

AMERICAN FOOTBALL

GENERAL RULES

- A. The overtime is considered in the calculation of all markets, unless otherwise stated.
- B. If a match is interrupted or postponed for more than 24 hours, all bets are void, except for the ones, the outcome of which was clearly defined by the time of stopping the match.
- C. If the teams are displayed incorrectly, we reserve the right to void betting.

MARKETS

Winner

It is proposed to determine the outcome of the match. Overtime included.

Total Points

Bets to determine the total of points in the match. If as a result of the match the total number of points scored is equal to the Total of the bet, bets are returned. Similarly, for the individual Total of a team or a player. The bets on this market take into account the possible overtime.

Total Points – Odd or Even

Bets to determine if the total of points scored during the match is going to be odd or even. The bets on this market take into account the possible overtime.

Handicap

On this market the bettor gives an advantage or disadvantage in points to one of the teams. The bets on this market don't include overtime.

Point Spread.

This market is resulted including Overtime. If the match is abandoned before completion, then the market will be resulted as void.

Half-time Result

This market is resulted based on the first half score. If the match is abandoned before the completion of the first half, then the market will be resulted as void.

Half-time / Full-Time

Bet on the combination of the scores at half-time and full-time. This market doesn't include overtime.

First Team to Score

On this market you bet on which team will score the first point of the match. This market includes overtime.

1st / 2nd / 3rd / 4th Quarter

Bets on specific quarters are based on the results of the quarter on which the bet was placed. Bets on 4th quarter markets don't include overtime.

2nd Half

All bets place on 2nd half markets only take into account the results and incidences that take place in the 2nd half of the match. These bets include overtime.

BADMINTON

GENERAL RULES

- A. If a match is interrupted or postponed and is not continued within 24h after initial kick-off date, betting will be void.
- B. B. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- C. If a team retires all undecided markets are considered void.
- D. If the players/teams are displayed incorrectly, we reserve the right to void betting.
- E. Official points deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.
- F. If one of the alleged participants was replaced by another one before the start of the match, rates on such an event shall be returned.

MARKETS

Winner

It is necessary to determine the winner of the match.

Game winner

It is necessary to determine the winner of the game.

BASEBALL

GENERAL RULES

- A. If a match is interrupted or postponed and is not continued within 24h after initial kick-off date, betting will be void. However, if it is less than 24 hours, the start-time of the event will be updated and leave the markets open.
- B. Possible extra innings are not included unless otherwise stated.
- C. Where Mercy Rule is applied, all bets will stand on score at the time.
- D. 4½ Innings Rule - Money Line - There must be at least 5 full innings of play unless the home team is leading after 4½ innings, for bets to stand. 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). However, in the event of a Mercy Rule being called, all bets will stand on the score at the time.
- E. 8½ Innings Rule - Total and Run Line betting - The game must go at least 9 full innings (or 8½ innings if the team batting second is ahead) for bets to have action. However, in the event of a Mercy Rule being called, all bets will stand on the score at the time.

MARKETS

Money Line

This market is resulted including extra innings. If the match is abandoned before completion, then the market is resulted as void.

Total Runs - Over/Under

This market is resulted including extra innings. If the match is abandoned, then the market will be voided regardless of whether the outcome has already been determined.

Total Runs – Odd or Even

This market is resulted including extra innings. If the match is abandoned before completion, then the market is resulted as void.

Money Line of X inning

On this market, you bet on the winner of a specific inning. If the match is abandoned before the inning on which the bet was placed on is over, this market will be resulted as void.

BASKETBALL

GENERAL RULES

- A. Overtime is not considered for bet settlements unless stated otherwise.
- B. If the match is postponed or interrupted before the end of regular time and isn't resumed within 24 hours, all bets on this match that haven't been resulted yet will be voided.
- C. If a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.

MARKETS

Money line

It is suggested to determine the outcome of the match. This market is resulted including overtime. If the match is abandoned before completion, then the market is resulted as void.

Total Points

It's suggested to determine the number of scored points. This market is resulted including overtime. If as a result of the match the total number of scored points is equal to total of the rate, the rate is returned. Similarly, for the individual Total of the team or the player. If the match is abandoned, then the market will be voided except for the outcomes which were already been determined.

Total Points – Odd or Even

It is necessary to determine whether the total of the match / of relevant period (half of the match / a quarter of the match/ or the whole match) will be even or odd. This market is resulted including overtime. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Total Points – Team

It is necessary to determine whether the total of the match / of relevant period (half of the match / a quarter of the match/ or the whole match) will be even or odd. This market is resulted including overtime. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Handicap

This market is resulted including overtime. In case of a tie taking into account the Handicap, a return takes place (regardless of the period for which the match is suggested to bet). Similarly, for the comparison of statistics of players (points / fouls / block shots / rebounds / assists and other parameters) If the match is abandoned before the completion of regular time then all markets will be voided except for the outcomes which were already been determined.

1st Half and 2nd Half

All markets concerning the 1st half will be solved considering the 1st half occurrences only. All markets concerning the 2nd half will only consider the occurrences that take place during the 2nd half of the match (and overtime if this is mentioned in the market name).

1st / 2nd / 3rd / 4th Quarter

Bets placed on these markets only consider the occurrences that take place on the quarter on which the bet was placed on.

Winner of the tournament

On this market, bets are placed to determine the team that will win the competition/tournament.

BEACH SOCCER

GENERAL RULES

- A. All markets are considered for regular time only unless otherwise stated. This does not include extra time, time allocated for a penalty shootout or golden goal.
- B. Any match interrupted before the end of the officially regular time and not resumed within 24 hours is abandoned, regardless of the judicial decisions on this game. Bets on outcomes which were clearly defined by the time the match was stopped, remain valid and are calculated in accordance with these rules. If the outcome was not clearly defined when the match was stopped, bets are void.

MARKETS

Match Result

It is proposed to determine the outcome of the match. Only the regular time is considered.

Total Goals (over/under)

It is proposed to determine the number of goals scored. If the number of goals scored is equal to the outcome selected, bet will be returned. Only the regular time is considered.

BEACH VOLLEYBALL

GENERAL RULES

- A. If a match is interrupted or postponed and is not continued within 24h after initial kick-off date, betting will be void, except for markets that have already been settled.

- B. If a team retires all undecided markets are considered void.
- C. Official points deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.

MARKETS

Winner

It is proposed to determine the outcome of the match.

Set Winner

It is proposed to determine the winner of a specific set. If the match was interrupted before the end of the set and not resumed, all unsettled bets will be void.

Total Points – Over/Under

In this market, it is proposed to determine whether the total amount of points in a match. If as a result of the match the total number of scored points is equal to total of the rate, bets will be void.

Set Markets

Markets resulted at the end of the set on which the bet was placed on. If the set is interrupted and not resumed, bets will be void.

CRICKET

GENERAL RULES

- A. All markets do not consider super overs unless otherwise mentioned.
- B. If a match is cancelled before any play has taken place, then all markets are considered void unless the match is replayed within 48 hours of its initial starting time.
- C. If the match is tied and the official competition rules do not determine a winner; or if the competition ruled determine the winner by a coin toss or drawing of lots, then all undecided markets are considered void.
- D. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

MARKETS

Match winner (incl. super over)

All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result.

Total Runs

Bets to predict how many runs a match will have. The bets will be solved according to the rules of the competition in which the event is inserted. In matches that are affected by adverse weather conditions markets will be solved according to the official result of the match.

CYCLING

GENERAL RULES

- A. The Winner of the race or stage will be settled on the result of the podium presentation. If there is no podium presentation, then we will result markets based on the results published by the official governing body. Any bets on individual riders will be void if the rider fails to start the competition or stage. Please note that bets will stand if the rider withdraws once the competition or stage has started.
- B. If a participant has not crossed the start line, all bets on him are refundable.
- C. In the event if the indicated stage is interrupted, all rates are refundable, except the ones, the outcome of which is clearly defined.
- D. If the specified race is interrupted (not carried out the specified number of stages according to the ordinance), all rates are refundable except ones, the outcome of which is clearly defined.
- E. In the event of carrying over of the start time or a stage of the race for more than 24 hours, all markets on this race or stage race will be settled as void.

MARKETS

Stage Winner

This market is resulted at the end of the stage. If the stage is abandoned, then the market is voided.

Race winner

In case of disqualification, the rates will be calculated based on the results made public at the time of awarding the road racers. If none of the road racers completes the race, the road racer who has completed most of the stages is considered a winner. If both road racers complete an equal number of stages, the one who is higher according to the classification of the last completed stage is the winner.

Race/Stage Top 3

On this market, bets are placed to determine if the selected cyclist ends up on one of the three top positions of the stage or race. If the stage or race is abandoned before completion, then the market will be resulted as void.

DARTS

GENERAL RULES

- A. All markets on a postponed match will be settled as void if the event is delayed for more than 24 hours.

MARKETS

Winner

Bets to determine the winner of a match. If the match is abandoned before completion, then the market will be resulted as void.

Set Winner

Bets to determine the winner of a specific set. If the match is abandoned before that set is completed, all bets will be voided.

Handicap/Handicap (3 options) / Total Legs Over-Under / Total 180s Over-Under

Bets on this market are resulted at the end of the match. If the match is abandoned before completion, then the market is voided except on outcomes which have already been settled.

Correct Score 4 Legs

This market is resulted at the end of the 4th leg. If the match is abandoned before the completion of the fourth leg, then the market will be resulted as void.

FIELD HOCKEY

GENERAL RULES

- A. All markets consider Regular Time only, unless otherwise stated on the market name.
- B. If a match is interrupted and resumed within the next 24 hours after the initial starting time, all bets will remain open until the end of the match. If the match is abandoned or postponed by more than 24 hours, then all bets will be voided.

MARKETS

Match Result

On this market, you can bet on the winner of the match during the regular time. This market includes the Draw outcome.

Total Goals

On this market, you can bet on the total number of goals that will be scored during the regular time of a match. If the total goals scored during the match is equal to the number of goals on which the bet was placed, bets will be settled as Return.

Total Goals - 3-way

Bets to determine the total number of goals scored in the match. In this market, you can choose between the options "Over", "Under" and "Equal". If you bet on "Over (6)" and exactly 6 goals are scored, bet will be settled as Lost, as the winning option would be "Exactly (6)". This market does not include extra time and penalties.

Total Goals by Team

On this market, you can bet on the total number of goals that a particular team will score during the regular time of a match. If the total goals scored during the match is equal to the number of goals on which the bet was placed, bets will be settled as Return.

1st /2nd /3rd /4th Half

Bets on markets that are specific for a half will consider what happens in that half only.

FOOTBALL

GENERAL RULES

- A. All markets (except halftime, first half markets, overtime and penalty shoot-out) are considered for regular time only unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.
- B. Any match interrupted before the end of the officially regulated regular time and not resumed within 24 hours is abandoned, and bets are voided regardless of the judicial decisions on this

game. Bets on outcomes which are clearly defined by the time the match was stopped remain valid and are calculated in accordance with these rules. If the outcome was not clearly defined when the match was stopped, bets are voided.

- C. Any occurrence that takes place after the final whistle won't be considered for bet settlement purposes.
- D. Regarding friendly matches, bets will remain valid if the odds correspond to the match format in which it was played.

However, if the displayed odds do not correspond to the match format of any given match, all bets will be returned.

- E. For the purpose of bet settlement all markets that take into consideration the 1st half, 2nd half or Extra-time are based only on the events that happen during that period of the match.

SETTLEMENT AND CANCELLATION RULES

- A. If a match is interrupted or postponed for a period that exceeds 24 hours after the initially established starting time of the match, all bets will be voided.
- B. If a certain market remains open and the odds displayed aren't taking into consideration events that happened in the match, such as a goal that was scored, a player sent off by the referee, a penalty awarded or a VAR intervention (event if the game continues during this intervention), we reserve ourselves the right to void all bets placed during this timeframe.
- C. If the odds of a certain market are incorrect, all bets placed during that specific timeframe on that market will be voided.
- D. If the team names, league names, or the team categories are displayed incorrectly, we reserve ourselves the right to cancel all bets with incorrect information.

MARKETS

Match Result

It is proposed to determine the outcome of the match. Only the regular time is considered.

Double Chance

On this market you have the possibility to bet in two of three possible outcomes:

1 or X – The bet is Won in case of a draw or victory of Team 1 (home team).

1 or 2 – The bet is Won if the match doesn't end up a draw.

X or 2 – The bet is Won in case of a draw or victory of Team 2 (away team).

Draw no bet

On this market, you can bet on the match winner for the regular time.
If the result is a draw, bets will be settled as Return.

To Qualify

On this market you may bet on the team that will make it through to the next round of a qualifier. For this reason, bets on this market include extra time, golden goal or penalty shootout.

Any decision taken after the settlement of bets to cancel or change the results or the teams that have qualified to the next round won't be taken into account for bet settlement purposes.

If the qualifier stage happens to be a Final, bets on the winner of the Final will be settled as Won.

Both Teams to Score

On this market you can bet on both teams scoring at least one goal during regular time of the match or not. Own goals count for the team that took benefit from the goal.

Total Goals (Over/Under)

On this market, you can bet on the total number of goals that will be scored during the regular time of a match.

At the end of regular time, if the total goals scored during the match is equal to the number of goals on which the bet was placed, bets will be settled as Return. Own goals are considered for this market.

Bets on lines that end in .25 or .75 can be settled as half-won or as half-lost, as explained by the examples given below:

- By betting on Total Goals (+1.25), 2 or more goals must be scored for the bet to be fully settled as Won. If only 1 goal is scored during the match the bet will be settled as half-lost, since one part of the bet will be returned and the other will be lost. If no goals are scored the bet will be totally settled as Lost.

- By betting on Total Goals (+1.75), 3 or more goals must be scored for the bet to be fully won. If only 2 goals are scored during the match the bet will be settled as half-won since a part of the bet will be settled as won and the other part as return. If no goals or only one goal is scored the bet will be settled as lost.

- By betting on Total Goals (-2.25), only one goal or no goals at all can be scored for the bet to be fully won. If 2 goals are scored during regular time the bet will be settled as half-won, since one part of the bet will be returned, and the other part of the bet will be won. If 3 goals or more are scored during the regular time, the bet will be settled as lost.

- By betting on Total Goals (-2.75), only 2 goals or less must be scored for the bet to be fully won. If 3 goals are scored the bet will be settled as half-lost, since a part of the bet will be settled as lost, and the other part will be returned. If 4 goals or more are scored during regular time the bet will be settled as lost.

Total Goals (Odd or Even)

On this market you can bet on whether the total amount of goals scored during the regular time of a match is going to be an odd number or an even number. If the final score is 0:0, this market will be settled as even.

Total Goals (by team)

On this market, you can bet on the total number of goals that a certain team can score. Only the goals that are scored in opponent's goal will be considered. If own goals are scored, they will be counted in the opponent's total number of goals.

If the number of goals scored by the chosen team is equal to the number of goals that were selected in the bet, the bet will be returned.

Handicap (3 options)

When betting on handicap markets, you are applying an advantage or disadvantage to one of the teams.

To win your bet, the number of goals scored by the selected team – after the handicap has been applied – must be superior than the number of goals scored by the opponent. If you choose the option "Draw", in order to win your bet, the final score of the match must be a draw after the handicap has been applied.

For example, by betting on "handicap (1: 0)", you will be applying a 1 goal advantage to the home team. You will then have 3 bet options: 1, Draw, or 2:

- If you bet on 1, to win the bet the home team needs to win the match or get at least a draw;
- If you bet on Draw, bet will be a winner if the Away team wins the match by exactly 1 goal margin.
- If you bet on 2, to win the bet the visiting team must win the match by at least 2 goals difference.

Asian Handicap

On this market the same concept of the regular Handicap is applied, with the difference that on the Asian Handicap the Draw option isn't offered.

- On Handicap (0,5) a half goal advantage is conceded to the team in which you bet. For this reason, if the selected team wins the match or if the match ends up a draw the bet will be won. If the selected team loses the match, the bet will be lost.
- On Handicap (-0,5) a disadvantage of half a goal is given to the team on which you place your bet. For this reason, the selected team must win the match for the bet to be won. If the match ends up tied or if the opponent wins the match, the bet will be lost.
- On Handicap (-1) a disadvantage of 1 goal is given to the team on which you place your bet. For this reason, the selected team must win the match by 2 or more goals difference for the bet to be won. If this team wins only by a 1 goal advantage the bet will be returned. If the match is a tie or if the opponent wins the match the bet will be lost.

Correct Score

On this market you have the possibility to bet on the correct score of the match at the end of regular time.

Half-time/Full-time

On this market you combine two scores: which team wins at half-time and which team wins at the end of the match. Both have to be correct in order to win the bet. Examples:

1/1 – The bet will be won if the home team is winning at half-time and wins the match too.

1/2 – The bet will be won if the home team is winning at half-time, but the away team ends up winning the match.

Draw/2 – The bet will be won the match is tied at half-time, and the away team ends up winning the match.

Match Result / Total Goals

On this market, you have the possibility to bet on which team wins the match at the end of regular time combined with the total goals that will be scored during the regular time of the match. Examples:

Home Team / Over (1.5) – The bet will be won if the home team wins the match and if 2 or more goals are scored.

Draw / Under (3.5) – The bet will be won if the match ends as a tie and if 3 goals or less are scored during regular time.

Away Team / More (4.5) – The bet will be won if the away team wins at the end of regular time and 5 goals or more are scored.

Match Result / Both Teams to Score

On this market you have the possibility to bet on which team will win the match at the end of regular time and on the possibility of both teams scoring or not a goal. Examples:

Home Team / Yes – The bet will be won if the home team wins the match and both teams score at least one goal each during regular time.

Draw / No – The bet will be won if the match ends up a tie and if none of the teams scored.

Both Teams to Score / Total Goals

On this market, you have the possibility to bet on the combination of both teams scoring or not on regular time and on the total goals scored during regular time. Examples:

Yes / More (2.5) – The bet will be won if both teams score and if 3 or more goals are scored during the regular time.

No / Under (0.5) – The bet will be won if there are no goals scored during regular time.

Anytime Goalscorer

On this market you can bet on which player you believe is going to score a goal during regular time. Only goals scored on the opponents' goal are counted. If the player on whom you bet doesn't participate in the match, the bets are returned.

If a match is abandoned before halftime all markets will be voided, even those which have already been resolved.

If the match is abandoned during the second half, only bets that have already been settled during the first half will be won.

If the goal in question was scored by a player that wasn't within the options for betting, all bets on players that participated on the match will be settled as Lost.

Scorer of Goal X

On this market you have the possibility of betting on a certain player to score the goal indicated on the market name.

If the player on whom you bet doesn't participate in the match, the bets are returned. If the goal in question was scored by a player that wasn't within the options for betting, all bets on players that participated on the match will be settled as Lost.

If the first goal scored in the match is an own goal all bets will be settled as Lost. Bets on players that found themselves on the bench at the time the goal was scored will be returned.

Team to Score Goal X

On this market you can bet on which team will score the goal indicated on the market name. If there is an own goal this goal will count for the team that benefited from it.

Exact Goals

On this market you can bet on the exact number of goals that will be scored in the regular time of the match.

Winning margin

On this market you have the possibility to bet on which team will win the match and with the exact goal difference, or if the match ends up a tie.

Moment of Goal X

On this market you have the possibility to bet on which time interval the goal indicated in market name is going to be scored.

Half with more goals scored

On this market, you can bet on which half of the match more goals will be scored, or if both are going to have the same number of goals.

Half with more goals – Team

On this market you can bet on which half of the match the chosen team will score more goals or if that team is going to score the same number of goals in both halves.

Score in Both Halves – Team

On this market you can bet on whether a team will score a goal on both halves of regular time or not.

On which half will the first goal be scored?

On this market, you can bet on whether the first goal will be scored on the first half or on the second half of the match.

Corner markets

Only corners that are executed will be considered for the bet. If the referee signals a corner-kick and ends the match or the first half before this corner is executed, this corner won't count for bet settlement.

Match Result by period (0'-15' / 16-30' / 31'-45' / 46'-60' / 61'-75 / 76'-90)

On this market you can bet on which team will win in the period indicated in the market name. Only goals scored during that period count for bet settlement purposes. The score of the match when bets are placed doesn't count for bets on this market.

Total Goals by Period (0'-15' / 16-30' / 31'-45' / 46'-60' / 61'-75 / 76'-90)

On this market, you bet to predict how many goals are going to be scored during the period indicated in the market. Only goals scored during that timeframe are considered. Goals scored before or after the indicated timeframe won't count for bets on this market.

Total Corners by Period (0'-15' / 16-30' / 31'-45' / 46'-60' / 61'-75 / 76'-90)

On this market you bet to predict how many corners are going to be executed during the time period of the match indicated on the market name. Only corners that were executed during that timeframe will be considered. Corner-kicks executed before or after the indicated timeframe won't be considered for settlements on this market. For corners count, it's considered the moment when the corner-kick was executed and not the moment when the referee signalled the corner-kick.

Corner-kicks signalled but not executed, aren't considered for total corners count.

Winner of the Competition

On this market, you bet on which team you believe is going to win the competition.

Bets on this market will only be solved at the end of the competition. Any decision (judicial or not) to cancel or change the competition winner after the bets have already been settled won't be considered for bet settlement purposes.

Group Winner

On this market you bet on which team you believe is going to win the group. Bets on this market will only be solved after the group stage is over.

Any decision to cancel or change the winner of a group after the bets have been settled won't be considered for bet settlement purposes.

If the team in which the bet has been placed is disqualified or refuses to participate in the competition, bets will be settled as lost.

Top goalscorer of the tournament/competition

On this market, you bet on the player which you believe is going to score the most goals in the competition or tournament.

FUTSAL

GENERAL RULES

- A. All markets (except first half markets, extra-time markets and penalty markets) are based on the regular time of the match unless otherwise specified in the market name. This includes any over-time given by the referee but doesn't include extra-time, golden goal rule or penalty shootout.
- B. If a match is delayed or interrupted and isn't resumed in the period of 24 hours from the initial starting time all bets on this match will be voided, unless the market has already been settled.

MARKETS

Match Result

On this market, you can bet on the winner of the match. This market includes the Draw option.

Handicap

When betting on handicap markets, you are applying an advantage or disadvantage to one of the teams.

To win your bet, the number of goals scored by the selected team – after the handicap has been applied – must be superior than the number of goals scored by the opponent. If you choose the option "Draw", in order to win your bet, the final score of the match must be a draw after the handicap has been applied.

Total Goals

On this market, you can bet on the total number of goals that will be scored during the regular time of a match. If the total goals scored during the match is equal to the number of goals on which the bet was placed, bets will be settled as Return.

Total Goals (Odd or Even)

On this market you can bet on whether the total amount of goals scored during the regular time of a match is going to be an odd number or an even number. If the final score is 0:0, this market will be settled as even.

Double Chance

On this market you have the possibility to bet in two of three possible outcomes:

1 or X – The bet is Won in case of a draw or victory of Team 1 (home team).

1 or 2 – The bet is Won if the match doesn't end up a draw.

X or 2 – The bet is Won in case of a draw or victory of Team 2 (away team).

Both Teams to Score

On this market you can bet on both teams scoring at least one goal during regular time of the match or not. Own goals count for the team that took benefit from the goal.

Team to Score Goal X

On this market you can bet on which team will score the goal indicated on the market name. If there is an own goal this goal will count for the team that benefited from it.

GOLF

GENERAL RULES

- A. Bets on player that start the tournament but then quit or are disqualified will be settled as Lost. Bets on players that don't participate in the tournament will be voided.

- B. If the date of a tournament or a round of a competition is changed, all bets will remain open if the tournament/competition round is played on the same civil year.

MARKETS

Winner of the Competition

On this market, you can bet on which player you believe will win the competition. All bets on this market will be settled at the end of the tournament. If the tournament is abandoned all bets will be voided. If a round is suspended or postponed, the starting time of that round will be updated, and all bets will remain open.

HANDBALL

GENERAL RULES

- A. All markets consider Regular Time only, unless otherwise stated on the market name.

- B. If a game is interrupted or postponed for a period over 24 hours from the initial starting time all bets will be voided.

MARKETS

Match Result

On this market, you can bet on the winner of the match. This market includes the Draw outcome.

Total Goals

On this market, you can bet on the total number of goals that will be scored during the regular time of a match. If the total goals scored during the match is equal to the number of goals on which the bet was placed, bets will be settled as Return.

Total Goals by Team

On this market, you can bet on the total number of goals that a particular team will score during the regular time of a match. If the total goals scored during the match is equal to the number of goals on which the bet was placed, bets will be settled as Return.

Total Goals (Odd or Even)

On this market you can bet on whether the total amount of goals scored during the regular time of a match is going to be an odd number or an even number. If the final score is 0:0, this market will be settled as even.

Double Chance

On this market you have the possibility to bet in two of three possible outcomes:

1 or X – The bet is Won in case of a draw or victory of Team 1 (home team).

1 or 2 – The bet is Won if the match doesn't end up a draw.

X or 2 – The bet is Won in case of a draw or victory of Team 2 (away team).

Handicap

When betting on handicap markets, you are applying an advantage or disadvantage to one of the teams. To win your bet, the number of goals scored by the selected team – after the handicap has been applied – must be superior than the number of goals scored by the opponent. If you choose the option "Draw", in order to win your bet, the final score of the match has to be a draw after the handicap has been applied.

Half with more goals

On this market, you can bet on whether there will be more goals on the first half of the match, on the second match or if the same amount of goals is going to be scored on both halves.

1st Half and 2nd Half Markets

All markets referring to the first half of the match will be resolved taking into consideration the events of the first half only. If the match is abandoned before the first half of the match is over, then all bets will be voided.

All markets referring to the second half of the match will be resolved taking into consideration the events of the second half only. Only if its stated on the market name that the extra-time is included in that market, will bets take into consideration extra-time events too.

ICE HOCKEY

GENERAL RULES

- C. All markets consider Regular Time only, unless otherwise stated on the market name.
- D. If a match is interrupted and resumed within the next 24 hours after the initial starting time, all bets will remain open until the end of the match. If the match is postponed by more than 24 hours, then all bets will be voided.
- E. If the winner of a match is decided by a penalty shootout, an additional goal will be added to the winning team's score and to the match's total goals for bet settlement purposes. This rule applies to all markets that include extra-time and penalty shootout.

MARKETS

Match Result

On this market, you can bet on the winner of the match. This market includes the Draw outcome.

Winner (includes extra-time and penalty shootout)

On this market, you can bet to determine the winner of the match, without the draw option being available.

Total Goals

On this market, you can bet on the total number of goals that will be scored during the regular time of a match. If the total goals scored during the match is equal to the number of goals on which the bet was placed, bets will be settled as Return.

Total Goals - 3-way

Bets to determine the total number of goals scored in the match. In this market, you can choose between the options "Over", "Under" and "Equal". If you bet on "Over (6)" and exactly 6 goals are scored, bet will be settled as Lost, as the winning option would be "Exactly (6)". This market does not include extra time and penalties.

Total Goals by Team

On this market, you can bet on the total number of goals that a particular team will score during the regular time of a match. If the total goals scored during the match is equal to the number of goals on which the bet was placed, bets will be settled as Return.

Total Goals (Odd or Even)

On this market you can bet on whether the total amount of goals scored during the regular time of a match is going to be an odd number or an even number. If the final score is 0:0, this market will be settled as even.

Double Chance

On this market you have the possibility to bet in two of three possible outcomes:

1 or X – The bet is Won in case of a draw or victory of Team 1 (home team).

1 or 2 – The bet is Won if the match does not end up a draw.

X or 2 – The bet is Won in case of a draw or victory of Team 2 (away team).

Both Teams to Score

On this market you can bet on both teams scoring at least one goal during regular time of the match or not.

Own goals count for the team that took benefit from the goal.

Draw no Bet

On this market, you can bet on the match winner for the regular time. If the result is a draw, bets will be settled as Return.

Handicap (3 Options)

When betting on handicap markets, you are applying an advantage or a disadvantage to one of the teams.

To win your bet, the number of goals scored by the selected team – after the handicap has been applied – must be bigger than the number of goals scored by the opponent. If you choose the option “Draw”, to win your bet, the final score of the match must be a draw after the handicap has been applied.

Handicap (2 Options)

On this market, the Draw option is not offered. For this reason, if the number of goals scored by the selected team (after the handicap is applied) is equal to the number of goals scored by the opponent, bets are voided.

Correct Score

On this market you have the possibility to bet on the correct score of the match at the end of regular time.

Team to Score Goal X

On this market you can bet on which team will score the goal indicated on the market name. If there is an own goal this goal will count for the team that benefited from it.

1st/2nd/3rd Period

Bets on markets that are specific for a period will consider what happens in that period only.

MOTOR SPORTS

GENERAL RULES

- A. The signal to start the warm-up lap is counted as the start of the race for bet settlement purposes. Bets placed pilots that do not participate on the warm-up lap or that are not on the grid line will be voided.
- B. Pilot rankings, such as team scores, are determined by the final listing released by the race organization immediately after the race. Hypothetical disqualifications or changes in protocols that could occur after the end of the race will not be considered for bet settlement purposes.
- C. Pilots that pass the starting line automatically count as participants in the race.

MARKETS

Race Winner

On this market, you can bet on the pilot whom you believe is going to win the race.

Top 3 / To reach the podium

On this market, you can bet on one pilot whom you believe is going to end the race in one of the three top positions on the official ranking.

Fastest Lap

On this market, you can bet on the pilot whom you believe is going to achieve the fastest lap in the race.

Winner of the Competition

On this market you can bet on who you believe is going to win the competition. Bets on this market will only be settled at the end of the season.

MMA/UFC

MARKETS

Winner

On this market you can bet on the competitor you believe is going to win the fight. If there is a tie, all bets will be voided. The market will be settled according to the outcome announced in the ring.

Total Rounds

On this market you can bet on how many rounds you believe it will take to end the fight. In Over/Under markets it is considered that half a round is completed at 2 minutes and 30 seconds into the round.

RUGBY UNION + LEAGUE

GENERAL RULES

- A. If a match is interrupted and resumed within the next 24 hours after the initial starting time, all bets will remain open until the end of the match. If the match is postponed by more than 24 hours, then all bets will be voided.
- B. All markets consider Regular Time only (80-minute format games), unless otherwise stated on the market name. Extra-time, decision by penalty shootout or “golden goal” won’t be considered for bet settlement purposes.
- C. If a match is abandoned before the end of regular time all bets will be voided.

MARKETS

Winner

On this market, you can bet to determine the winner of the match. Bets on this market include extra-time.

Match Result

On this market, you can bet on the winner of the match in the regular time. This market includes the Draw outcome.

Handicap

When betting on handicap markets, you are applying an advantage or disadvantage to one of the teams. To win your bet, the number of goals scored by the selected team – after the handicap has been applied – must be superior to the number of goals scored by the opponent.

Total Points

On this market, you can bet on how many points you believe are going to be scored in a match. If the total points of the match are the same as the total points of your bet, your bet will be voided.

Half-time Result

On this market you can bet on which team you believe is going to be winning at half-time.

SNOOKER

GENERAL RULES

- A. If a match is interrupted or delayed and not resumed within 24 hours after the initial starting time, all bets will be voided.
- B. If a player abandons a match or is disqualified, all bets that haven't yet been settled will be voided.
- C. If the players agree to a re-rack, all bets placed before the match will remain open and settled after the end of the match.
- D. If a frame is initiated but not finalized, all bets on that frame will be voided, except when the market result was previously determined.
- E. If the names of the players/teams are incorrect or in the wrong order, we reserve the right to void bets.

MARKETS

Match Winner

On this market, you can bet on which player you believe is going to win the match. All bets on this market will be solved at the end of the match.

Handicap

When betting on handicap markets, you are applying an advantage or disadvantage to one of the players. In case the bet is a draw after the handicap is applied, bets will be voided.

Total de Frames

On this market, you can bet on the total amount of frames that will be played in a certain match. If the total amount of frames played is equal to the total of the bet, the bet will be voided.

TABLE TENNIS

GENERAL RULES

- A. If a player quits a match, all unsettled markets will be voided.
- B. If one of the participants is replaced by another one before the start of the match, bets will be voided.
- C. If a match is interrupted or postponed and is not resumed within 24 hours after the initial starting time, all bets on this event will be voided.

- D. If the names of players / teams are not exhibited correctly, we reserve the right to void bets.

MARKETS

Winner

On this market you can bet on which player or team is going to win the match.

Total Points

On this market, you can bet on how many points will be scored in a match. If the total points of the match are the same as the total points of your bet, your bet will be voided.

Set Winner

On this market you can bet on which player/team you believe is going to win the set specified on the market name. If the match is abandoned before that set is played until the end, all bets on this set will be voided.

Handicaps

When betting on handicap markets, you are applying an advantage or disadvantage to one of the players. In case the bet is a draw after the handicap is applied, the bet will be voided.

TENNIS

GENERAL RULES

- A. If there is any change to the start time and date of an event, those details will be updated on the website and all bets placed will remain open.
- B. If there is any dropout from players, or any disqualification, all bets will be voided, except for markets that have already been settled.
- C. If a match is postponed by means of a super tie-break this match will also count as the 3rd set for bet settlement purposes.
Ex: In some tournaments, when the set result is 1-1, the 3rd set will be decided in a super tie-break format to determine a winner. The player who wins this super tie-break, wins the match by 2-1 in sets.
- D. Any tie-break or super tie-break counts as one game.
- E. If one of the payers quits or does a walkover, all bets in which the outcome is still uncertain will be voided.
- F. If the referee attributes penalty points to one of the players, all bets remain valid.

- G. If the match ends before a certain point or game was played until the end, all bets on that point or game will be voided.
- H. If any of the participants is replaced by another one before the start of the match, all bets will be voided. An exception to this rule is made on Team competitions. On team competitions, all bets remain open if one player or more players are replaced, no matter the reason for this replacement. In doubles, if one or more players are replaced all bets will be voided. If the information on the players that were forming a pair was not available previously, then all bets remain open.
- I. In case of withdrawal:
 - All markets that have not been settled yet will be voided, including bets on the Winner. On Live betting the system calculates and settles results that are mathematically possible to happen. For example, if a player quits at the end of the second set (with the score at 4-6, 6-4), all bets in total games over/under 25.5 will be settled normally, since the system calculates that at least 6 more games would have to be played on the 3rd set.
 - On Pre-match betting the system only settles bets on outcomes that have already taken place. In those bets, the system will not calculate results that could occur mathematically. For example, if a player abandons a match at the end of the 2nd set (with the score at 4-6, 6-4), all bets in total games over/under 19.5 will be settled normally, however bets on total games over/under 25.5 will be voided.
- J. Bets on competition/tournament winners will only be settled normally if the player on which the bet was placed participates in the competition. If a player does not participate in the competition all bets placed on this player will be voided.
- K. If a match is suspended or is not finished on the same day that it started, all bets will remain open until the end of the tournament to which this game belongs, until the match is resumed and ended or event until one of the players drops out of the game.

MARKETS

Winner

On this market you can bet on which player you believe is going to win the match.

Correct Score - Set

On this market you can bet on the correct score of the set indicated on the market name.

Game Handicap (2 options)

On this market you can bet to determine the winner of a match while applying an advantage or disadvantage in games to one of the players.

Game Handicap (3 options)

On this market you can bet to determine the winner of the match applying an advantage or disadvantage in games to one of the players, whereas in this market you also have the Draw option.

Set Handicap

On this market you can bet to determine who is going to win the match by applying an advantage or disadvantage in sets to one of the players.

Total Games

On this market you can bet on the total number of games in the match. If the total number of games in the match is the same as the total number of games from the bet, the bet will be voided.

Total Games (Odd or Even)

On this market you can bet on whether the sum of all games on a match is going to be an odd number or an even number.

Total Sets

On this market you can bet on the total number of sets that will be played in a certain match.

Set - Correct Score

Bets to determine the correct score in games for a given set.

Game – Correct Score

Bets to determine the correct score, in points, for a given game. Betting options on this market can be presented in two different formats:

- W : 15 or 30 : W, for example. In this format, the score on the left always refers to the player on the left and the score on the right always refers to the player on the right.

- Djokovic to 15. In this example, Djokovic won the game and his opponent finished it with 15 points.

Will there be a tie-break?

On this market you can bet on whether the winner of a certain set will be determined through a tie-break.

VOLLEYBALL

GENERAL RULES

- A. If a match is interrupted or postponed for more than 24 hours after the initial starting time all bets on this event will be voided, except for those in which the outcome has already been settled when the match was interrupted.
- B. If markets stay open with an incorrect score that impacts the truth of the odds, we reserve the right to void all bets placed during that period.

MARKETS

Winner

On this market you can bet on which team you believe is going to win the match.

Total Points

On this market, you can bet on how many points you believe are going to be scored in a match. If the total points of the match are the same as the total points of your bet, your bet will be voided.

Total Points (Odd or Even)

On this market you can bet on whether the total amount of points scored during the regular time of a match is going to be an odd number or an even number.

Handicap

When betting on handicap markets, you are applying an advantage or disadvantage to one of the teams. To win your bet, the number of points scored by the selected team – after the handicap has been applied – has to be superior to the number of points scored by the opponent.

Set Winner

On this market you can bet on which team you believe is going to win the set specified on the market name. If the match is abandoned before that set is played until the end, all bets on this set will be voided.

Total Sets

On this market you can bet on the total number of sets that will be played in a certain match.

Winner of the Tournament

On this market you can bet on which team you believe is going to win a certain tournament/competition.

Group Stage Winner

On this market you can bet on the winner of the group stage of a certain tournament or competition. The bets will only be settled when all the matches of that group have been played. Any decision (judicial or taken by the organization of the event) to change the order of the group ranking taken after the settlement of the bets will not be considered for bet settlement purposes.

WATERPOLO

GENERAL RULES

- A. Overtime is not considered for bet settlements unless stated otherwise.

- B. If a match is interrupted or postponed and does not restart within 24h after the initial kick-off date, betting will be void, except for markets that have already been settled.

MARKETS

Winner

Bets to determine the outcome of the match.

Total Goals

Bets to determine the number of goals in a match. If the number of goals scored equals the number of goals on your bet, the stake is returned.

Total Goals (Even/Odd)

Bets to determine if the number of goals scored is odd or even. If the number is 0, bets on Even will be won.