Predict the result of a specific set in the match.

**Set Extra Points**



- Predict whether the set will require extra points to be decided. A set is won when one team gains 25 points and wins by at least two points. If the set score goes to 24-24, then extra points would be a winning bet as one team would need to get to 26 points to win the set.

#### **Set Lead After X Points**

- Predict which team will lead the set after the specified number of points have been scored in the specified period.

#### **Set Race To X**

- Predict which team will be the first to score the stated number of points in the specified period.

#### **Tournament/Group Winner**

- Predict the team that will win the tournament/group.

#### **To Reach the Final**

- Predict whether a named team will reach the final of a tournament.

### **Water Polo**

#### **General Rules**

- Matches must go at least 32 minutes or else wagers will be void.
- Wagers are for regulation time only. Overtime/extra time and penalty shootouts will not count unless otherwise stated.
- If a match is abandoned or postponed to another day, wagers will be void unless a winning market has already been determined. The lone exception is the Olympic Games, where wagers will stand on the match if it is played before the Closing Ceremony.
- All wagers are settled on regular time only. Extra time does not count, unless otherwise stated.

#### **Money Line**

- Predict the team who will win the match.
- Extra time counts.
- In the event of a draw, wagers placed on this market will be void.

#### **Match Betting**

- Predict the outcome of the match, including a draw.
- In matches where odds are quoted for the draw, in the event of a draw, wagers on players to win will be treated as losing selections.

#### **Match Handicap**

- Predict the result once the spread has been applied to the official scores.

#### **Total Match Goals**

- Predict whether the total goals scored in the match will be over or under a specified number.

#### **Half Betting**

- Predict the winner of a specified half.

**Half Handicap**

- Predict the winner of a specified half once the spread has been applied to the official scores.

**Half Total Goals**

- Predict whether the number of goals in a specified half will be over or under a specified number.

**Quarter Betting**

- Predict the winner of a specified quarter.

**Quarter Handicap**

- Predict the winner of a specified quarter once the spread has been applied to the official scores.

**Quarter Total Goals**

- Predict whether the number of goals in a specified quarter will be over or under a specified number.

**Winter Sports****General Rules**

- Athlete/team must start the event/race or else wagers will be void, unless otherwise stated.
- If an event is abandoned, wagers on that event will be void. Should the event be postponed, wagers will be void unless the event is completed within 48 hours of the original start time.
- The podium presentation will count as the result and any subsequent amendments to the result will not count. Should there be no podium presentation, the official result according to the governing body will be used for the settlement of all wagers.
- Dead heat rules will apply.
- For winter sports events taking place in the Olympic games, Olympic Games rules will apply.

**Outright Winner (Futures)**

- Predict the winner of the named event.

**Race Winner**

- Predict the winner of the named event. If the selection does not engage in competitive action after the bet is struck, the selection will be void unless eliminated by competition rules.

**Podium Finish**

- Predict whether the named athlete/team will finish the named event with a top 3 (podium) finish.

**Top 10 Finish**

- Predict whether the named athlete will finish with a top 10 position finish. The result listed on the named sport official website will count as the result.

**Top Nationality**

- Predict which athlete/team from a nationality group will obtain the highest finishing position in the named race. The nationality listed on the named sport official website will count as the result.

### **Match Betting**

- Predict which of the named athletes/teams will obtain the highest (final) finishing position in the named event/race. Should neither athlete finish the race, wagers will be void.

### **Group Betting**

- Predict which of the named athletes/teams will obtain the highest (final) finishing position in the named race. Should none of the named athletes/teams finish the race, wagers will be void.

### **Outright Winner (Futures)**

- Predict the winner of the named event.

## **Wrestling – All Forms**

### **General Rules**

- All wagers are settled on the official result at the end of the match and any subsequent alterations to the result will not affect wagers.
- If an event is postponed by more than 24 hours, wagers will be void. The exception is the Olympic Games, where wagers will stand if events take place before the Closing Ceremony.
- For outright event markets, all wagers will stand whether participants start the event or not.
- The podium presentation will count as the result, and any subsequent amendments to the result will not count. Should no podium presentation take place, the official result according to the governing body will be used for the settlement of all wagers.

### **Match Betting**

- Predict which competitor will win the match.
- In the event of a 'no-contest' wagers will be void.
- If a competitor is disqualified or retires from the match, wagers placed on the market will stand.

### **Event Winner**

- Predict the winner of the named event.

### **Podium Finish**

- Predict the named athlete will finish the named event with a top 3 (podium) finish.
- Please note two athletes will receive a bronze medal, meaning the podium will consist of four athletes.

### **Nationality Of Winner**

- Predict the nationality of the winner of the named tournament/event.

**EFFECTIVE: 10 January 2025**