

# SPORTS BETTING ULTRA RULES

## General Rules

### 1. Placement of wagers

All wagers for Prematch Ultra and Live In Play Ultra must be placed online and are final once confirmed by the player on the betslip confirmation screen.

A screenshot of the submitted betslip confirmation screen is recorded and stored on our servers whenever the player's browser allows it. This is used for auditing wagers, and any future player inquiries regarding the wager.

### 2. Specificity of rules

If there is a conflict between a general rule and a rule in the Sport Specific Rules section, the rule written in the Sport Specific Rules section will be the one to prevail. Translations are provided in languages other than English for customer convenience, but the English rulebook prevails in the event of a conflict between the English rulebook and the rulebook of another language.

### 3. Wager limits

Whenever you add an item to your bet slip, the minimum and maximum limits for that selection are shown. The system will not accept wagers that are above or below these limits. We reserve the right to adjust your account's limits at any time. We may also suspend any offer or match for any reason at any time.

### 4. Timing of settlements

4.1. Unless otherwise noted, wagers are settled as soon as the software provider's feed sources provide the scores needed.

4.2. Wagers for a specific period, half, quarter, or inning will be settled as soon as the score for that period/half/quarter/inning is available on the software provider's scores feed. The wagers are graded according to the statistics available in that moment. Scores or statistic adjustments made after the fact will not affect wagers that have already been settled. Unless otherwise and specifically noted, settled wagers will not be "un-settled" in the event of an incomplete match. For example, in a Soccer Total Goals bet of Under/Over 1.5 goals, if a match is abandoned with a score of 2-1 then Under 1.5 would be graded as Lose and Over 1.5 as Win even though the match was not complete due to the fact that the result of Under 1.5 and Over 1.5 were both already determined.

4.3. If the software provider's score feeds only provide the necessary data at the end of the match, then all wagers will be settled once the match is finished.

4.4. Wagers placed on game lines, or offers that affect the game as a whole, will be settled once the match is finished.

### 5. Settlement of markets not contained on results and statistics feeds

If the software provider's score feeds do not contain the scores or statistics needed to grade a wager, then that wager will be graded manually using the final scores or statistics posted on the official

website of the league or tournament in question. If the league or tournament does not have an official website, then we will use independent evidence to settle the wagers.

**6. Abandoned or incomplete periods, halves, quarters, etc.**

Unless otherwise noted, wagers on a specific period, half, quarter, etc. will be graded as a "NO ACTION" and stakes returned in the event that the period, half, or quarter is not completed.

**7. Time and venue of wagers**

Unless otherwise indicated, all wagers on a match will be graded as "NO ACTION" if the match does not start on the scheduled time in the scheduled venue.

**8. Quarters, Halves, Periods, etc. in offer descriptions**

Unless otherwise noted, offers that contain a specific quarter, half, period, etc. in the title are settled according to the scores or statistics that occurred within that quarter, half, or period only.

**9. Minimum number of innings, quarters, rounds, quarters, periods, etc.**

Unless otherwise noted, a match must complete the scheduled or regulation number of quarters, periods, innings, rounds, overs (cricket), etc. in order for a wager to have action. Wagers not meeting this requirement will be graded as NO ACTION. The exception to this rule is if the outcome has already been determined through the current score at the time of settlement and no overriding rule exists for the offer in question, in which case the market will be graded with action.

**10. Odds or Even Props**

Props relating to total scores, cards, or other being either "odd" or "even" will be settled as 'even' in the event the final quantity of scores, cards, or other is 0.

**11. All bets are final**

All bets are final when the ticket is submitted and the "Yes" button is clicked on the confirmation screen. In the event that you are unsure of any detail regarding a particular bet, you must clarify your concerns PRIOR to confirming the wager. Bets will not be changed or refunded in cases where the customer has doubts about a wager but places it anyway, and then later requests a refund/changed grade due to being unsure or confused about the confirmed wager.

**12. Gamecast, score, or line inaccuracies**

While we strive for absolute accuracy with our GameCasts they should be used as a guide only. All GameCast data is subject to a delay relative to the official scoring odds feed. The extent of the delay varies depending on a multitude of factors including the user's internet connection latency. We assume no liability for incorrect GameCast information. The official scoring odds feed functions independently of the GameCast and attempts to use multiple sources to ensure the odds are published correctly and that the wagers are settled correctly wherever possible. While striving for 100% accuracy in the publishing of odds we understand that mistakes might happen from time to time. In case of publishing of incorrect prices or odds we reserve the right to correct obvious errors and settle bets at the correct odds or void bets if no correct prices are available. Any inadvertently accepted wagers where the outcome of a particular market or the event itself has either already been determined and/or made public knowledge prior to placement of the wager will be made void, regardless of the outcome of the wager.

## General definitions of offer types

### 1. Money Line

Predict which team will win the match. Unless otherwise noted, scores made during the entire match count. In the event that the match ends in a tie, Money Line wagers will be graded as a push. A wager that is titled "Money Line" with no further description is a 2-way line that applies to the game as a whole. A money line wager that has a specific half, period, quarter etc. listed in the title requires the player to pick the winner of that specific half, period, quarter, etc.

### 2. 3-Way Result / Full Time Result (3-Way)

This wager contains one selection for each player/team, plus a draw or tie option. Totals, team totals, or under/over style bets that have an "Exactly" option are also considered three-way offers. Predict the winner of the match. If the match ends in a draw or tie after regulation time is complete, wagers on each selection to be the winner will be graded as losers and only the "draw" or "tie" option will be the winner. Unless otherwise noted, only scores made during "full time" or "regulation time" count. Extra time or overtime do not count.

### 3. Point Spread or 2-Way Handicap (including alternatives)

You must apply the provided line to the team's score.

- 3.1. If the score of the team you picked is greater than the other team's score once the math is done, then the wager is a winner.
- 3.2. If the score of the team you picked is less than the other team's score once the math is done, then the wager is a loser.
- 3.3. If the two teams' scores are equal once the math is done, then the wager is graded as a push.
- 3.4. EXAMPLE: (Selection 1) = Miami Dolphins -2.5 (Selection 2) = Washington Redskins +2.5.

If you pick Miami Dolphins, then you will subtract 2.5 from the Dolphins' final score. If the Dolphins' score is greater than the Redskins' score once this calculation is done, then your wager is a winner. If the Redskins' score is greater than the Dolphins' score, your wager is a loser. If the two scores are equal then the wager is graded as a push.

If you pick Washington Redskins, then you will add 2.5 to the Redskins' final score. If the Redskins' score is greater than the Dolphins' score once this calculation is done, then your wager is a winner. If the Dolphins' score is more than the Redskins' score, your wager is a loser. If the two scores are equal then the wager is graded as a push.

### 4. 3-Way Handicap (including alternatives)

A 3-Way handicap is a wager that requires adjustment of the score by the specified line, just like in a point spread (see above.) However, there are no pushes. If the two scores are equal after the handicap is applied then the wager is graded as a loser unless you picked the "draw" or "tie" option.

### 5. Under/Over or Game Totals (including alternatives)

Totals offers involve adding up the scores and wagering whether the resulting number will be Under or Over the indicated line. In the event that the total is exactly the indicated line, the wager will be graded as a push, unless it was a 3-way style offer. In 3way totals, if the total is exactly the indicated line, the wager is graded as a loser unless you picked the "exactly" option.

Totals which do not specify a particular period, half, quarter, etc. in the title will take into account the final score of the entire game unless otherwise noted. Totals which specify a particular period, half, quarter, etc. will only involve the scores in the indicated period, half, quarter, etc.

## **6. Team Totals (including alternatives)**

Treated the same as a normal Under/Over or Game Totals, except only the scores for the indicated team count in the calculation.

## **7. Double Chance**

The double chance market provides two options within each selection. If the match result ends up being either of the two outcomes in the selection, then the wager is graded as a winner.

## **8. Double Result**

Predict the result at both half-time and at the end of regulation time. Unless otherwise noted, extra time/extra periods/overtime etc. do not count.

## **9. Asian Handicap (including alternatives)**

Asian Handicap wagers are a variant on the 2-way handicap offer. If the indicated line is a whole number (such as 1.0, 2.0, 3.0) or half number (such as 1.5, 2.5, 3.5), then the wager is graded as a standard 2-way handicap. If the wager ends in a quarter-number (such as 1.25, 1.75, 2.25, 2.75), then Asian rules apply.

Asian rules take the player's stake and split it evenly across two separate wagers. To determine the two components, take the line (for example, -1.75) and subtract 0.25 to calculate the first line, and add 0.25 to calculate the second line. In the -1.75 example, the two underlying lines are -1.5 and -2.0. Half of the player's stake is applied to the -1.5 line, and the other half of the stake is applied to the -2.0 line. Standard 2-way handicap grading policies are applied to each of the two lines. The following rules are then used to determine the result for the Asian Handicap wager:

- 9.1. If both of the lines are winners, then the wager is graded as a winner.
- 9.2. If both of the lines are losers, then the wager is graded as a loser.
- 9.3. If one of the lines is a winner and the other line was a push, then the wager is graded as a "Half Win." Half Win wagers result in the user receiving back half of their original stake plus half of what the win amount would have been if the entire wager was a winner.
- 9.4. If one of the lines is a loser and the other line was a push, then the wager is graded as a "Half Lose." Half Lose wagers result in the user receiving back half of their original stake.

## **10. Draw No Bet**

There are two options (one for each team in the match.) If the match ends in a draw after regulation time, then your wager gets graded as a push.

## **Parlay Policies**

### **1. Losing Selections**

A parlay wager will be graded as a losing wager as soon as one or more of the individual selections within the parlay is itself graded as a losing wager.

## **2. Push/No Action**

In the event that a given selection in a parlay is graded as a “Push”, “No Action” or “Cancel” that selection will be considered as removed from the wager and the parlay steps down to the next lower number of teams. For example, a 4-team parlay where one selection is graded as a push will be graded as a 3-team parlay. Two-team parlays where one selection pushes will be graded as a straight wager containing the one remaining selection.

## **3. Correlated parlays prohibited**

Players may only select one of each offer category for each game involved in the parlay. Selecting multiple offers from the same offer category within the same game are considered correlated parlays and are prohibited. For example, parlaying first half point spread with the game point spread is prohibited.

## **4. Parlaying moneylines and totals in the same game**

Parlaying moneylines with totals within the same game is permitted only in American Football, Basketball, Baseball, and Ice Hockey.

## **5. Parlaying Spreads and Totals in the same game**

Parlaying spreads and totals within the same game is considered a correlated parlay and is prohibited unless otherwise noted. As an exception to this rule, parlaying spreads and totals within the same game are permitted in American Football games but only if the ration between the spread and the total is 3-to-1 or greater.

## **6. Proposition bets not allowed in Parlays**

Proposition bets (“props”) cannot be used as selections within a parlay.

## **Sport Specific Rules**

### **American Football**

#### **1. Abandoned or Postponed Matches**

All wagers placed on abandoned or postponed matches are void unless the matches are re-arranged and played on the same NFL weekly schedule (Thursday-Wednesday, local stadium time.)

#### **2. Changes in venue**

If the match venue is changed, wagers will stand provided that the original home team remains designated as such. If the home team and away team are flipped, then wagers on the original listing will be graded as NO ACTION.

#### **3. Timeliness of scores and statistics**

Only statistics and scores recorded on the official league website on the day of the game will be counted for settlement purposes. Subsequent amendments do not count.

#### **4. Overtime**

Game lines include overtime unless stated otherwise.

## **5. Double Result**

Predict which team will be in the lead at half-time and also at the end of regulation time. The game must be completed for a wager placed in this market to have action. Overtime does not count for settlement of this wager.

## **6. Team to Call First Timeout**

Predict which team will call the first timeout.

## **7. Total Offensive Yards**

Settlement is based on the net yards for both teams (includes sack yardage lost.)

## **8. Penalty markets**

For settlement purposes, penalty markets require the penalty to be accepted; decline penalties do not factor in to the calculation.

## **9. Team to Gain Most Passing Yards**

Wagers are settled based on the team with most yards thrown.

## **10. Team to Gain Most Rushing Yards.**

Wagers are settled based on the most total rushing yards gained, and includes negative yardage.

## **11. 4th Quarter & 2nd Half**

Second Half and 4th quarter wagers DO include overtime.

## **Australian Rules**

### **1. Overtime, 4th Quarter and 2nd Half**

4th Quarter wagers and 2nd half wagers do include overtime.

### **2. Double Result**

Predict the outcome of the match at half-time and at full-time (including overtime).

## **Baseball**

### **1. Changes of Venue**

In the case there is a venue change and the home team remains designated as the home team as per official league sources, all wagers placed in the match will have action. If, however, the venue changes and the home and away teams are flipped, then all wagers placed on the original match will be graded as NO ACTION.

### **2. Run Line**

The "run line" is graded the same as a 2-way handicap.

### **3. Will the game go to extra innings?**

The offer has two options: Yes or No. For settlement purposes, the game is considered to go to extra innings if the score is tied at the end of the 9th inning (or at the end of the statutory number of innings if there are not 9 innings).

#### **4. 4½ Innings Rule**

This rule applies to all bets except totals and run lines. (Totals and run lines are governed by the 9 innings rule). All baseball matches are considered official after 5 innings of play (4½ if the home team is winning). If a game is called or suspended after 5 innings, the winner is determined by the score after the last full inning of play – unless the home team scores to tie or takes the lead in the bottom half of the inning, in that case, the winner is then determined by the score at the time the game is called. This rule does not apply during professional post-season games. If the result of a given market was already known/determined at the time of a suspension then that settlement would stand as well. For example, if a game is rained out in the 3rd inning, bets related to the 2nd inning would still stand with action. In professional post-season, a suspended game will carry over until the game is complete and a winner is declared.

#### **5. 6½ Innings Rule**

For games whose normal regulation schedule is 7 innings, the game must go to 7 full innings (6½ if the home team is winning) for wagers on game totals and run lines to have action. If the Mercy Rule is called, wagers will stand and will be graded according to the score at the time the rule was called. Suspended games do not carry over.

#### **6. 8½ Innings Rule**

This rule applies to run lines and totals. For 9 innings games, the game must go 9 complete innings (8½ if the home team is winning) for totals or run-lines to have action, otherwise they will be graded NO ACTION. Bets where the result was already determined at the time will still be settled with action even if the 8½ or 9 innings were not played. For example, if the score of a game was 4-3 and was suspended after the 5th inning, wagers on "Under 6.5" would be graded as Lose and "Over 6.5" as win due to the result of this bet already being determined with certainty (as 7 runs had already been achieved at the time the game was called.) If the Mercy Rule is all game totals and run line wagers will be graded according to the score at the time the rule was called. Suspended games do not carry over. This rule does not apply during professional post-season games. In professional post-season, a suspended game will carry over until the game is complete and a winner is declared.

#### **7. Professional post-season games**

Professional post season games are not official until a winner is declared. If a professional post season game begins then is delayed to a later date, all wagers will have action with the final score result on that date. If a post season game does not begin on the date scheduled, all wagers will be graded NO ACTION.

### **Basketball**

#### **1. Quarters and Halves**

Wagers related to a specific quarter or half will be graded as NO ACTION in the event that said quarter or half is not played through to completion.

#### **2. 4th Quarter and Second Half**

Wagers on the fourth quarter DO include overtime. Second half wagers also DO include overtime.

## **Boxing / UFC**

### **1. Results**

Unless otherwise noted, bets are settled according to the official result announced in the ring. Any amendments or appeals afterwards do not count except in the case of obvious human error.

### **2. Match Result / To Win Fight**

In the event of a fight ending in a draw (including Majority Draw), wagers on the Money line, Match Result and To Win Fight offerings will be graded as a Push.

### **3. Total Rounds (Under/Over)**

In the event that a half-number is defined as the line, a time of 1 minute and 30 seconds into the respective round will determine the half used to calculate the under/over. The exception is UFC, where the cutoff for half rounds is 2 minutes and 30 seconds.

### **4. Method of Victory**

This prop requires the player to indicate who will win the fight and by which method. The methods of victory are defined as follows:

#### **4.1. "KO" or "TKO"**

A knockout (KO) occurs when a boxer does not stand up after a 10-count. A technical knockout (TKO) occurs when the referee steps in or in the event that the fighter is knocked down three times in the same round. A corner retirement will also be considered a technical knockout (TKO) unless the fight is decided subsequently by the judge's scorecards or is declared a "no contest."

#### **4.2. "Draw or Technical Draw"**

A "draw" means a scorecard draw. A "technical draw" occurs if the referee stops the fight before the start of the 5th round for any reason other than a knockout (KO), technical knockout (TKO) or disqualification

#### **4.3. "Disqualified Opponent"**

If one or more contestants repeatedly foul or violate rules and are then deemed disqualified by the referee, and the disqualified opponent loses the bout due to this disqualification, then the other opponent will be graded as winning due to a disqualified opponent.

#### **4.4. "Decision" and "Technical Decision"**

"Decision" is based on the scorecard points between the judges. "Technical Decision" is when the fight is determined by the judge's scorecards but at any time other than the end of the scheduled number of rounds.

#### **4.5. "Majority Decision"**

Majority Decision occurs when a given contestant has more points than the opponent on two of the three judges' score cards, and the third judge's score card has equal points for both fighters (a draw).

#### **4.6. "Unanimous Decision"**

A Unanimous Decision occurs when a given contestant has more points than the opponent on all three of the judges' score cards.



#### 4.7. "Split Decision"

A Split Decision occurs when a given contestant has more points than his opponent on two of the three judges' score cards, but has fewer points than the opponent on the third judge's score card.

#### 5. To Go the Distance

This offer has two options: "Yes" and "No." A fight is deemed to have gone the distance if the officially designated number of rounds were fully completed.

### Cricket

#### 1. Match Result Three Way

Predict whether team 1 will win, team 2 will win, or the match will end in a draw. If the match ends in a draw, only the "Draw" option will be graded as a winner and all other selections lose. Wagers on either of the teams will NOT be graded as NO ACTION in the event of a draw.

#### 2. Draw No Bet and Match Winner Two-Way

These are two way markets with one side for each team. Predict which team will win the match. Match Winner Two-way includes super overs if played. In the case of Draw No Bet, if the match wins in a draw, the wager will be graded as "NO ACTION".

#### 3. Runs Under/Over for a specific team in \_\_ over, \_\_\_ ball

Penalty runs and extras only count if connected to a specific delivery. As an example, if an over starts as Wide, No Ball, Four, then the Four is the 3rd ball/delivery.

#### 4. Runs Under/Over for a specific over or range of overs

Penalty runs and extras only count if connected to a specific delivery.

#### 5. Runs At Fall of Nth Wicket

If the wicket indicated does not fall, bets will be graded as NO ACTION. All extras and penalty runs count.

### e-Sports

#### 1. General eSports Rules

Unless otherwise noted, markets will be settled based on the official scoreboard, broadcast, or game API

#### 2. General eSports Wager Types

2.1. **Winner (2-way):** Predict who will win the match. Wagers will be graded as no action if the match is abandoned.

2.2. **Match Total Maps:** Predict the number of maps that will be played in the match. Wagers will be graded as no action if the match is abandoned unless the result of the selected under/over line has already been determined.

2.3. **Match Rounds Handicap:** Apply the provided line to the number of rounds won by the selected team. If the resulting number (after the handicap is applied) is greater than the number of rounds won by the other team, the wager wins. Otherwise, the wager loses. Wagers will be graded as no action if the match is abandoned.

- 2.4. **Match Maps Handicap (Total maps handicap):** Apply the provided line to the number of maps won by the selected team. If the resulting number (after the handicap is applied) is greater than the number of maps won by the other team, the wager wins. Otherwise, the wager loses. Wagers will be graded as no action if the match is abandoned.

### 3. Specific Rules - League of Legends

- 3.1. **Map Winner:** Predict which team will win the indicated map. Wagers will be graded as no action if the map is not completed.
- 3.2. **Map First Blood:** Predict which team will draw first blood in the indicated map. Wagers will be graded as no action if the map is abandoned before first blood.
- 3.3. **Map Kill Handicap:** Apply the provided line to the number of kills by the selected team in the indicated map. If the resulting number (after the handicap is applied) is greater than the number of kills by the other team, the wager wins. Otherwise, the wager loses. Wagers will be graded as no action if the map is abandoned.
- 3.4. **Map Total Kills:** Predict whether the number of kills in the indicated map will be under or over the provided line. Wagers will be graded as no action if the map is not completed, unless the result of the selected under/over bet is already determined.
- 3.5. **Map First Kill:** Predict which team will achieve the first kill in the indicated map. Wagers will be graded as no action if the map is abandoned before any kills.
- 3.6. **Map Total Towers:** Predict whether the number of towers destroyed in the indicated map will be under or over the provided line. Wagers will be graded as no action if the map is not completed, unless the result of the selected under/over bet is already determined.
- 3.7. **Map First Tower:** Predict which team will destroy the first tower in the indicated map. Wagers will be graded as no action if the map is abandoned before any towers are destroyed or if the map is completed but no towers are destroyed.
- 3.8. **Map Total Barons:** Predict whether the number of barons slain in the indicated map will be under or over the provided line. Wagers will be graded as no action if the map is not completed, unless the result of the selected under/over bet is already determined.
- 3.9. **Map First Baron:** Predict which team will slay the first baron in the indicated map. Wagers will be graded as no action if the map is abandoned before any barons are slain or if the map is completed but no barons are slain.
- 3.10. **Map Total Dragons:** Predict whether the number of dragons slain in the indicated map will be under or over the provided line. Wagers will be graded as no action if the map is not completed, unless the result of the selected under/over bet is already determined.
- 3.11. **Map First Dragon:** Predict which team will slay the first dragon in the indicated map. Wagers will be graded as no action if the map is abandoned before any dragons are slain or if the map is completed but no dragons are slain.
- 3.12. **Map Total Inhibitors:** Predict whether the number of inhibitors destroyed in the indicated map will be under or over the provided line. Wagers will be graded as no action if the map is not completed, unless the result of the selected under/over bet is already determined.
- 3.13. **Map Race to # Kills:** Predict which team will achieve the indicated number of kills first. Wagers will be graded as no action if neither team achieves the indicated number of kills, or if the map is abandoned before the indicated number of kills is achieved by either team.
- 3.14. **Map Most Kills:** Predict which team will achieve the most kills in the indicated map. Wagers will be graded as no action if the map is abandoned.

- 3.15. **Correct Map Score:** Predict what the final score of the match will be (e.g., how many maps each team will win). As an example, "Team A 2-0" would mean that Team A wins the match 2 maps to 0.
- 3.16. **To Win At Least One Map:** Predict whether the indicated team will win at least one map in the match. Wagers will be graded as no action if the match is abandoned unless the result of the market is already determined at the time of abandonment.

#### 4. Specific Rules - Counter-Strike Global Offensive (CS:GO)

- 4.1. **First Half / Second Half of Map:** Map markets offered in CS:GO matches which contain the term "first half" are referring to the gameplay within the map up until the teams switch sides. Map markets containing the term "second half" are referring to the gameplay that occurs after the teams have switched sides.
- 4.2. **Map Winner:** Predict which team will win the indicated map. Wagers will be graded as no action if the map is abandoned.
- 4.3. **Map Rounds Handicap:** Apply the provided line to the number of rounds won by the selected team in the indicated map. If the resulting number (after the handicap is applied) is greater than the number of rounds won by the other team, the wager wins. Otherwise, the wager loses. Wagers will be graded as no action if the map is abandoned.
- 4.4. **Map First Half Rounds Handicap:** Apply the provided line to the number of rounds won by the selected team in the first half of the indicated map. If the resulting number (after the handicap is applied) is greater than the number of rounds won by the other team, the wager wins. Otherwise, the wager loses. Wagers will be graded as no action if the map is abandoned before the first half is completed.
- 4.5. **Map Total Rounds:** Predict whether the number of rounds in the map will be under or over the provided line. Wagers will be graded as no action if the map is abandoned unless the result of the selected under/over bet is already determined.
- 4.6. **Map to Go To Overtime:** Predict whether the provided map will go to overtime. If a provided map is abandoned, wagers will be graded as no action.
- 4.7. **Map Total Rounds Odd/Even:** Predict whether the total number of rounds in the map will be an odd or even number. Wagers will be graded as no action if the map is abandoned.
- 4.8. **Map correct score:** Predict the score of the indicated map. Wagers will be graded as no action if the indicated map is not completed.
- 4.9. **Map first half correct score:** Predict the score for the first half of the indicated map. Wagers will be graded as no action if the first half of the indicated map is not completed.
- 4.10. **Map race to # rounds:** Predict which team will win the provided number of rounds first in the indicated map. Wagers will be graded as no action if the map is abandoned and neither team achieved the provided number of rounds at the time of abandonment.
- 4.11. **Team Rounds Under/Over:** Predict whether the number of rounds won by the selected team in the match will be under or over the provided line. Wagers will be graded as no action if the match is abandoned unless the result of the selected under/over bet is already determined.
- 4.12. **Team Rounds Under/Over in Map X:** Predict whether the number of rounds won by the selected team in the indicated map will be under or over the provided line. Wagers will be graded as no action if the map is abandoned unless the result of the selected under/over bet is already determined.

- 4.13. **Money line, Round:** Predict the winner of the provided round within the indicated map. Wagers will be graded as no action if the game is abandoned during the round in question.

## 5. Specific Rules - DOTA2

- 5.1. **Map Winner:** Predict which team will win the indicated map. Wagers will be graded as no action if the map is abandoned.
- 5.2. **Map Kill Handicap:** Apply the provided line to the number of kills by the selected team in the indicated map. If the resulting number (after the handicap is applied) is greater than the number of kills by the other team, the wager wins. Otherwise, the wager loses. Wagers will be graded as no action if the map is abandoned.
- 5.3. **Map Race to # Kills:** Predict which team will achieve the indicated number of kills first. Wagers will be graded as no action if neither team achieves the indicated number of kills, or if the map is abandoned before the indicated number of kills is achieved by either team.
- 5.4. **Map First Blood:** Predict which team will draw first blood in the indicated map. Wagers will be graded as no action if the map is abandoned before first blood.
- 5.5. **Map Total Kills:** Predict whether the total number of kills in the indicated map will be under or over the provided line. Wagers will be graded as no action if the map is abandoned unless the result of the selected under/over bet is already determined.
- 5.6. **Map Total Towers:** Predict whether the number of towers destroyed in the indicated map will be under or over the provided line. Wagers will be graded as no action if the map is not completed, unless the result of the selected under/over bet is already determined.
- 5.7. **Map First Tower:** Predict which team will destroy the first tower in the indicated map. Wagers will be graded as no action if the map is abandoned before any towers are destroyed or if the map is completed but no towers are destroyed.
- 5.8. **Map Total Roshans:** Predict whether the number of roshans destroyed in the indicated map will be under or over the provided line. Wagers will be graded as no action if the map is not completed, unless the result of the selected under/over bet is already determined.
- 5.9. **Map First Roshan:** Predict which team will destroy the first roshan in the indicated map. Wagers will be graded as no action if the map is abandoned before any towers are destroyed or if the map is completed but no towers are destroyed.
- 5.10. **Map Total Barracks:** Predict whether the number of barracks destroyed in the indicated map will be under or over the provided line. Wagers will be graded as no action if the map is not completed, unless the result of the selected under/over bet is already determined.
- 5.11. **Map First Barracks:** Predict which team will destroy the first barracks in the indicated map. Wagers will be graded as no action if the map is abandoned before any towers are destroyed or if the map is completed but no towers are destroyed.
- 5.12. **Correct Map Score:** Predict what the final score of the match will be (e.g., how many maps each team will win). As an example, "Team A 2-0" would mean that Team A wins the match 2 maps to 0.
- 5.13. **To Win At Least One Map:** Predict whether the indicated team will win at least one map in the match. Wagers will be graded as no action if the match is abandoned unless the result of the market is already determined at the time of abandonment.

## **Golf**

### **1. General**

A player is deemed to have played once they have teed off. Wagers on a player retiring after teeing off then will be graded as losers.

If a tournament is reduced from the number of holes originally scheduled, outright wagers placed prior to the final completed round will be settled with the player awarded the trophy as the winner if at least 36 holes of the tournament were completed. If less than 36 holes were played, wagers placed in this market will be graded as NO ACTION.

### **2. Tournament Top 4/5/6/10/20 Finish**

Dead-heat rules apply to settlement of these markets.

### **3. Group Betting**

The winner of group betting markets will be the player that achieved the highest place in the indicated group at the end of the tournament. Wagers placed on a player who missed the cut will be losing wagers. If all players in the group miss the cut, then the winner is the participant in the group that had the lowest score prior to the cut.

### **4. Singles Matches**

If the match-up ends in a tie, then wagers placed in this market are graded as a push.

### **5. Correct Score markets**

All scheduled matches must be completed in full for wagers in this market to stand, regardless of whether matches are carried over.

### **6. 18-Hole Betting**

The winner of this market is the player with the lowest score over 18 holes.

### **7. 36 Hole Match Betting**

The player achieving the highest placing after 36 holes will be deemed the winner of this market. In the event that the total number of rounds played is reduced due to bad weather, wagers will still be settled if a player has won the trophy and at least 18 holes were played.

If a player withdraws or is disqualified after starting prior to the completion of two rounds, the other player is deemed the winner.

Wagers placed on either player in this market will be considered losers in the event of a tie if a price was offered on the "tie" selection.

### **8. 54, 72, and 90 Hole Betting**

If the tournament is affected by adverse weather, all wagers will be settled if there is a deemed tournament winner and at least 36 holes were completed. The winner for settlement purposes is the player who was in the lead at the end of the last completed round.

Results from the official tour site at the time of trophy presentation are used for grading. Subsequent disqualification after this time does not count.

If one player misses the cut, then the other player is considered the winner for settlement purposes. If both players miss the cut, then the lowest score after the cut was made is used for settling the wager.

In the event that a player is disqualified or withdraws after starting after the completion of two rounds or after both players made the cut, the other player is deemed the winner. In the event that a player is disqualified during the 3rd or 4th round and the other player in the wager has already missed the cut, then the disqualified player is considered to be the winner for settlement purposes.

Wagers placed on either player in this market will be considered losers in the event of a tie if a price was offered on the "tie" selection.

## **9. Scores and Statistics**

The official website for the relevant competition, tournament, or fixture will be used to settle wagers. Independent evidence may be used to support settlements in the event that statistics from an official provider or official website are not available or if there is significant evidence that the scores provided on the official website are incorrect.

## **Ice Hockey**

### **1. Markets**

Markets are settled according to the scores and statistics at the end of regulation time and do not include overtime or shoot-outs, unless specified otherwise.

### **2. Markets that include overtime and shootouts, live in play**

The following markets DO include overtime or shoot-outs for settlement purposes when placed live in-play:

- Money Line
- Game Total (2-Way)
- Puck Line (2-Way)
- Game Total Odd/Even
- Correct Score
- Team Total 2-Way

### **3. Markets that include overtime and shootouts, prematch**

The following markets DO include overtime or shoot-outs for settlement purposes when placed in the prematch platform:

- Money Line
- Game Total (2-Way) (including alternate lines)
- Puck Line (2-Way) (including alternate lines)
- Both teams to score

## Snooker

### 1. Session Betting

Session Betting refers to a specified number of frames as designated in the market title/description (example: Frames 1-4; Frames 5-9 etc). Session betting will be settled on results relating to the specific band of frames quoted in the market title/description. The first framed of the specified mini-session must be played for the wager to have action. If the match ends naturally during the session then bets will stand.

For the following mini-session markets, wagers will be graded as NO ACTION in the event of abandonment, retirement, or disqualification:

- 1.1. **Session Winner** - Predict the result of the indicated mini-session.
- 1.2. **Session Score** - Predict the match score after the indicated mini-session.
- 1.3. **Session Leader** - Predict which player will be leading at the end of the specified mini-session.
- 1.4. **Session Handicap** - Predict the result of the specified mini-session, applying the indicated handicap.

### 2. Race to 3 / 4 / 5 frames

The indicated frame must be completed for wagers placed in these markets to have action.

### 3. Total Frames in Match

If the statutory number of frames were not completed then all wagers placed in this market will be graded as NO ACTION.

### 4. Leader After the First 4 frames; Score After First 4 Frames

The first four frames must be completed for wagers in these markets to have action.

## Soccer

### 1. Full Time Rule

Unless otherwise noted, all markets are based on the result at the end of full time. Full time will also include added injury or stoppage time. Full time does not include extra time or penalty time.

### 2. Extra Time

Extra time markets are settled according to the official statistics for the extra time period. Goals or corners from regulation time do not count when settling extra time markets.

### 3. Changes in Venue

If the match venue is changed but the originally scheduled home team is still designated as the home team, all wagers will stand. If the home team and away team are flipped (meaning, the game ends up being played at the venue of what was originally scheduled as the 'away team'), all wagers on the original listing will be graded as a NO ACTION. The exception is neutral venue matches: if a match is scheduled to be played on a neutral venue, then the wagers will stand regardless of which team is listed as the primary or home team.

#### **4. Statistics**

In the event of conflicting evidence or the lack of consistent independent evidence, wagers will be settled according to our own in-house statistics.

#### **5. First Team to Score, Last Team to Score, First Player to Score, and Last Player to Score**

Only scores made during 90 minutes of play count. Own goals do not count.

#### **6. Correct Score**

The standard "Correct Score" or "Final Score" market includes 90 minutes play only full time only. The exception is the "Correct Score – Extra Time" or "Final Score – Extra Time" market, which includes the scores only during extra time (and does not include regulation time scores.)

#### **7. To Score a Goal at Any Time**

All wagers placed on players who did not participate at any point during the match will be graded as NO ACTION. Own goals do not count.

#### **8. 1st Half and 2nd Half Total, Handicaps, and Asian Handicaps (including alternatives)**

Wagers placed in this market will be graded as NO ACTION if the match is abandoned before the completion of the indicated half unless the result of the market is already determined. For Asian Handicap or other Asian wagers, Asian rules apply (see "Asian Handicap" discussion earlier in these rules.)

#### **9. Total Corners (including alternatives)**

Corners that were awarded but not taken do not count. Wagers placed in this market will be graded as NO ACTION if the match is abandoned before 90 minutes (full time) of play unless the result of the market is already determined.

#### **10. Asian Total Cards (Under/Over) (including alternatives)**

Red cards count as 2, and yellow cards count as 1. The player must predict whether the total cards in the match is over or under the given line. Asian rules apply to the line (see "Asian Handicap" section earlier in these rules). Wagers placed in this market will be graded as NO ACTION if the match is abandoned before 90 minutes of play unless the result of the market is already determined.

#### **11. Asian Total Corners (Under/Over) (including alternatives)**

In the event that a corner must be re-taken then only one corner is counted. Corners awarded but not taken do not count. The player must predict whether the total corners in the match will be over or under the given line. Asian rules apply to the line (see "Asian Handicap" section earlier in these rules.) Wagers placed in this market will be graded as NO ACTION if the match is abandoned before 90 minutes of play (full time) unless the result of the market is already determined.

#### **12. Goal Line (including alternatives)**

This is an under-over style bet. The player must predict the total number of goals in the match. Asian rules apply to the line (see "Asian Handicap" section earlier in these rules.) Only goals made during 90 minutes of play (full time) count, unless the market is labelled as "extra-time" in which case only goals made during extra time will count.



### 13. Team Total Goals (Under/Over)

The player must predict the number of goals that the indicated team will score during 90 minutes of play (full time) only. Goals scored during extra time or penalties do not count.

### 14. Method of the Next Goal (in-play)

The player must predict the method in which the next goal will be scored. If the indicated goal does not get scored by any team, then the wager is graded as a loser unless the player specifically wagered the "No Goal" option. The available methods are defined below:

- 14.1. **Header:** A goal is deemed to be a 'header' if the last touch of the scorer was with the head.
- 14.2. **Own goal:** If the goal is declared by officials to be "own goal", then it is considered "own goal" for settlement purposes.
- 14.3. **Penalty:** The next goal must be scored directly from the penalty. The penalty taker must be named as the scorer.
- 14.4. **Free-Kick:** The goal must be scored directly from the free kick. Also includes goals scored directly from a corner kick. Deflected shots count if the player taking the free-kick is awarded the goal.
- 14.5. **Shot:** Any other method not included above.
- 14.6. **No Goal:** No more goals will be scored in the match and thus neither team will score the next goal.

### 15. Team of First Card

Both red cards and yellow cards count. Only 90 minutes of play (full time) are considered.

### 16. Both teams to score

Predict whether or not both teams will make at least one goal in the match. Your options are "yes" and "no."

### 17. Last team to score

Predict who will make the last goal in the match. The entire match (including overtime and extra time) counts.

### 18. 1st, 2nd, 3rd... goal

Predict which team will score that goal. This is treated like a 3-way market, so if neither team scores the indicated goal then your wager is graded as a loser unless you picked the "No goal" option.

## Table Tennis

### 1. Winner

Predict who will win the match. Wagers will be graded as no action if the match is abandoned.

**2. Match Total**

Predict the number of points in the match. Wagers will be graded as no action if the match is abandoned unless the result of the selected under/over line has already been determined.

**3. Match Odd/Even**

Predict whether the total number of points in the match will be an odd or even number. Wagers will be graded as no action if the match is abandoned.

**4. Match Games Handicap**

Apply the provided line to the number of games won by the selected competitor. If the resulting number (after the handicap is applied) is greater than the number of rounds won by the other competitor, the wager wins. Otherwise, the wager loses. Wagers will be graded as no action if the match is abandoned.

**5. Match Points Handicap**

Apply the provided line to the number of points won by the selected competitor in the entire match. If the resulting number (after the handicap is applied) is greater than the number of points won by the other competitor, the wager wins. Otherwise, the wager loses. Wagers will be graded as no action if the match is abandoned.

**6. Game 1/2/3/4/5/6/7 Winner**

Predict who will win the indicated game. Wagers will be graded as no action if the match is abandoned during the indicated game.

**7. Game 1/2/3/4/5/6/7 Handicap**

Apply the provided line to the number of points won by the selected competitor in the indicated game. If the resulting number (after the handicap is applied) is greater than the number of points won by the other competitor in the indicated game, the wager wins. Otherwise, the wager loses. Wagers will be graded as no action if the match is abandoned during the indicated game.

**8. Game 1/2/3/4/5/6/7 Total**

Predict whether the number of points scored during the indicated game will be under or over the provided line. Wagers will be graded as no action if the game is abandoned unless the result of the selected under/over line has already been determined.

**9. Game 1/2/3/4/5/6/7 Race To # Points**

Predict which competitor will be the first to score the provided number of points in the indicated game. Wagers will be graded as no action if the game is abandoned unless the market has already been determined.

**10. Game 1/2/3/4/5/6/7 Lead after # Points**

Predict which competitor will be in the lead after the provided number of points have been scored in the indicated game. Wagers will be graded as no action if the game is abandoned unless the market has already been determined.

### **11. Game 1/2/3/4/5/6/7 Winning Margin**

Predict which competitor will win the game and by what margin. Wagers will be graded as no action if the game is abandoned.

### **12. Game 1/2/3/4/5/6/7 Correct Score**

Predict which competitor will win the indicated game and what the score will be for that game. Wagers will be graded as no action if the game is abandoned. If the game goes to extra points, the "after extra points" option for the winning competitor will be settled as the winning selection.

### **13. Game 1/2/3/4/5/6/7 Extra Points**

Predict whether or not the game will go to extra points. Wagers will be graded as no action if the game is abandoned unless the game has already gone to extra points at the time of abandonment. Wagers will be graded as no action if the game is abandoned. If the game goes to extra points, the "after extra points" option for the winning competitor will be settled as the winning selection.

### **14. Game 1/2/3/4/5/6/7 Odd/Even**

Predict whether the total points in the indicated game will be an odd or even number. Wagers will be graded as no action if the game is abandoned.

### **15. Correct Score After # Games**

Predict which competitor will be in the lead and what the score will be after the provided number of games. The score used for settlement purposes is the number of games won by each competitor. Example: In the "correct score after 2 games" market, the option "Competitor A 2-0" would indicate that Competitor A will be in the lead after 2 games and that the score will be Competitor A with 2 games and Competitor B with 0. In the event that there is a tie in the number of games won after the provided number of games, only the "tie" option will be settled as a winner. There are no pushes (no action settlements) unless the match is abandoned before the indicated number of games are played.

### **16. Match Competitor Totals**

the provided line. Wagers will be graded as no action if the match is abandoned unless the result of the selected under/over line has already been determined.

## **Tennis**

### **1. Survival of Wagers**

Wagers will still have action in the event of the following circumstances:

- 1.1. A change of venue.
- 1.2. A change of surface, either before or during the match.
- 1.3. A change from indoor court to outdoor court (or vice-versa).
- 1.4. A change of the scheduled time or day of the match.

### **2. Match Winner**

Predict who will win the match. This is graded the same as a Money Line.

### **3. Set Betting**

Predict what the final set score of the match will be. Wagers placed in this market are graded as NO ACTION if the statutory number of sets are not completed or are changed.

### **4. First/Second/Third/(etc) Set Winner**

Predict who will win that set. All wagers placed in this market will be graded as NO ACTION if that set is not completed.

### **5. Double Result**

This market requires you to predict which player will win the first set, and which player will win the match. In the event of a match starting but not being completed, wagers placed in this market will be graded as NO ACTION.

### **6. Total Sets**

Predict the number of sets that will be in a match. Both 2-way and 3-way markets may be offered. A market is deemed as 3-way if an 'Exactly' option is provided. The standard 2-way and 3-way policies from the General Rules section apply.

### **7. Total games in set X**

Predict the number of games there will be in that set.

### **8. Handicap Betting (2-way) and Handicap Betting (3-way)**

Handicap betting in Tennis is based on the number of games in the match. At the end of the match, the number of games that each player won are added up. You would then apply the handicap to the number of games that each player won.

Example: Player 1 won 18 games and Player 2 won 14 games:

If the handicap offer was Player 1 -3.5, you would subtract 3.5 from Player 1's number of games won. (In this case, it would be  $18 - 3.5 = 14.5$ ). Since this number (14.5) is more than the number of games that the other player won (which was 14 games), your wager would be a winner.

If the handicap offer was Player 2 +3.5 you would add 3.5 to Player 2's number of games won. (In this case it would be  $14 + 3.5 = 17.5$ ). Since this number (17.5) is less than the number of games that Player 1 won (which was 18 games), this wager would be a loser.

The 3-way offer will be graded as a loser if the number of games won by each player is equal once the math is applied unless you bet on the "draw" option.

Forfeited points or games count for settlement. Tie breaks or match tie-breaks are considered as one game. These markets are based on the statutory number of sets. If the statutory number of sets changes then all wagers placed in these markets will be graded as NO ACTION. In the event of retirement, disqualification, or change of surface mid-match, bets placed in these markets will be graded as NO ACTION.

### **9. Set Score (in-play; current set and next set)**

Predict the number of games won by both players in a given set. If the next set is not played, then wagers on that set will be graded as NO ACTION. Once a set has started, it must be completed in order for wagers in this market to stand. Forfeited points or games will count for settlement purposes.

If a match is decided by a match tie-break, then the match tie-break will be considered to be the third set. Set betting would be settled as 2-1 to the winner of the match tie-break, and the 3rd set winner would be deemed as the winner of the match tie break as well.

## 10. Retirements

In the event of a retirement, markets that were already settled will stand. Markets that are already logically determined by logic and the rules of Tennis also will stand. All markets that are unsettled and it is impossible to determine the outcome due to the retirement will be graded as NO ACTION.

Example of markets standing due to already having been settled:

Suppose that a player retires in the 2nd set. Bets on "1st Set Winner" will stand with action.

Example of markets standing due to logic and rules of Tennis:

Suppose that a player retires in the 2nd set and the score of that set was 4-1 at the time of the retirement. Bets on Under 6.5 Games in Set 2 will be settled as losers because the absolute minimum number of games that would have been required to finish that set would be 7 (a final score of 6-1). Every other possible outcome to this set would have resulted in at least 7 games being played. Bets on Over 6.5 would be considered winners.

**Example 1** of markets being settled as NO ACTION due to impossibility of determining natural conclusion: Suppose a player retires in the 2nd set and the score at the time of the retirement was 4-1. with Bets on Under/Over 7.5 games in 2nd set would have to be settled as No Action because the outcome cannot be known for sure. For example, if the set had ended with a final score of 6-1, Under 7.5 games would be a winner, but a final score of 6-2 would leave Under 7.5 games as a loser; since there are multiple possible natural conclusions to this bet, it would be settled as NO ACTION.

**Example 2** of markets being settled as NO ACTION due to impossibility of determining natural conclusion: Suppose a player retires in the 2nd set and the score at the time of the retirement was 4-1. All bets on the 3rd set (such as 3rd set winner, and 3rd set total games) would be settled as NO ACTION because the 3rd set had not even started at the time the match ended in retirement.

## 11. Doubles Tennis

In the majority of doubles tennis matches, in the event of a tie, a match tiebreak (also known as a "super tiebreak" or "champion's tie break") is played. A match tiebreak is a single game. The winner of this final game determines who wins the match. In the event that a doubles tennis match is won through a match tie break, the score of that tie break will count as one (1) game for settlement purposes, including all handicap bets and total games in match / "under/over" bets.

Example of match tiebreak:

In the WTA Birmingham Doubles, a match between Kichenok/Kudryavtseva vs Boulter/Watson has a score of 3-6, 6-4 at the end of the 2nd set. A match tiebreaker is played. The result of the tiebreak is 4-10 and thus team 2 (Boulter/Watson) wins the match. Although many scoreboards will show the "third set" as having a score of 4-10, for settlement purposes the third set had only one game. The total games in the match for settlement purposes would be 9 games in set 1, 10 games in set 2, and 1 game in set 3, for a total of 20 games. For purposes of handicap, the first team (Kichenok/Kudryavtseva) is deemed to have won 3 games in set one, 6 games in set two,

and zero games in set three. The second team (Boulter/Watson) is deemed to have won 6 games in set one, 4 games in set two, and 1 game in set three.

## **12. Suspended Matches**

In the event that a match is suspended (such as due to darkness or inclement weather) all wagers will remain pending until the match is resumed and completed.

## **Volleyball**

### **1. Incomplete Matches**

In the event that a match is not completed, bets on the following whole-game markets will be graded as NO ACTION: Money Line (To Win Match), Set Betting, Total Points in Match, Home/Away Team Total Points in Match, and Handicap Betting (whole match).

### **2. Set 1/2/3/4/5 Lead After X Points**

If the indicated number of points is not achieved in the set in question, the team who won the set will be graded as the winner of this market. If the specified set is not played or is started but not completed, the market will be settled as NO ACTION unless the outcome is already determined, e.g., the specified number of points had already been reached.

### **3. Set Specific Bets**

Bets on the Set 1/2/3/4/5 Handicap market, Set 1/2/3/4/5 Odd/Even, Set 1/2/3/4/5 Score, Set 1/2/3/4/5 Winner, Set 1/2/3/4 Extra Points, Set X Race to, Total Points in Set 1/2/3/4/5, and Set 1/2/3/4/5 Winning Margin will be void if the set is not completed, unless the result of the market has already been determined.