Specific Terms and Conditions/House Rules for The Sportsbook

Part A – Introduction

1. Use and Interpretation

The Sportsbook House Rules apply in relation to the markets offered and bets placed at the Sportsbook retail locations in the state of Louisiana.

The Sportsbook House Rules consist of the following:

- This **Introduction** section (Part A);
- The **General Rules** (set out in Part B below); and
- The **Specific Sports Rules** (set out in Part C below).

The General Rules apply to all bets on the aforementioned products unless stated otherwise in the Specific Sports Rules. If there is any inconsistency between the Specific Sports Rules and the General Rules, the Specific Sports Rules shall prevail. The General Rules will apply to any bets or markets not referred to in the Specific Sports Rules .

The Sportsbook reserves the right to amend the Sportsbook House Rules at any time subject to the regulatory approval of the Louisiana Gaming Control Board. Any such revision will be binding and effective immediately on the posting out to customers of such rule changes and any bets accepted after the rule changes have been posted shall be governed by the new Sportsbook House Rules.

2. Customer Responsibility

The Sportsbook customers should make themselves aware of all of the Sportsbook House Rules affecting any market on which they wish to place a bet.

3. Customer Betting Disputes

If a customer is not satisfied with how a bet or a market has been settled then the customer should provide details of their grievance to The Sportsbook team where the wager was placed.

For complaints that cannot be resolved to the satisfaction of the customer, the customer will be advised of their ability to file a complaint with the LGCB and provided with the information necessary to file such a complaint.

4. Responsible Gaming and Self-Exclusion

Enjoy legal online sports betting in Louisiana responsibly and sensibly. If you or someone you know has a gambling problem, call 1-877-770-STOP.

Customers who want to limit their gaming or exclude themselves from gaming will be directed to the Louisiana State Police for placement on the Louisiana State Excluded List.

Part B – General Rules

1. Prohibited Persons

The following individuals are prohibited from placing wagers or collecting winnings:

i. Persons under the age of 21;
ii. Any person placing or cashing a wager as an agent or proxy;
iii. Any person physically located in a parish that has not approved a proposition authorizing sports wagering at the time of bet placement; and
iv. Any person that is prohibited from wagering by law, rule, policy of the Sportsbook, self-exclusion, or pursuant to Louisiana Revised Statutes 27:27:1; and

No athlete, competitor, referee, official, coach, manager, medical professional or athletic trainer or employee or contractor of a team or athletic organization who has access to nonpublic information concerning an athlete or team may engage in sports wagering on an event or the performance of an individual in an event in which the person is participating or otherwise has access to nonpublic or exclusive information. Any individual whose participating may undermine the integrity of wagering or a sporting event may not participate in wagering on such sporting event.

2. Retail and Kiosk Betting Tickets

a. The Sportsbook is not responsible for lost, stolen or unreadable tickets.

b. The Sportsbook reserves the right to refuse any wager or delete or limit any selection(s) prior to the acceptance of a wager.
c. The Sportsbook reserves the right to determine minimum and maximum wager limits on all events, including on a wager by wager basis.
d. Customers should verify that all information on wagering tickets is accurate before leaving the betting window or kiosk. Management is not responsible for errors or omissions made on a ticket once the patron has left the betting window or kiosk. Tickets may not be altered or voided prior to the start of an event, except at the discretion of management and with the approval of both parties.
e. Winning tickets may be mailed in for redemption. See the reverse side of the wagering ticket for mail-in collection instructions. The Sportsbook is not responsible for tickets that are not mailed-in in compliance with the printed instructions on the reverse side of the wagering ticket.
f. Winning tickets expire 180 days from the time of the event. The time on the tickets is Central Time.

3. Wager Type Calculations

Calculations for wager types are as follows:

a. Positive Odds (+) represent the profit on a $100 stake
b. Negative Odds (-) represent the stake amount required to win $100
c. Payout for any standard wager types will be determined based on:
    - The odds at the time the bet is accepted; and
    - The stake placed on the wager
d. For Teasers, odds are derived from a fixed payout chart. Teasers mixing any of the three pay charts (Pro Football, College Football, Basketball) will default to the lower odds pay chart.

4. Notification of Odds or Line Changes

Customers will be notified of odds or line changes in the following manner:

a. All odds and lines are subject to change at any time prior to bet acceptance.
b. The odds applicable to a wager are the odds confirmed at the time the bet is accepted by the Sportsbook, regardless of any prior or subsequent display of odds.
c. Customers will be notified of any change in odds before a bet is accepted, including via the betslip or equivalent confirmation interface.
d. The Sportsbook does not guarantee that updates to odds, lines, or market information will be displayed instantaneously across all platforms or channels.
e. In the event of any discrepancy between previously displayed odds and the odds confirmed at acceptance, the accepted odds shall prevail. Posted odds will be updated as soon as reasonably possible.

5. Funding of Wagers

Customers may fund their wagers at the Sportsbook retail locations in the state of Louisiana via cash, winning tickets, cash/wagering vouchers, or other methods approved by the Louisiana Gaming Control Board.

6. In-Play Betting

a. In-play betting markets may be subject to delays in acceptance and bet requests may not be processed immediately.
b. The Sportsbook does not guarantee that markets will be suspended at the exact time an event occurs or when circumstances change during an event.
c. If a market is intended to close or suspend but remains available due to delay or error, The Sportsbook reserves the right to void any bets placed after the outcome of the relevant event or occurrence is known or reasonably knowable.
d. Customers are responsible for managing their in-play wagers at all times.
e. Customers should be aware that "live" broadcasts, streams, or data feeds may be delayed, interrupted, or inaccurate. The extent of such delay may vary depending on the source and method of transmission.
f. The Sportsbook does not guarantee the accuracy or timeliness of live scores, time remaining, or event status information and accepts no liability for any inaccuracies.
g. If a bet is accepted on a market where the outcome has already been determined at the time of acceptance, such bet will be void, regardless of whether it is subsequently determined to be a winning or losing bet.

7. Results and Market Settlement

a. Unless otherwise specified within specific sports rules, all markets will be settled based on the official result declared by the relevant governing body at the time of settlement, regardless of any subsequent disqualification or amendment to results.
b. If no official is available, the result will be determined by the Sportsbook (acting reasonably) using reliable independent sources. In such cases, if any new information becomes publicly available within 48 hours of settlement, then the Sportsbook shall (acting reasonably) determine either:
    1) whether the market should be reinstated or resettled in light of this new information; or
    2) whether or not to wait for further information before deciding whether to reinstate or resettle the market. Except where the Sportsbook has announced that it is waiting for further information, any information that comes into the public domain more than 48 hours after a market has been settled shall not be considered by the Sportsbook (regardless of whether or not such information may have led to a different result).
c. Except where The Sportsbook has notified that it is awaiting further information, any information that becomes available more than 48 hours after settlement will not result in a settlement change.

d. In the event of any uncertainty about any result or potential result, the Sportsbook reserves the right to suspend settlement of until the uncertainty is resolved. The Sportsbook reserves the right to request permission from LGCB to void any market if the uncertainty regarding settlement cannot be resolved to the Sportsbook's reasonable satisfaction.
e. The Sportsbook may amend or reverse the settlement of a market where:

1. the official result differs from the result used for initial settlement; or
2. a market has been settled incorrectly due to human, technical, or system error.

f. Resettlement may result in adjustments to a customer's account balance, including the deduction of previously credited winnings.
g. Resettlement will occur within a reasonable period following settlement.

h. In the event of a withdrawal of a selection after the start of an event due to such selection testing positive for a virus or other disease, all wagers on that selection shall be void. LGCB will be notified and provided all details involving any wagers being voided.
i. Regarding player markets. All listed players must participate for wagers to stand. If one or more player(s) listed do not play, all wagers will be refunded.
j. Certain markets will be offered on an "all-in" basis. This means that, if a player, team or other competitor is withdrawn from an event before the competitor has taken part in the event, then any bet placed on that player, team or competitor (as applicable) will be deemed a losing bet.
k. The Sportbooks may be required by law to seek approval with the relevant regulatory body before making any amendments to a price or bet status.

8. Abandonments, Cancellations, Postponements

a. Unless otherwise specified, if an event does not start or is cancelled, all bets on that event will be void.
b. If the event does not reach a natural conclusion within 48 hours after the scheduled completion date, then all bets on markets for this event will be void and wagers on the event refunded, except for bets on any markets that have been unconditionally determined and cannot change.
c. If an event is officially declared a forfeit, all bets on that event will be void, unless otherwise specified.
d. If an event is declared a no contest or similar, bets will be void unless the outcome had already been determined prior to such declaration.
e. For events that form part of a tournament or competition:
    - Markets will be settled in accordance with the official ruling of the relevant governing body, provided such ruling is made within 90 days of the originally scheduled completion date;
    - If no official ruling is made within 90 days, all affected bets will be void, unless the outcome has already been determined.
f. If no further sporting action takes place in relation to a market and no official result is declared, all bets on that market will be void

9. Change of Venue

a. Unless otherwise specified, bets will stand if the venue of an event is changed after a wager has been placed.
b. Bets will be void if the venue is changed to the home venue of the originally designated away team, or for international events, the venue is changed to a different country.
c. Bets will not be voided solely due to a change in playing surface, or a change between indoor and outdoor conditions.

10. Periods of Time

a. If a market has no specific rule listed in Specific Sports Rules, then the following will apply
b. If the scheduled duration of an event is changed after a bet is placed but before the start of the event, all bets on the event will be void, unless otherwise specified
c. Some markets refer to the length of time until an occurrence in the event (e.g., time of first goal). If an event happens in stoppage or injury time after any regular time period then it will be deemed to have occurred at the end of the regular time period. For example, if a goal is scored in first half stoppage-time in a soccer match it will be deemed to have occurred at the 45th minute
d. Unless otherwise specified, all bets apply to full duration of regular time, including stoppage or injury time
e. Extra time, overtime, or penalty shootouts are not included for settlement purposes unless explicitly stated
f. Any reference to a number of days in these Rules shall mean the end of the final day in the local time zone of the event.

11. "To Qualify" Markets

a. Any "to qualify" market will be determined by the competitor or team that progresses, regardless of whether they subsequently participate in the next round.
b. Markets will be settled after the qualifying stage and any subsequent amendment to the competition will not change the settlement of the market.

12. Dead Heats

a. Dead heat rules apply where there are more winning selections in a market than expected based on the number of available winning positions.
b. In the event of a dead heat, returns will be calculated using the following formula:
    1. Returns = (Stake x (Number of Expected Winners/Number of Actual Winners)) * Odds
c. Where two or more selections tie as winner the stake will be divided equally between the number of tied selections and the reduced stake will be settled at the full odds, the remaining portion of the stake will be settled as a losing bet.
d. For markets involving multiple finishing positions (e.g., Top 10) the number of available positions will be divided among the tied selections, the stake will be reduced proportionally based on the numbers of positions available relative to the number of tied selections, and the reduced stake will be settled at the full odds.
e. Where a selection within a parlay is subject to a dead heat the stake applied will be reduced in accordance with the rules set out in this section

13. Errors

a. The Sportsbook makes every effort to ensure that all markets and odds are accurate. However, errors may occur.
b. The Sportsbook reserves the right to void, cancel, or correct any bet or market where an error has occurred with the approval of the LGCB.
c. Errors include, but are not limited to:
    1. odds, prices, or lines that are materially different from those generally available in the market at the time the bet was placed;
    2. odds or prices that are clearly incorrect given the likelihood of the outcome at the time the bet was placed;
    3. bets accepted after an event has started where the market was not intended to be in-play;
    4. bets accepted after the outcome of an event or occurrence is known or reasonably knowable;
    5. incorrect event, participant, or market information; or
    6. any technical, system, or human error affecting the acceptance, pricing, or settlement of a bet.
d. Where an error has occurred, the Sportsbook may, acting reasonably, void the affected bet or market, or settle the bet at the correct price or terms, as determined at the time of acceptance.
e. Any bet accepted on a market where the outcome has already been determined at the time of acceptance will be void, regardless of whether it is subsequently determined to be a winning or losing bet.

14. Duplicate Events

a. Where the same event is listed more than once on the Sportsbook, whether with identical or differing odds, such listings shall be considered duplicate events.
b. The Sportsbook reserves the right to void any parlay that includes selections from two or more duplicate events, where such selections related to the same underlying event
c. Straight bets placed on duplicate events will be settled in accordance with the official result of that event.

15. Parlays, Round Robins, and Teasers

a. A parlay consists of two or more selections, all of which must win for the overall bet to win.
b. If one or more selections in a parlay are void then the remaining selections will determine the outcome of the wager, with the odds re-calculated accordingly.

c. If all selections except one are void, the parlays will be settled as a straight at the applicable odds.
d. The above also applies to all Same Game Parlay bets
e. Parlays containing selections where the outcome of one selection directly affects the outcome or pricing of another selection are not permitted, unless explicitly offered by the Sportsbook, e.g., as a Same Game Parlay bet
f. If a parlay containing correlated selections is accepted in error, the Sportsbook reserves the right to void the affected bet, or settle the affected selections as single bets.
g. The Sportsbook reserves the right to refuse or limit any parlay bet at its discretion.
h. All parlay bets are subject to the rules applicable to each individual selection within the bet.
i. Round Robin wagers cannot include selections from the same event, if selections from the same event are included in a Round Robin the Sportsbook reserves the right to settle as if only one selection from the event was included
j. In the event of a leg in a teaser resulting in a push or void, the following will take place – for two-team teasers the entire teaser is voided, for other teasers the wager is action and will be re-calculated removing the void or push legs.
k. The maximum payout on any parlay or Round Robin is $250,000

16. Unexpected Events and Other Changes

a. If events occur beyond the reasonable control of the Sportsbook that materially affect an event, competition, or market,the Sportsbook reserves the right to void, cancel, restrict, or adjust any affected wagers.
b. Such events may include, but are not limited to:
    - Natural disasters or acts of god;
    - Epidemics or pandemics;
    - Acts of war, terrorism, or civil unrest;
    - Labor disputes, strikes, or disruptions;
    - Regulatory or governing body intervention; or
    - Any other event that materially impacts the normal conduct of an event or competition.
c. A material impact includes, but is not limited to:
    - Reduction in the number of games or matches in a competition;
    - Changes to the timing or scheduling of events;
    - Material changes to the format, structure, or rules of a competition; or
    - Relocation of event or changes in venue conditions.
d. In such circumstances, the Sportsbook may, acting reasonably:
    - Settle wagers based on available information;
    - Adjust payouts to reflect the altered conditions;
    - Suspend or delay settlement; or
    - Void affected wagers where a fair settlement cannot be determined.
e. The Sportsbook reserves the right to take such actions either before or after an event has started, and prior to or following settlement where necessary, to ensure fair and consistent outcomes

17. Futures Settlement

a. This section applies to all markets relating to the outcome of a competition, season, or tournament ("futures markets") unless otherwise specified
b. Where a competition or event is completed or officially concluded, all Futures Markets will be settled based on the official result declared by the relevant governing body.
c. If a competition or season is shortened, suspended, or otherwise materially altered:
    a. Futures Markets will be settled in accordance with the official ruling of the relevant governing body, provided such ruling is made within 90 days of the originally scheduled completion date;
    b. If no official ruling is made within 90 days, all affected Futures Markets will be void, unless the outcome has already been determined

d. Bets will be settled where the outcome is certain and cannot change, regardless of whether the competition is completed. This includes, but is not limited to:
    a. Outcomes that have been mathematically determined; or
    b. Outcomes where no remaining events could alter the result
e. If a material change to the format or structure of a competition occurs after bets are placed, and such changes removes or materially alter the possibility of an outcome, affected bets will be void unless the outcome had already been determined prior to the change.
f. If a competition or event is postponed and rescheduled bets will remain valid, customers may request to void bet prior to the start of the rescheduled event.
g. If the competition is not rescheduled with 90 days of the original competition date, all bets will be void.

18. Miscellaneous

a. The Sportsbook reserves the right, at its sole discretion, to refuse, limit or cancel any wager or series of wagers.
b. Customers are responsible for ensuring the selection they place their wager on is their intended selection.
c. All information provided by the Sportsbook, including but not limited to odds, participants, scores, results, and statistics, is provided in good faith. The Sportsbook will not be liable for any errors, omissions, or delays in such information.
d. Customers should be aware that wagers placed across different Sportsbook platforms or products may be subject to different rules or settlement outcomes. The Sportsbook shall not be liable for any losses arising from differences in settlement or treatment between such products.
e. All promotions, including but not limited to Odds Boosts and special offers, are provided at the sole discretion of the Sportsbook.
f. The Sportsbook reserves the right to restrict, modify, or withdraw any promotion at any time.
g. The Sportsbook reserves the right to conduct reasonable investigations into customer activity, including but not limited to verification of identity, source of funds, and compliance with applicable laws and regulations.
h. The Sportsbook may suspend or restrict account activity where such checks are required or where concerns arise.
i. The Sportsbook reserves the right to suspend wagering, void markets, or take any necessary action to preserve the integrity and fairness of its wagering markets.

Part C – Specific Sports Rules

1. American Football

1.1. General Rules

a. Full game markets will be deemed action provided that:
    - The game is officially declared final by the relevant governing body; and
    - At least 10 minutes of play have been completed in the second half.
b. If either of these conditions is not met, full game markets will be void. In all cases, any markets relating to specific quarters, halves or other time-dependent segments that are not completed as scheduled will be void.
c. If a game starts and then is suspended prior to the above time and is not completed within 24 hours, all bets that are not unequivocally determined will be voided.
d. Overtime counts for all markets unless stated otherwise.
e. Abandoned or postponed games must be resumed or rescheduled within 60 hours of the initial kickoff time for bets to have action, otherwise bets will be voided. The initial kick off time will be determined

based upon the NFL's schedule of the game time during the current scheduling week, and will not include any prior rescheduling. For example: A Playoff game between the Bills and Steelers is moved from Saturday at 1pm EST to Monday at 4:30pm EST will have action and all bets will be settled as per results.

f. All settlements are based on results and statistics provided by the relevant league's governing body.
g. We reserve the right to suspend any or all betting on a game at any time without notice.
h. Point Spread (Handicap) betting: In Point Spread (Handicap) & Total betting, where the index (value) of the market is a whole number, bets are void and will be refunded where the score lands on that number.
i. All Outright markets include playoffs where applicable.
j. For settlement purposes, the team listed second in the event name is always considered the Home Team. Example: Team A v Team B or Team A @ Team B - Team B is the Home Team.

1.2. College Football and CFL Specific Rules

a. In College Football, a Kickoff Return Touchdown, Punt Return Touchdown, a Kickoff Team Recovery, and a Punt Team Recovery are not considered a drive, and an offensive snap must be played for a drive to occur. For settlement purposes, these drive markets won't be voided and will instead roll over to the next time the offense plays a snap. For instance, if Team A is about to start their 7th drive but they score a Punt/Kickoff Return TD before their drive starts, the bets on 7th drive markets will roll over to the next time that team plays an offensive snap.
b. In College Football, NCAA StatBroadcast & Pro Football Focus may be used to confirm player participation in a game, and NCAA StatBroadcast may be used to confirm player stats, play-by-play related markets & box scores if NCAA.com has not updated.

a.

1.3. Overview of Specific Markets

a. Live Betting
   1) Where a Handicap Draw selection (3-Way Handicap market) is offered during live betting, only bets placed on the draw will be settled as winners when the result lands on the whole number selected.
   2) Prices quoted are for the whole game inclusive of any overtime played.
   3) As the markets are in-running, we reserve the right to close the market at any time.
   4) When scores are displayed in running, every effort is made to ensure the accuracy of the score and game time; however, no liability is accepted for incorrect information displayed.
b. Quarter and half markets
   1) For bets based on the specific quarters or halves, the entire period of play must be played unless the result is already determined, except second half markets which do include overtime if played.
   2) The fourth quarter does not include overtime.
c. Point Spread (Handicap)Betting
   1) Overtime counts for match handicap betting.
   2) Overtime does not count on quarter or half specific markets.
   3) In the event of a tie, stakes are refunded.
   4) For quarter and half betting, the entire period must be played for bets to stand.
d. Total points
   1) Overtime counts for all total match / team total and prop points markets.
   2) Overtime does not count for total points on quarter and half specific markets.
   3) In the event of total points being exactly the nominated line, all stakes are refunded unless a price for the exact amount is quoted.

e. Proposition bets
   1) In the event of an abandoned game, all stakes are returned, unless a result is already determined through the course of play that has taken place.
   2) For player prop markets, only when a player does not play a snap in that game are the selections voided.
   3) For Kicking Points player proposition markets, if a player is active but does not play a snap, all bets will stand.
   4) First Completion/Rush Attempt/reception – If the specified player does not record a completion/rush/reception then bets on that market will be void.
   5) Longest Completion/Rush/Reception – If the specified player does not record a completion/rush attempt/reception then the "under" selection will be deemed the winner for settlement purposes.
   6) Tackles + Assists - Includes those recorded on both Defense and Special Teams.

7) Player to Record Most X - Betting is All-in. If multiple players tie for the most of a recorded statistic, dead heat rules will apply (see Dead Heat Section).
8) Quarter Player Props - Winning selections are determined by statistics acquired by the player in the specific listed quarter. If a player is ejected from the game, or officially deemed unable to return to the game due to injury, bets placed after the player's last official snap will be void. Otherwise, bets have action, regardless of whether the player takes part in a snap in the listed quarter. Coaching decisions, player rotation, and drive length will not impact bets being deemed to have action.

f. Player related drive markets include Player to Catch a Pass on "X" drive, Player Props on "X" drive (yardage attained), Player to Score a TD on 'X" drive and Play Caller.
1) Winning selections are determined by statistics accrued by the player in the specific listed drive, not full game statistics.
2) There must be at least one offensive snap for bets on player related drive markets to be considered action, otherwise bets will be voided. A Quarterback kneel down will not count as an offensive snap for settlement purposes.
3) If a player is ejected from the game, or officially deemed unable to return to the game due to injury, bets placed on the player for any drives after the player's last official snap will be void. Otherwise, bets are action, regardless of whether the player takes part in a snap on the listed drive. Coaching decisions, player rotation, and drive length will not impact bets being deemed to have action.

g. NFL Draft
1) The official draft list on nfl.com is used for settlement purposes.
2) For "over/under draft position" markets, undrafted players are assigned the draft position that comes after the last drafted player.
3) For over/under draft position markets under means the player is chosen with a pick that is less than the designated number and over would be after that designated number, for example a market of 'Player A over/under draft position 3.5', if Player A is picked with the second pick of the Draft than under bets would win and over bets lose.
4) EDGE is classified as defensive lineman for settlement purposes.

h. Revised half time markets
1) Markets that are revised at half time for the second half of that match include overtime.
2) In the event of a tie, all stakes are returned.

i. First offensive play yard line
1) The result is determined by where the first offensive play from scrimmage takes place.
2) In the event of the kickoff being returned for a touchdown, bets stand for the following kick off.
3) In the event of a turnover, the result is determined on where the first offensive play takes place with respect to the receiving team's yard line.

j. First penalty
1) This is settled on the first accepted penalty in the game.

k. First turnover and first team to commit a turnover:
1) For results purposes, only an interception or a fumble counts.
2) A punt or 'turnover on downs' does not qualify as a turnover for settlement purposes.

l. First offensive play
1) In the event of a false start penalty on the first offensive play, bets stand for the next offensive play that takes place without a false start penalty.

m. First team/last team to score and first touchdown scorer
1) In the event of an abandoned game, bets stand on scores that have taken place already (and overtime counts for these markets).
2) Touchdown scorers markets are all in play or not.
3) Touchdown scorers are offered with the option of others on request.
4) Only when a player does not play a snap in that game are the selections voided.
5) For touchdown scorer markets, the winning selection is the player who possesses the ball in the endzone. For example: On a pass TD play, the receiver in the endzone is graded as the winner, not the QB.
6) For settlement purposes, "Team Defense" selections do not include Special Teams.
7) Method of First Touchdown winner is as stated by official governing bodies website. If no touchdown is scored, then the winning selection is "No TD Scored".
8) Settlement will be based on what Team Unit is on the field at the time a player scores. If a player scores on Offense or Special Teams, then that player's individual TD scorer market will be settled as a winner, however if a player who is listed in Touchdown Markets scores on Defense, then that team's Defense selection will be settled as a winner, and the individual player selection will not be settled as a winner, except for in the Defensive Player Any Time Touchdown Scorer market. If a player listed in the Defensive Player Any Time Touchdown Scorer market scores a touchdown on

Offense/Special Teams only, then their selection in this market will be settled as a loss.

n. Next Drive Result
   1) "Other" includes turnovers, defensive touchdowns and safeties.
   2) If the clock runs out, the winning bet is "Other".

o. First Play Attempt of Drive
   1) Settled based on results from the league's governing body.
   2) Bets will be void if there is neither a pass or rush attempt. Sacks are considered a rush attempt.

p. First turnover and first team to commit a turnover:
   1) For grading purposes, only an interception or a fumble counts.
   2) A punt or 'turnover on downs' does not qualify as a turnover for settlement purposes.

q. Ball Cross 50 Yard Line on Drive
   1) Settled based on results from the league's governing body.
   2) Punts and Field Goal Attempts do not count.

r. Player to Catch Pass
   1) Receptions as determined by the league's governing body.
   2) All bets action regardless of if the player takes the field during the drive.
   3) 2-point conversion catches are to be considered winning selections.

s. Player to Record a Sack
   1) Settled based on results from the league's governing body.
   2) Half sacks count as "Yes".

t. Correct Score
   1) The final score of the game or specified period. Quarter and half markets are settled as per our standard settlement practices.

u. Future/Season Prop Bets
   1) Bets will be settled based on official results provided by the league.
   2) For bets to stand, the number of games deemed to be officially resulted must equal the number of games scheduled when the season begins, unless the outcome has already been unequivocally determined.
   3) Any forfeited game that is considered an official result will count towards season long bets.
   4) For season long player prop bets and player award bets, the nominated player must be involved in at least one snap during the regular season game for bets to have action.
   5) For the purposes of regular season win total markets, games that result in ties are to be treated as losses.
   6) For Best Record and Worst Record markets, dead heat rules apply if multiple teams tie (see Dead Heat section).
   7) For Last Winless and Last Undefeated markets, dead heat rules apply if multiple teams tie (see Dead Heat section). Bets are settled based on NFL Scheduling Week.

v. First offensive play yard line:
   1) The result is determined by where the first offensive play from scrimmage takes place.
      a) In the event of the kick off being returned for a touchdown, bets stand for the first offensive play following the subsequent kick off.
      b) In the event of a turnover, the result is determined on where the first offensive play takes place with respect to the receiving team's yard line.

w. Next Drive Result:
   1) "Other" includes turnovers, defensive touchdowns and safeties.
   2) If the clock runs out, the winning bet is "Other".

x. First Drive Parlays:
   1) "Any other" includes turnovers, defensive touchdowns, safeties, and special teams scores that are not field goals. PATs are not field goal attempts.

y. Next Play from Scrimmage:
   1) Plays listed as "No Play" on NFL.com do not count for settlement purposes. Bets on plays as "No Play" will be settled on the next completed play that is not listed as "No Play".
   2) Sacks are considered a rushing attempt.

z. For the Super Bowl MVP, all bets have action, unless the specified player's team takes part in the Super Bowl. For teams that make the Super Bowl, players must be on the team's active rosterin the Super Bowl for bets to have action. For example, if Lamar Jackson is playing for the Baltimore Ravens at the start of the Playoffs, and the Ravens are eliminated before the Super Bowl and Lamar Jackson is not named Super

Bowl MVP, then bets on Lamar Jackson will be settled as losers. If the Ravens take part in the Super Bowl, and Lamar Jackson is not in the active 53-man roster and is not named the Super Bowl MVP, wagers on him will be voided.

aa. College Football Regular Season Wins:

1) This market does not include Conference Championship Games, Bowl Games, or College Football Playoffs.

2. Athletics

a. Where there is a presentation ceremony, markets will be settled on the official result of the relevant governing body at the time of the ceremony, regardless of any subsequent disqualification or amendment to the result. Should markets be settled prior to the official presentation ceremony, the Sportsbook reserves the right to resettle markets in accordance with the presentation ceremony.

b. If there is no presentation ceremony, outcomes will be determined in accordance with the official result of the relevant governing body, regardless of any subsequent disqualification or amendment to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).

c. If a track or field event is abandoned, cancelled or postponed and not completed within 7 days of the scheduled completion date, all bets will be void except for those on markets which have been unconditionally determined.

d. Overall winner markets relate to the winner of the overall event and not for individual qualifiers or heats. As 'Any Other Athlete' is NOT quoted, non-featured athletes will be added to this market on request. Once 'Any Other Athlete' is listed, no further athletes will be added.

3. Australian Rules

a. Payouts will be based on the official declared result. Regular season Home and Away matches are settled at 'Normal Time' with no extra time played. In the event of a 'draw' where no draw option is offered the Sportsbook will apply the 'dead heat rule' and all wagers will be paid at half face value of the ticket. For any Finals matches or any other Competition which includes extra time, markets will be settled on the completion of extra time, unless the draw is offered in the market.
b. Where the draw option is offered, the bet is decided on the result at the end of normal time (i.e., extra time – an extension of normal time is not included). For margin betting, the Draw option is always offered, although in other betting options where the draw option is not offered, The Dead Heat Rule applies. In Quarter by Quarter markets for the purposes of betting the 'Draw at the end of any Quarter' market is one competitor only. Tribets are settled as any team under in the case of a draw when no extra time is played.
c. Where a match is postponed from its original scheduled date, if the game is played within 48 hours of its original time, all bets will stand. Otherwise, bets will be void.
d. If a game starts but is abandoned and not completed within 24 hours, the following rules will apply.
    1) Markets will be settled on the official result if one is determined by the AFL.
    2) In the case where no official result is declared, bets unequivocally determined will be settled accordingly, while all other bets will be void.
e. If the venue of a match is changed from the one advertised, all bets on the match will still have action (provided the match is not also postponed by more than 48 hours).
f. For match winners and goal kicking options, statistics used by AFL website (www.afl.com.au) will be the statistics used for payout purposes.
    1) For 1st Goal Scorer (Game/1st Quarter only), if the selected player is not the starting 22 all wagers on that selection will be refunded.
    2) For bets on first goal scorer of the match, goal doesn't need to be scored in the 1st quarter.
    3) For quarter 1st goal scorer markets, if no goal in that quarter then bets refunded.
g. Premiership/Minor Premiership/Make Grand Final: All In Betting
    1) Any team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purposes.
    2) Any loss of Awards/Premierships after the completion of the Grand Final will be deemed null and void and all bets will stand.
h. Top 4/Top 8
    1) For betting purposes any team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purposes i.e., All In Any decision made by the AFL regarding penalties is final.
i. Least Wins (Wooden Spoon)
    1) Is paid on the team which has the least wins for the season.
    2) A draw is considered as half a win.
    3) In the event of more than one team having the same numbers of wins the position will be determined by the worst % as per official AFL Ladder Points deducted because of breaches of rules and regulations are excluded for resulting purposes. All In. Win Only.
j. Miss 4/Miss 8
    1) For betting purposes any team which has points deducted due to breaches of rules and regulations will be deemed a starter.
    2) If at the time a breach is announced, the loss of points means only one outcome can occur (i.e., Miss the 8 must occur) then all bets on that competitor are void and monies refunded.
    3) All decisions made by the AFL regarding penalties are final.

4. Baseball

4.1. General Rules

a. These rules apply to Major League Baseball and NCAA baseball and World Baseball. World Baseball is defined as a league which is governed outside the United States.
b. All settlements are based on the results and statistics provided by the relevant league's governing body (e.g., Major League Baseball).
c. In the event of a game not starting on the officially scheduled day, as published by the governing body,

due to a rain delay or other deferral, all wagers shall be void. The day of the event is defined as the day according to the time zone in which the event was scheduled to begin.

1) If a game that has started is suspended, due to rain delay or other deferral, and resumes within 48 hours of the originally scheduled start time (local time), then all wagers will stand.
2) If a game that has started is suspended and resumes more than 48 hours after the originally scheduled start time, all existing wagers will be void unless they have been unequivocally determined prior to the game's suspension.

d. Ex: A game is scheduled to be played on Saturday evening. Here are how settlement rules would be impacted by different types of deferrals:
   1) The game is postponed prior to first pitch and is rescheduled to begin at a future date. Since the game had not yet started, all wagers on the game will be void, regardless of when the game is rescheduled to be played.
   2) In the event that a game is halted but scheduled to be completed the following day, all wagers will stand as the event is due to resume within 48 hours of the original start time.
   3) In the event that a game is halted and scheduled to resume more than 48 hours after the original start time, all wagers shall be void unless they had unequivocally been determined prior to the game's suspension.
e. In the event of a shortened game, results are official after (and, unless otherwise stated, bets shall be settled subject to the completion of) 5 innings of play, or 4.5 innings should the home team be leading at the commencement of the bottom of the 5th innings (the "4.5 Innings Rule"). Should a game be called, if the result is official in accordance with this rule, the winner will be determined by the score after the last full inning completed (unless the home team score to tie, or take the lead in the bottom half of the inning, in which circumstances the winner is determined by the score at the time the game is suspended).
f. Notwithstanding the above, in certain circumstances where we so specify, results will only be official after (and bets shall be settled subject to the completion of) a minimum of 9 innings' play, or 8.5 innings should the home team be leading at the commencement of the bottom of the 9th innings (the "8.5 Innings Rule").
g. For the purposes of live betting, the 8.5 Innings Rule shall automatically apply unless stated otherwise - e.g., in the section below entitled "Overview of Specific Baseball Markets" (which shall take precedence over this section). However, should a game be shortened due to bad weather or similar, live betting markets which have been unequivocally determined will stand (irrespective of the 8.5 Innings Rule or whether or not an official league result has been confirmed).
h. Extra innings, where applicable, count for settlement purposes.
i. If a game is suspended and continues to a conclusion the following day (local time), then all bets will stand. In the case of a suspended MLB Playoff games, all bets will stand until the game is completed within 90 days of suspension.
j. Should a mercy rule be applied, for settlement purposes, markets (for both pre-match and live betting) will be settled according to the result as determined by the application of the mercy rule.
k. For baseball games scheduled to be 7 innings, normal baseball rules will apply with all markets settled as per the official result published by the relevant league's governing body and in accordance with the below listed rules:
   1) Money Line bets will be settled as per the "4.5 Innings Rule";
   2) Bets on markets that are unequivocally determined will stand (example: bets on 1st inning total runs scored will remain settled as determined if the game gets called in the 3rd inning);
   3) All other markets (including but not limited to Run Line and Total Runs) will be void if not already unequivocally determined, unless a minimum of 7 innings are played, or 6.5 innings should the home team be leading at the commencement of the bottom of the 7th inning.
   4) The above listed rules will govern settlement of all scheduled 7 inning games, including any that are shortened after first pitch.
l. When wagering on baseball, you may choose to apply one of the following methods when "List Pitchers" are made available otherwise all bets are action.
   1) Action: All wagers not placed on the scheduled starting pitchers (the "Listed Pitchers") will be deemed "action" and will stand regardless of subsequent changes to personnel. Wagers will be honored at the odds at bet placement.
   2) One Specified Pitcher: A wager on or against one Listed Pitcher, regardless of the other Listed Pitcher. In the event that the Listed Pitcher does not start, the wager is "No Action" and will be refunded. The wager will be subject to an odds adjustment should there be a change in the other Listed Pitcher.
   3) Both Specified Pitchers: A wager in which both Listed Pitchers must start the game. If both actual starting pitchers are not the ones listed on the wagering ticket, the wager will be deemed "No Action" and refunded.

4) All other Game Markets including Run Lines & Totals are considered Action and wagers will remain open regardless of personnel changes. Wagers will be honored at the odds at bet placement. Pitchers may be shown for information purposes.

m. For settlement purposes, the team listed second in the event name is considered to be the home team (even if the game takes place at a neutral venue). Example: "Team A v Team B" or "Team A At Team B", Team B is the home team.
n. All outright markets include playoffs where applicable.
o. Should a mercy rule be applied, for settlement purposes, markets (for both pre-match and live betting) will be settled according to the result as determined by the application of the mercy rule.

4.2. Overview of Specific Baseball Markets

Please note that all below rulings are specific to MLB games scheduled to be 9 innings in length. For rules relating to games scheduled to be 7 innings in length, please reference the section above entitled, "General Rules".

a. Money Line: Money Line markets will be settled as per the 4.5 Innings Rule.
b. Run Line Markets: Settled as per the 8.5 Innings Rule.
c. Total Runs Markets: Settled as per the 8.5 Innings Rule with the exception of when a result has already been unequivocally determined.
d. Double Markets (Money Line, Run Line / Total): Settled as per the 8.5 Innings Rule.
e. Double Result: Settled on the basis of the score at the end of the 5th inning plus the final score as per the 8.5 Innings Rule.
f. Tri-Bet Markets: Settled as per the 8.5 Innings Rule.
g. Odd/Even Markets: Settled as per the 8.5 Innings Rule.
    1) In the event a result of zero is arrived at, that shall be considered an even number for settlement purposes.
h. Winning Margin Markets: Settled as per the 8.5 Innings Rule.
i. Team to Score First Markets: Settled on the first run of the game (irrespective of whether or not a full game, or a certain number of innings, have been completed).
    1) Where a double is offered, the 8.5 Innings Rule applies.
j. Team to Score Last Markets: Settled as per the 8.5 Innings Rule.
k. Highest Scoring Half of Match: Inclusive of extra innings, settled as per the 8.5 Innings Rule.
    1) For the purposes of this rule, the first "half" of a match shall be deemed to be the first 5 innings and the second "half" shall be deemed to be all other innings which take place during the match (including additional innings).
    2) For example, if 11 innings are played, the first "half" of the match shall be deemed to be the first 5 innings and the second "half" of the match shall be deemed to be the last 6 innings.
l. Highest Scoring Inning: Settled as per the 8.5 Innings Rule.
    1) Dead heat rules apply in the event of a tie.
    2) Should the highest scoring inning occur in extra innings, innings 1-9 will be considered losers.
m. Inning of First / Last Score: Settled as per the 8.5 Innings Rule (unless, in the case of the first score, the result has already been unequivocally determined).
n. Inning / Half Inning Markets: The relevant inning or half inning of the game must be fully completed for bets to stand (unless, in the case of a total runs market, the result has already been unequivocally determined).
o. 3 / 5 / 7 Inning Markets: The specified number of innings must be completed for bets to stand (unless the home team holds the lead and the bottom of the inning would not change the result for team specific markets).
p. 1st Half Markets: Settled following the completion of 5 Innings.
    1) The 4.5 Innings Rule applies for shortened games where the results of markets have already been fully determined.
q. Lead After / Race To Markets: Settled based on the score at the end of the specified period or once the required number of runs have been scored (as applicable).
r. Hits Markets: Settled as per the 8.5 Innings Rule.
    1) In the case of specific Inning / half Inning markets, the stated period must have been completed for bets to stand unless the result has already been unequivocally determined.

4.3. Player Props

a. For all MLB player markets, wagers will be void as per below (unless explicitly stated in market specific rules):
b. Pitcher Markets: If the listed pitcher does NOT start the game.
c. Batter Markets (Hits, Runs, etc.): If the listed player is not included in the starting lineup. Specifically for Plate Appearance related markets offered live, players are not required to have met the aforementioned starting qualifications for these markets to have action (ex. Plate Appearance Result for a Pinch Hitter, etc).
d. To Hit a Home Run & Home Run / Game Winner Parlay: Listed players must be included in the starting lineup for bets to stand. Listed pitchers have no bearing on this market.
e. Result of Plate Appearance: Listed players must record the relevant plate appearance for bets to stand. If listed players do not record a plate appearance, bets on plate appearance markets for that player will be void. If a player is substituted out of the game between plate appearances, bets on plate appearances that have already occurred will stand. However, bets on future plate appearance markets will be voided. For settlement purposes, hit by pitches (HBPs) will be settled as Walk/HBP. A fielder's choice, catcher's interference, or reach on error will all be ruled as an "other outcome." A pitch must be thrown in the plate appearance for bets to be action. If no pitch is thrown in the plate appearance (i.e., the pitching team elects to intentionally walk the batter before any pitches are thrown) bets on the market will be void. This will not impact other markets affected by the result (i.e., the intentional walk results in an RBI for the batter).
f. To Hit First Home Run: Listed players must be included in the starting lineup within the game for bets to stand. If listed players are not included in the starting lineup, bets on that player will be void. If a non-listed player is ruled the winner, bets on listed qualified players are action. If no Home Runs are hit in the game, "No Home Run" will be deemed the winning selection.
g. To Hit Next Home Run: Listed players must record at least one plate appearance for bets to stand (failing which, in each case, bets on this market will be voided). Once a player has recorded a plate appearance, wagers made on that player for all subsequent indices (Player to Hit 3rd Home Run, 4th Home Run, etc.) will stand regardless of the number of plate appearances that player ultimately records in the game. If no "Next Home Run" is hit, "No Xth Home Run" will be deemed the winning selection.
h. Player to Record a Hit Markets: Listed players must be included in the starting lineup for bets to stand. Once a player has recorded a plate appearance, bets on all subsequent hits markets (2+ hits, 3+ hits, etc.) will stand regardless of the number of plate appearances that player ultimately records in the game.
i. To Record Total Bases: Total Bases are recorded through hits. They do not include walks, HBPs, reach on errors, or fielder's choices.
j. Player Total Strikeouts: Listed Pitcher must start for bet to stand. If opposing Listed Pitcher does not start, then bets will still stand.
k. Player Combo Markets: All listed players must be included in the starting lineup for bets to stand, unless the market is unequivocally determined by the performance of the other listed players
l. Alternate Strikeouts: Listed Pitcher must start for bets to stand. If the opposing Listed Pitcher does not start, then bets will still stand.
m. Pitcher Player Performance Doubles: Listed Pitcher must start for bets to stand. If the opposing Listed Pitcher does not start, then bets will still stand.
n. Pitcher Outs: Listed Pitcher must start for bets to stand. If the opposing Listed Pitcher does not start, then bets will still stand.
o. Pitcher Saves: Save markets will be action regardless of whether the Listed Pitcher(s) appears in the game or not.

p. Player Performance Parlays: For pitchers, the listed pitcher must start for bets to stand. Bets will stand regardless of a change in status to the opposing listed pitcher. For batters, the listed players must be included in the starting lineup. If listed players are not included in the starting lineup, bets on that player will be void. A change to the status of either listed pitcher will have no bearing on the settlement of any batter-specific player parlay.
q. Result of First Pitch: Settled based on the first pitch thrown in the listed half inning. A change to the status of either listed pitcher, or to either line-up, will have no bearing on the settlement of this market. For settlement purposes, a reach on error, catcher's interference, or a foul ball that results in an out will be ruled as an "other outcome." Batted balls that result in the plate appearance ending (ex. hits/outs) will not be regarded as strikes for the purposes of settlement.
r. Method of First Hit: Settled based on the method by which the first hit of the game (for either team) occurs. A change to the status of either listed pitcher will have no bearing on the settlement of this market. Listed batters must be included in the starting line-up for bets to stand (failing which, in each case, bets will be voided).
s. Player to Record First Hit: Listed players must be included in the starting lineup for bets to stand. If listed

players are not included in the starting lineup, bets on that player will be void. If a non-listed player is ruled the winner, bets on listed qualified players are action. If no hits are recorded in the game, "No First Hit" will be deemed the winning selection.

t. Player to Record First RBI: Listed players must be included in the starting lineup for bets to stand. If listed players are not included in the starting lineup, bets on that player will be void. If a non-listed player is ruled the winner, bets on listed qualified players are action. If no RBIs are recorded in the game, "No RBI" will be deemed the winning selection.
u. Player to Record First Run: Listed players must be included in the starting lineup for bets to stand. If listed players are not included in the starting lineup, bets on that player will be void. If a non-listed player is ruled the winner, bets on listed qualified players are action.
v. Hits + Runs + RBIs: Combination market settled upon an individual player's hits + runs + RBIs. Listed players must be included in the starting lineup for bets to stand.

4.4. Futures Markets + Other Specials

a. MLB Award Markets: If an award is shared by two players (e.g., Cy Young, World Series MVP) dead-heat rules will apply. For bets to have action in the Regular Season MVP and Cy Young Markets, players must record at least one MLB regular season plate appearance and pitchers must face at least one MLB hitter, in a listed league game. All other MLB Awards Markets (including Post-Season Awards) are deemed all-in.
b. Regular Season Player Totals (Over/Under): Batters must record at least one MLB regular season plate appearance and pitchers must face at least one MLB hitter during the regular season for bets to have action. Should these requirements not be met, wagers will be voided.
c. Regular Season Player Totals (Head-to-Head and Combined): In a market where two players are listed, both batters must record at least one MLB regular season plate appearance and both pitchers must face at least one MLB hitter during the regular season for bets to be action.
d. Regular Season Statistical Leaders: Batters must record at least one MLB plate appearance and pitchers must face at least one MLB hitter during the regular season for bets to be action. Should these requirements not be met, bets will be voided. Dead-heat rules apply if multiple players tie for the league lead.
e. Regular Season Win Totals: A team must play at least 98% of games originally scheduled (as of Opening Day of the regular season) for bets to stand, unless the outcome has previously been unequivocally determined.
    a. For example, in a shortened 60 game season, at least 59 games must be played for bets to stand (unless previously unequivocally determined). In a 162-game season, 159 games must be played for bets to stand (unless previously unequivocally determined).
f. Regular Season Specials: All other regular season specials, unless otherwise stated, will be settled should teams play at least 50% of regular season games originally scheduled (as of Opening Day of the regular season). Dead-heat rules apply if multiple players tie for the league lead. In the event that less than 50% of regular season games are played (as scheduled on Opening Day of the regular season), all regular season specials bets (unless otherwise stated) will be void regardless of if they have been determined or not. Where a specified player is listed under a market pertaining to a certain league/team, he will be deemed a player in that league/team for the purpose of the result regardless of any inter-league/team trade which may occur.
g. Daily Strikeout Specials: For head-to-head strikeout matchups, both listed pitchers must start the game for bets on the matchup to stand. If the two listed pitchers record the same number of strikeouts, bets on the matchup will be voided. For daily specials about which listed pitcher will record the most strikeouts on a given day, bets on any listed pitcher that does not start will be voided, and dead-heat rules will apply if multiple starting pitchers tie for the daily lead.
h. Regular Season Series Winner: Games must be played within the originally scheduled series dates to be counted towards series settlement. Series bets will be void if affected by postponed/rescheduled games that take place after the originally scheduled series end date unless the outcome has been unequivocally determined prior to the interruption of the series. For series' scheduled to be an even number of games (e.g., a four game series), either two-way betting or three-way betting (with "Series Tied" as a third possible selection) may be available. If two-way betting is available, bets on that market will be void if the teams split the series. If three-way betting is available, bets on the "Series Tied" option will be ruled as winners if the teams split the series.
i. Playoff Series Specials: Dead-heat rules apply if multiple players tie for lead. Applies to outright markets such as "Player to Record Most Hits", "Player to Record Most Home Runs" etc.
j. Live Specials: An official no-hit game occurs when a pitcher (or pitchers) allows no hits during the entire

course of a game, which consists of at least nine innings (minimum 27 outs) thrown by the pitcher(s). For a perfect game, the pitcher(s) must comply with all requirements of the no-hitter, but also not allow any baserunners to reach via walk, HBP, uncaught third strikes, catcher's or fielder's interference, or fielding errors. No-hitters and perfect games will be settled regardless of the number of pitchers used by the relevant team. For live pitcher specials, all bets will stand if the listed pitcher starts the game. For live batter specials, all bets will stand if the listed player records at least one plate appearance in the game.

k. World Series, League and Division Winners markets will all be settled in accordance with the official MLB ruling regardless of season length.
l. All outright markets include playoffs where applicable.
m. Home Run Derby
    a. All wagers are graded based on the official results published by mlb.com.
    b. Wagers relating to home run distances will be resulted according to the figures provided by MLB's Statcast.
    c. Player Match Bets: If two contestants are eliminated in the same stage of the competition, bets on which player will advance further will be void.
n. MLB Draft
    a. The official draft results on mlb.com will be used for settlement purposes.
    b. For "over/under draft position" markets, undrafted players are assigned the draft position that comes after the last drafted player.
    c. For over/under draft position markets under means the player is chosen with a pick that is less than the designated number and over would be after that designated number, for example a market of 'Player A over/under draft position 3.5', if Player A is picked with the second pick of the draft than under bets would win and over bets lose.
o. World Series, League and Division Winners markets will all be settled in accordance with the official MLB ruling regardless of season length.

5. Basketball

5.1. Sport Rules – NBA, NCAA and WNBA Basketball

a. For settlement purposes, the team listed second in the event name is considered the Home Team, even if the game takes place at a neutral venue. Example: "Team A v Team B" or "Team A @ Team B" - Team B is the Home Team.
b. Should play be suspended in any NBA game and subsequently not fully completed (48 minutes played) within 24 hours of the original scheduled start time, all wagers will be void unless the outcome of a specific market/selection has already been pre-determined.
c. Should play be suspended in any Men's or Women's NCAA game and subsequently not fully completed (40 minutes played) within 24 hours of the original scheduled start time, all wagers will be void unless the outcome of a specific market/selection has already been pre-determined.
d. In the event that a game does not begin on the scheduled start date and is postponed (using time-zone of the original scheduled venue), all wagers will be void.
e. Should a game's scheduled venue be changed, all wagers will have action.
f. The void rule applies for all markets where a draw/tie price is not offered.
g. Overtime counts for all markets unless otherwise stated.
h. All outright markets, unless otherwise stated, include playoffs. Any official governing organization tie-breaks where applicable are included in settlement.
i. Where a season or tournament is unexpectedly shortened all futures markets/bets will be settled in accordance with the official ruling of the relevant governing body so long as the ruling is made within 90 days after the scheduled completion date; or unless the outcome has unequivocally been determined prior to the interruption of the season.

5.2. Overview of Specific Markets – NBA, NCAA and WNBA Basketball

a. Quarter/Half Markets: The entire period of play must be completed for bets to stand.
b. Quarter Markets: Resulted on score for relevant quarter - overtime does not count.
c. Second Half Markets: Resulted on score for second half, inclusive of overtime.
d. Double Result (Halftime/Fulltime): Resulted on score at half time and full time, inclusive of overtime.
e. Home team/Away team total points: Resulted on score at the end of the game, inclusive of overtime.
f. 'Race To x' Markets: Resulted on the team to achieve the specified total in the specified period first. A 'neither' selection is offered.

g. Highest Scoring Half: For settlement purposes, the second half is inclusive of overtime.
h. Series Markets: A series must come to a natural conclusion for bets to stand.
i. Last point Market: is settled on last point in regulation time.
j. Margin Markets: Resulted on final score, inclusive of overtime.
k. Tri-Bet Markets: Resulted on final score, inclusive of overtime.
l. Team Match Bets: Resulted on team with the most season wins or which has advanced furthest.
m. Stage of Elimination (NCAA): For the tournament-winning team, all bets will be void.
n. Team to Advance Furthest (NCAA)- Match Bets: If both teams are eliminated in the same round, bets on the market will be void.
o. Tournament Head-to-Head Wins (NCAA): If both selections accrue the same number of wins, bets on the market will be void.
p. Team to Go Undefeated (NCAA): Unless otherwise stated, this refers to the entire regular season and all post-season play.
q. Team Seeding (NCAA): For over/under markets on team seeding, under refers to a seed that is less than the designated number and over refers to a seed greater than that designated number. For example, for a market of "Team A's tournament seed over/under 3.5", if Team A receives a 2 seed, then under bets would win and over bets lose.
r. Team to Make the NCAA Tournament: Teams must be included in the final 64-team field to be deemed winners. For settlement purposes, participation in the First Four play-in games is not considered qualification for the tournament.
s. Wire to Wire: These markets are offered for a given team to be leading a game at the end of each quarter of that game. Provided the selected team leads at the end of each quarter, the relevant bet will be successful even if, during any such quarter, the selected team temporarily ceases to lead the scoring. 'Any Other Selection' will be deemed the winner if either team does not lead the game after each quarter.
t. To Make/Miss the Playoffs (NBA): Settled on the teams that make the final top 8 in each Conference, after the conclusion of any play-in games or tiebreakers. If the number of teams that make the postseason changes during the season, bets will be void.
u. To Make the Play-In Tournament (NBA): Settled on the teams that have the 7th through 10th highest winning percentages in each conference and take part in the NBA's official Play-In Tournament. Should the playoff format be changed during the season, all bets will be void.
v. Most Regular Season Wins/Losses (NBA): For wagers to be action, all teams must complete 80 scheduled regular season games. Should a team not compete the required number of games, all wagers on regular season win markets will be void. In the case two or more teams tie, dead heat rules apply.
w. Draft Props: The official NBA Draft website will be used for settlement purposes (a player's position, school, height etc.)
x. Draft Position: For over/under type markets, if a player is undrafted, the "Over" will be deemed the winner.
y. Number X Overall Pick: Bets will be settled according to the official draft position as the pick is made, irrespective of any trades made following the announcement of the pick.
z. 2 or More 3 Point FGs Made in the First 3 Minutes ("3x2"): All markers referring to a set time period (such as "First 3 minutes") will be settled according to the official nba.com/ncaa.com play-by-play data to determine the timing of any relevant events or recorded statistics.
aa. Player Award Markets: All bets are action unless the award is not assigned to any individual. Dead Heat Rules Apply.
bb. NCAA Player Futures (e.g., John R. Wooden Award Winner, Tournament Most Outstanding Player): All bets are action.
cc. Correct Score: The final score of the game or specified period. All bets are action.

5.3. Euro/Other Basketball

a. The rules in this section apply to FIBA tournaments, European, Australian, Central American, South American, African and Asian Basketball Competitions.
b. Bets will be settled according to the result declared by the relevant governing body at the end of the match (including any overtime played). In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.
c. Should play be suspended in any game and subsequently not fully completed (to the extent of the governing competition rules) within 24 hours of the original scheduled start time, all wagers will be void unless the outcome of a specific market or selection has already been pre-determined.
d. Should a match be abandoned, all markets will be voided unless the outcome has been unequivocally decided.

e. In the event that a game does not begin on the scheduled start date and is postponed (using time-zone of the original scheduled venue) all wagers will be void unless the game is played within 48 hours.
f. In the event that a match finishes in a tie and overtime isn't played, Match betting and Normal Time Match Betting (2 way) will be settled as void. Will there be Overtime markets will be settled as Yes.
g. In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.
h. All outright markets, unless otherwise stated, include playoffs and any official governing organization tie-breaks where applicable.

5.4. Overview of Specific Markets – Euro/Other Basketball

a. Match betting, total points, handicap betting & odd/even: Resulted on score at the end of the game, inclusive of overtime.
b. Quarter/Half Markets: The entire period/half of play must be completed for bets to stand.
c. Quarter Markets: Resulted on score for relevant quarter - overtime does not count.
d. Second Half Markets: Resulted on score for second half - overtime does not count.
e. Highest Scoring Markets: Should two or more quarters/halves result in the same high score, Dead Heat Rules will be applied. Overtime does not count.
f. Will there be overtime?: Market will be settled as yes if, at the end of regular time, the match finishes in a draw, regardless of whether or not overtime is played.
g. Double Result (Halftime/Fulltime): Resulted on score at half time and full time, (exclusive of overtime).
h. Home team/Away team total points: Resulted on score at the end of the game, inclusive of overtime.
i. Race To x' Markets: Resulted on the team to achieve the specified total in the specified period first. A 'neither' selection is offered. Overtime doesn't count for these markets.
j. Highest Scoring Half: For settlement purposes, the second half is inclusive of overtime.
k. Series Markets: A series must come to a natural conclusion for bets to stand.
l. Last point market: Is settled on last point at the end of the game, inclusive of overtime.

5.5. Player Props – Euro/Other Basketball

a. First Basket Markets: Resulted on the first score of the game, inclusive of free throws, as per official box score provided by the following sources: (http://www.euroleague.net/, http://www.fiba.com/, http://www.fibaeurope.com/, http://www.acb.com/). Should a player listed not start the game, all bets on the player selected will be void (otherwise betting is all-in). In the event of a tie at the end of the first quarter, First Basket / First Quarter Double bets are resulted as a loss.
b. The First Team Basket: Scorer will be resulted on the first scorer from each team; should a player listed not start the game, all bets on the player selected will be void (otherwise betting is all-in). Bets will result by the play by play information provided from the following sources: (http://www.euroleague.net/, http://www.fiba.com/, http://www.fibaeurope.com/, http://www.acb.com/).
c. Player Performance Markets: All bets stand once a player takes the court, irrespective of game time played. All totals are inclusive of overtime. If one of the players doesn't see any game time, then all bets on that market will be void.
d. Player Performance Markets offered in-play/during half time: Bets on this market refer to the quoted statistic recorded by a named player for the whole match (including overtime). If a player doesn't see any game time, then all bets on that player will be void.
e. Player Match Bets: Bets on this market refer to the quoted statistic recorded by a named player by the end of a match (including overtime). If one of the players doesn't see any game time, then all bets on that market will be void.
f. Team: Player most points/rebounds/assists: Bets placed on this market will be settled on the player who makes the most of the relevant quoted statistic. In case two or more players tie dead heat rules apply.
g. Competition: Player most points/rebounds/assists: Bets placed on this market will be settled on the player who makes the most of the relevant quoted statistic at the end of the competition excluding playoffs, unless otherwise stated. In case two or more players tie dead heat rules apply. Rule 4 deduction won't apply.
h. Series Points, Rebounds, Assists, Steals and Blocks match bet: A series must come to a natural conclusion for bets to stand. Overtime counts for settlement purposes. In case two or more players tie, dead heat rules apply.

6. Boxing and Mixed Martial Arts

6.1. Boxing

a. General Boxing Rules:

1) Results will be based on the official result at ringside with the exception of a technical draw (the rules for which are set out in the "Technical Decision / Draw" section below).
2) Results are not official for betting purposes until verified by officials at the fighting venue. If for some reason official verification does not occur at the fighting venue, then (and only then) will reference will be made to www.boxrec.com for settlement purposes. Should an official or unofficial sanctioning body overturn a fight decision based on an appeal, suspension, lawsuit, drug testing result or any other fighter sanction, this will not be recognized for betting purposes.
3) Should a contest be postponed, bets will stand if the rescheduled event occurs within 48 hours. Otherwise, all bets in relation to the contest will be void.
4) In the event of a 'no contest' being declared, all bets will be made void, with the exception of selections where the outcome has already been unequivocally determined.
5) Should there be a change in the manner in which a contest is advertised (e.g., a contest changes from a title fight to a non-title fight) bets will stand.
6) Match Betting markets where no draw selection is offered will be made void if the match ends in a draw.
7) In fights where the scheduled number of rounds changes, all bets will stand unless the result would be automatically determined by the change in the number of rounds (in which case, such bets will be voided). For example, if a fight gets changed from a 12 to a 10 round fight, bets on rounds 11 and 12 will be void.
8) All fights timed for December 31st are potential unconfirmed fights, if the fight doesn't take place by this date then all bets will be void.

a. Round Betting
   1) This market is defined as betting on the round/rounds in which the result of the fight will be determined, it is not betting on named fighters to win the round/rounds on the judge's scorecards.
   2) If a boxer withdraws during the period between rounds, the fight is deemed to have ended in the previous round.
   3) The bell will signal the end of a round and the bell being sounded again will signal the start of the next round. Therefore, a boxer who withdraws after the bell is sounded to signal the start of the next round will be deemed to have lost in that round, even if there's no competitive action in that round.
   4) Subject to the following rule, should, for any reason, the scheduled number of rounds be changed before the commencement of the contest, all round by round bets will stand.
   5) Notwithstanding the above rule, should, for any reason, the scheduled number of rounds be decreased before the commencement of the contest, all round by round bets on the dropped rounds will be void. Bets on all the remaining rounds will stand.
   6) Where a contest finishes before the completion of the scheduled number of rounds and, for any reason, the winner is decided by the judges' scorecards (technical decision/technical draw) then all round bets will be deemed losers.
   7) If the contest goes to the scorecards, then all round bets will be deemed losers.
   8) Where a contest finishes before the scheduled number of rounds due to an accidental injury and the winner is not determined by the judges' scorecards, all bets will be void.
   9) For "Total Rounds" settlement purposes, 1 minute and 30 seconds will represent half a round. For example, for a bet on "Over 10.5 rounds" to be a winner, the fight must last beyond 1 minute and 30 seconds in round 11. If the number of rounds for a fight is changed after this market has been set then all bets on this market will be void.
   10) For "Will the Fight Go the Distance" (or similarly titled) markets, should the scheduled number of rounds change, this market will be made void. In the event of a technical decision, for settlement purposes, the fight will have been deemed NOT to have gone the distance (i.e., the scheduled number of rounds).
b. Method of Victory
   1) A knockout (KO) occurs when the boxer does not stand up after a ten count. Technical knockouts (TKO) occur when a boxer is knocked down three times within the same round and the fight is stopped or where the referee steps in to stop the fight when it is decided that a fighter cannot safely continue. If a fighter fails to answer a bell for the next round, then this will also be deemed a TKO. For betting purposes, KO/TKO options also include disqualification and retirement.
c. Technical Decision/Draw
   1) If a fight is scheduled for more than four rounds and, after four rounds, an accidental foul occurs which causes an injury (further to which the referee stops the fight), the fight will be deemed to have resulted in a technical decision in favor of the boxer who is ahead on the scorecards at the

time the fight is stopped (and all markets on the fight will stand).

2) If the accidental injury / technical decision occurs during the first 4 rounds, all bets will be made void UNLESS the result of the relevant market has already been unequivocally determined or if the judges' scorecards are used to determine an official winner at ringside.
3) If an intentional foul causes an injury and the injury results in the fight being stopped in a later round: (i) the injured boxer will be deemed to have won by technical decision if he is ahead on the scorecards and (ii) the fight will result in a 'technical draw' if the injured boxer is behind or even on the score cards (and, for settlement purposes, the result of the fight will be deemed to be a draw).
4) For betting purposes, betting on rounds or a group of rounds is for a fighter to win by KO, TKO, disqualification or due to the other fighter retiring during that round or group of rounds. In the event of a technical decision before the end of the fight, all round bets will be deemed to be losers.

d. To Score a Knockdown
   1) For settlement purposes, a knockdown is defined as a fighter being KO'd or receiving a mandatory eight count (anything deemed a slip by the referee will not count).
e. Prizefighter Rules
   1) Match bets will be settled on the result announced in the ring. If any result is announced incorrectly at ringside but is subsequently corrected, then bets will be settled based on the corrected winner.
   2) Outright bets will be settled based on the winning boxer who lifts the trophy. If a substitute is introduced during the tournament, all outright bets will stand, and an outright price will be quoted for the new boxer. All outright bets on boxers who withdraw during the tournament due to injury or cuts (having fought on the card) will be deemed to be losing bets.
   3) Outright bets will be void on any named boxer who does not start the tournament. This rule does not apply to the reserve fighters.
   4) "Either reserve" (or similar) may be listed as a selection for any Prizefighter tournaments. These selections are priced on a compete or not basis and, accordingly, all bets on these selections will stand whether or not a reserve fighter competes.

6.2. Mixed Martial Arts

a. General

   1) Should a contest be postponed, bets will stand if the rescheduled event occurs within 48 hours. Otherwise, all bets in relation to the contest will be void.
   2) In the event of a 'no contest' being declared, all bets will be made void.
   3) Should there be a substitution for one of the fighters, bets on the original contest will be void.
   4) All fights timed for December 31st are potential unconfirmed fights, and if the fight doesn't take place by this date then all bets will be void.
   5) Unless otherwise specified, a Decision victory does not count towards a winning selection on bets including 'Round 3' (3 Round Fight) or 'Round 5' (5 Round Fight).

b. To win the fight

   1) Prices are offered for each fighter to win the fight and, in the event of a draw, all bets will be void and stakes returned (for these purposes, draws will include fights which end in a 'majority draw').
   2) Bets will be settled on the official result announced in the ring. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result).

c. Method of Victory

   1) For the purposes of this market, a KO includes the following:
      a) referee stoppage while either fighter is, or both fighters are, standing;
      b) referee stoppage while either fighter is, or both fighters are, on the canvas;
      c) stoppage by doctor; stoppage by a fighter's corner/team; and
      d) a fighter retires due to injury.
   2) For the purposes of this market, a submission includes the following:
      a) referee stoppage due to tap-out;
      b) referee stoppage due to technical submission; and
      c) a fighter's verbal submission (including a verbal submission which is made due to strikes).

3) In the event of a disqualification or a 'no contest' being declared, this market will be void.

d. Round Betting / Total Rounds

1) If a fighter withdraws in the period between rounds, the fight will be deemed to have ended in the previous round for the purpose of "Round Betting" settlement.
2) For "Total Rounds" settlement purposes, 2 minutes and 30 seconds will represent half a round (if the round lasts for 5 minutes). For example, for a bet on "Over 1.5 rounds" to be a winner, the fight must last beyond 2 minutes and 30 seconds in round.
3) If the number of rounds in a fight is changed after "Total Rounds" markets have been set, then all bets on these markets will be void.
4) Should the scheduled number of rounds be changed before the fight, all "Round Betting" bets will be made void.

e. Quickest Fight of the Night

1) This market is settled on the official times which are made available on www.ufc.com and the winner shall be settled according to whichever fight finishes in the least amount of time.
2) Our dead heat rules apply if two fights finish after the same amount of time.

f. Points Handicap

1) Any fighter who wins before the fight goes its scheduled distance is declared the winner. If the fight goes to a decision, then the cumulative scores of all the judges will be used to determine the winner. If the fight is declared a 'no contest', this market will be void.

g. Round & Method Combo

1) The winning selection will be determined based on the round in which the fight ends and the method of victory. Bets on this market will be deemed losing bets if the fight ends in a decision.

h. Will the fight go the distance?
1) Market is settled on whether or not all scheduled rounds in the fight will be completed. If the fight is stopped before the end of the last scheduled round and a Technical Decision is declared, the "no" selection will be the winning selection and bets on the "yes" selection will be losses.

7. Golf

7.1. General

a. Tournament bets will only be settled if 36 holes have been completed, and an official result has been declared. Should 36 holes not be completed then all bets on that event will be void except markets that have already been decided i.e., 'first round 3-balls, 'First Round Leader' etc.
b. Outcomes will be determined in accordance with the official result of the relevant governing body, regardless of any subsequent disqualification or amendment to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).
c. Dead Heats apply for all golf markets in the event of 2 or more players finishing in the same position, except in the following situations:
1) A tie/draw option is offered.
2) The position is decided by an official playoff.
3) Upon a tie in the Tournament Match Betting market, stakes will be refunded
d. Dead heat is a term that describes when two or more selections finish an event tied. If a "dead-heat" between two selections is declared on any event, half the stake is applied to the selection at full odds and the other half is lost. If more than two "dead-heats" are declared, the stake is proportioned accordingly.
1) For example:
a) You bet $100 at odds of +200 and 2 players tie for the same position.
1. Half the stake is lost -$50
2. The other half wins and is paid at the same odds. So $50 wins at +200

b) If 3 players tie for the same position then:
1. Two thirds of the stake is lost -$66.66
2. The remaining third $33.33 wins at +200

e. If a player does not start a tournament then all bets on that player will be void.
f. A player must complete at least one stroke in a market for bets to stand. If a player withdraws before completing a stroke, they will be considered as having not played and all bets on the player will be voided.
g. If a tournament is shortened and the Sportsbook settles the tournament markets then all bets matched after the last completed round will be void.
h. If a Tournament/Round is restarted from the beginning, all bets placed after the official off time will be void, except on markets which have been unconditionally determined, which will stand. Bets on 2 or 3 balls will only be void if matched after the tee time of the relevant 2 or 3 ball.
i. In the event of a postponed event, bets will stand provided the tournament takes place in the same calendar year.

7.2. Outright Winner

a. In the event of a play-off the result of the play-off will determine the winner of the tournament.
b. When more than one player shares the same lowest score in a tournament and there is no play-off, bets are settled by the normal dead heat method. See Section above for dead heat example.
c. Any players who withdraw after they have completed at least one stroke are considered as players and are therefore losers unless the player takes no more part in the tournament after the bet is placed.

7.3. 2/3 Balls

a. Players must complete at least one stroke for bets to stand.
b. In 2/3 ball betting the winner will be the player in the pairing or group with the lowest score over 18 holes.
c. Should a player in the 2/3 ball not tee-off all bets in that 2/3 ball are void. However, should a player retire during the round after completing a stroke he will be deemed to have played.
d. If a player posts a score but is later disqualified, all bets will be settled on the score that the player initially signs for that round. Signing of the card is deemed as the weigh-in and subsequent disqualification or amendment of result will be ignored for settlement purposes.
e. Odds for a tie are offered in 2 ball betting, therefore in the event of a tie bets on both players are losers and bets on the tie are winners. Dead heat rules apply in the event of a tie in 3 ball betting. See Section above for dead heat example.
f. Any tournament that applies the stableford scoring system, the highest point scorer during the round will be deemed the winner.
g. Should all players fail to complete the round then all bets will be void.

7.4. End of Round Leader

a. If 2 or more players tie for the lead after the round, dead heat rules will apply. See above for dead heat example.
b. Lead After X Round and Win
   1) Settlement is based on a player leading after the selected Round (ties included) and winning the tournament.
   2) All 72 holes must be completed. In the event of a reduction in the number of Rounds/Holes played all bets will be made void.
c. Wire to Wire Winner
   1) Settlement is based on a player leading after Rounds 1, 2 and 3 (ties included) and winning the Tournament.
   2) All 72 holes must be completed. In the event of a reduction in the number of Rounds/Holes played all bets will be made void.

7.5. Top X Finish (Top 5/10/20 etc.)

a. Dead heat rules apply for settlement of all Top X markets:
   1) For example:
      a) You bet $100 at odds of +150 for a player to finish in the Top 20, and 5 players finish in a tie for

19th place.
1. Two fifths of the bet has won (19th & 20th) and three fifths have lost (21st, 22nd and 23rd)
2. Thus three fifths of the stake is lost (-$60)
3. Two fifths of the stake win and is paid at the same odds, thus $40 wins at +150.

b. Players must complete at least one stroke for bets to stand.
c. Finishing position is decided by result posted by the governing body of that tournament (i.e., PGA Tour, DP World Tour).
d. If a player is disqualified, retires injured or withdraws they will be deemed to have finished last.
e. Should 36 holes (or 54 holes in the case of a 3 Round cut) not be completed then all bets on this market will be void.

7.6. Top X Finish Including Ties (Top 5/10/20 etc.)

a. Players must complete at least one stroke for bets to stand.
b. Finishing position is decided by result posted by the governing body of that tournament (i.e., PGA Tour, DP World Tour).
c. If a player is disqualified, retires injured or withdraws they will be deemed to have finished last.
d. Should 36 holes (or 54 holes in the case of a 3 Round cut) not be completed then all bets on this market will be void.

7.7. Top Player Betting (e.g., Top US Player, Top European Player) & Tournament Group Betting

a. In Top Player betting & Tournament Group Betting, the winner will be the player with the highest placing at the end of the tournament.
b. If all listed players in a given market miss the cut, the player with the lowest score at the cut will be deemed the winner.
c. In the event of a tie, dead heat rules apply. (See above for dead heat example)

7.8. Tournament Match Betting

a. In Tournament match betting the winner will be the player with the highest placing at the end of the tournament.
b. If both players miss the cut, then the one with the lowest score will be deemed the winner.
c. If a player withdraws or is disqualified after making the cut, when his opponent has already missed the cut, the disqualified or withdrawn player is deemed the winner.
d. If a player withdraws or is disqualified before the cut is made the other player is deemed the winner.
e. In the event of a tie in tournament match betting, stakes are refunded.

7.9. To make/miss the cut

a. Players who are disqualified or withdraw before they complete 36 holes (or 54 holes in the case of a 3 Round cut) are deemed to have missed the cut.
b. Players who are disqualified or withdraw after the cut will be deemed to have made the cut.
c. If there is more than one cut in a tournament, settlement will be based on whether the player has made or missed the first cut.
d. Should 36 holes (or 54 holes in the case of a 3 Round cut) not be completed then all bets on this market will be void.

7.10. Matchplay Markets

a. For all matchplay markets (e.g., individual matches in the WGC Match Play or Ryder Cup) if, after 18 holes, the match is tied then:
   1) if the tournament allows for sudden death or playoff hole(s), then the market will be settled on the result of the sudden death or playoff hole(s); or
   2) if the tournament allows for halved matches, then the market will be settled as a "half"; or
   3) If the tournament allows for halved matches, and there is no half/tie/draw option offered, then stakes on the match betting will be refunded.

b. For team matchplay events, bets on the winner of any singles match will be void if that match does not reach its natural conclusion. A match will be deemed not to have reached its natural conclusion if, for example, the applicable players agree to a half because the overall team contest has already been determined.

7.11. Strokeplay Hole-by-Hole Markets (i.e., performance of a named player on a given hole)

a. Should a hole not be completed for any reason all bets on that hole will be void unless the market has been unconditionally determined.
b. Markets are settled on completion of the hole and any subsequent penalties or disqualification will not be taken into account.

7.12. Matchplay Hole-by-Hole Markets (i.e., performance of players against each other on a given hole)

a. Any player or team withdrawing or being disqualified having played a stroke on that hole will be settled as a loser providing at least one other player completes that hole.
b. If any player or team does not play a stroke on a hole all bets will be void.
c. Markets are settled on completion of the hole and any subsequent penalties or disqualification will not be taken into account.

7.13. Big X v. The Field

a. If any of the players quoted as part of the Big "X" are non-runners, bets will be void on this market.

7.14. Total Majors Won/to Win a Major

a. Players must play all four majors for bets to stand.

7.15. "To Qualify" Markets

a. In any 'To Qualify' market for any tournament the winners are the number of golfers that qualify for the tournament, whether they compete in the tournament or not. Markets will be settled after the qualifying stage and any subsequent disqualification or amendment to results will not count.

7.16. Victory Margin Markets

a. 'Victory Margin' markets will be settled on the official tournament result NOT including any playoff.
b. Straight/Dual Forecast
    1) For Straight Forecasts, players must come 1st and 2nd in the specified order, and in Dual Forecasts players must come 1st or 2nd in either order. Dead-heat rules may apply.
    2) Both players must tee off for bets to stand, otherwise bets will be made void on that selection.
    3) In the event of a tie for 2nd place, Dead-heat rules will apply, i.e., a 4 way tie for 2nd place will mean the bet will be settled at ¼ of the original stake.

7.17. Hole in One Markets

1) Should the tournament be reduced to 36 holes or less then all bets on this market will be void.
2) If the original card of the course is adjusted in any manner that affects the initial overall par of the course, then bets on hole in one related markets will be void.
3) In a specified player to make a hole in one market, said player must tee off for bets to stand.

7.18. Closest to the Pin

1) Bets are on the ball closest to the pin/hole in regulation shots for the hole being played (1 shot for a par 3, 2 shots for a par 4 etc.)
2) At least one ball must be on the green in the regulated number of shots for the par of the hole to count, otherwise bets will be void.

7.19. Longest Drive

1) Balls must finish on the fairway to count. If no balls finish on the fairway, then bets will be void.

7.20. Player Performance Bets (Bogey Free/Birdie or Better etc.)

1) Any Eagles or better will count for the birdies, and any Double Bogeys or worse will count for the bogeys.
2) Any change of Hole par during the round, then all bets are void.
3) The selected player must complete the nominal 18 holes for bets to stand. Any withdrawal or disqualification during the round, then bets will be made void on that player.
4) Bets are on the stipulated round only. Playoffs do not count as part of the bet.

8. Ice Hockey

8.1. US Ice Hockey (General)

a. These rules apply for NHL, AHL, NCAA, PWHL, ECHL and any other North American Ice Hockey League.
b. All settlements are based on results and statistics provided by the relevant league's governing body (www.nhl.com, www.ncaa.com).
c. Games must go 55 minutes for bets to stand. In the event a game is suspended prior to the 55th minute of play and will not be resumed within 24hours all bets will be void unless the result of a market has been clearly determined during the normal course of play.
d. Overtime (including any subsequent shootout) counts for all markets unless stated otherwise.
e. In the event of a shootout, the winning team will be credited with one goal. This counts for all markets where applicable.
f. All Outright markets include playoffs where applicable.

8.2. Overview of Specific Markets (US Ice Hockey)

a. Money Line/Puck Line/Total Goals/Alternates – Includes overtime and any subsequent shootout for settlement purposes. In the event of the total being the exact index quoted, bets will result in a push.
b. 60 Minute Markets – Where indicated 60-minute markets exclude overtime and shootout goals.
c. Period Markets – Settled on the exact score of the specified period. For settlement purposes the 3rd period does not include any overtime played. Dead heat rules apply to the Highest Scoring Period market.
d. 1st/2nd/3rd Period Money Line – Settled on the final score of the listed period only. If the score is a tie, bets will be voided.

e. Double Result – Settled on the score of the game at the end of the 1st and 3rd Periods.
f. Race to xth Goal – The winner will be the team to achieve the number of specified goals first. Should neither team reach the target, pre-match bets will be void. This market includes Over- time. It does not include Shootout.
g. Number of Goals/Total Goals Odd/Even - Includes overtime (and any subsequent shootout) for settlement purposes.
h. Number of Home/Away Goals – Includes overtime for settlement purposes.
i. Team to Score xth Goal - The winner will be the team to score the specified goal number first. This market includes Overtime but does not include Shootouts.
j. 1st team to score market - The winner will be the team to score the first goal. This market includes Overtime but does not include Shootouts. If the game goes to a shootout and no goal has been scored, bets on this market will be void.
k. Game Shot on Goal Lines: Shot Moneyline - Selections void if teams record equal number of shots on goal.
l. Highest Scoring Period/Team Highest Scoring Period – Settled on which period has the most goals scored. This market has a "Tie" selection and in the event of 2 or more periods having an equal number of goals scored, the "Tie" is the winning selection. For settlement purposes - the 3rd period does not include OT or Shoot-outs.
m. Goal Markets Odd/Even – Settled on whether the final number of goals scored is an odd or even number. For settlement purposes 0 goals is considered even.
n. 60 Min Team to Score 1st/Last Goal – Markets settled by which team scores the listed goal in the game. If the game has 0 goals scored in regulation, the "None" selection will be deemed the winner.
o. Period X Team to Score 1st/Last Goal - Markets settled by which team scores the listed goal in respective period. If the period has 0 goals scored, the "None" selection will be deemed the winner. 3rd Period does not include OT or Shoot-Outs.

p. Team to Score xth Goal - The winner will be the team to score the specified goal number first. Market contains a "None" selection and if the specified goal is not scored, then that selection will be the winner. This market is settled on the basis of 60 minutes of play only and does not include overtime or shootouts.
q. Goal Scored in the first 5/10 Minutes of Quoted Period – For settlement purposes the First 5 Minutes of a hockey period are 00:00 – 04:59 of elapsed time and the first 10 minutes are 00:00 – 09:59 of elapsed time.

r. All markets are subject to their respective pre-match rules for the purposes of Live Betting.
s. Regular Season Points/Wins: For wagers to be action, teams must complete 80 scheduled regular season games. Should a team not complete the required number of games, all wagers on regular season points/wins markets will be void, unless the result is pre-determined, prior to an interruption or shortening of season.
t. Series Leading Goal Scorer/Points Leader - All in betting, dead heat rules apply in the event of a tie.
u. Series Specials - Any player that receives ice time in any game of a series will be considered action.

8.3. Player Props (NHL Ice Hockey)

a. Full game/60 Min Related Player markets: Players must receive time on ice per the governing body box score to be considered as action. If a player does not receive any time on the ice, then all bets on the player will be void.
b. 1st/2nd/3rd Period Player Related Props: Players must receive any time on ice, in the quoted period market name, as per the governing body box score to be considered as action. If a player does not receive any time on the ice in quoted period, then all bets on the player will be void. Overtime Player Period Markets are, however, subject to all-in betting.
c. First/Last Goalscorer – Market settled based on which player scores the first or last goal in a game. In the event that a game is scoreless in regulation and is scoreless in the overtime period, then "No Goalscorer" will be the winning selection.
d. Xth Goal Scorer Markets – For markets priced with a "No Goalscorer" selection in the event that the quoted index in market name is not scored, the "No Goalscorer" selection is the winner.
e. Overtime Specific Player Markets: All-In rules apply to these markets. In the event a player does not receive time on ice in Overtime, bets will be settled as per results. Game to Reach Overtime & OT Goal Scorer(s): Market quoted to reflect that game must be tied at end of Regulation and effectively overtime must be played. If game ends in regulation, all subsequent wagers are a loss.

f. All proposition markets are graded on the inclusion of regulation and overtime, unless otherwise explicitly stated that markets are for a specified period or 60 minutes. Player Shootout attempts/stats do not contribute unless market specifically states shootouts.
g. Player Performance Parlays/Popular Parlays/Player Performance Doubles/Any market including Players: If a selection contains a player that is void, then the entire bet will be void. There is no bet payout with any legs being void.
h. Player Shots - Any market containing a player shots selection is resulted on the governing bodies official box score for shots on goal.
i. Overtime specific Markets: Any wager made on markets explicitly stated for overtime in games that do not reach overtime are void. A player must take the ice in overtime for bets to have action.

8.4. European Ice Hockey and IIHF International Competitions

a. In case of a match being postponed, it will be voided unless it takes place within 48 hours of the initial scheduled starting time.
b. Bets will be settled according to the result declared by the relevant governing body at the end of the match. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.
c. All markets will be settled with the result at the end of regular time (60 minutes) unless otherwise stated.
d. 2-Way Match Betting/Moneyline will be settled on result after overtime (including any subsequent shootout).
e. Should a match be abandoned, all markets will be voided unless the outcome has been unequivocally decided.
f. All Outright markets include playoffs where applicable.

8.5. Overview of Specific Markets (European Ice Hockey and IIHF International Competitions)

a. 2-Way Match Betting/Moneyline will be settled on result after overtime (including any subsequent shootout).
b. Period Markets – Settled on the exact score of the specified period. For settlement purposes the, 3rd period does not include any overtime played. Dead heat rules apply to the Highest Scoring Period market.
c. Double Result - Settled on the score of the game at the end of the 1st and 3rd periods.
d. Race to xth Goal - The winner will be the team to achieve the number of specified goals first. Should neither team reach the target, pre-match bets will void. Does not include Over-time or Shootout.
e. All markets are subject to their respective pre-match rules for the purposes of Live Betting.

8.6. Player Props (European Ice Hockey and IIHF International Competitions)

a. Players must receive time on the ice per the governing body box score for bets to stand. If a player does not receive any time on the ice, then all wagers on that player will be voided.
b. Player Props are settled on the basis of 60 minutes, unless market explicitly states to include OT or Shootouts.
c. Xth Goal Scorer Markets: All-In Betting. In the event an unquoted selection wins, all bets still have action.

9. Motorsports (NASCAR, NASCAR Gander Outdoors Truck Series, NASCAR Xfinity Series, Formula One, Indycar)

9.1. Motorsports – General Rules

a. The start of the race is the signal to commence the warm-up lap if a driver is not on the grid or ready to start from the pit lane when the signal is given we will void all bets on the selection.
b. If a race is abandoned and no presentation position or official result is declared all bets on that race will be void except for bets on any markets which have been unconditionally determined.
c. Bets will be settled on the result of the podium presentation regardless of any subsequent disqualifications.
d. If the scheduled venue is changed after a bet is placed, all bets will be void.
e. On "head-to-head" bets (i.e., match bets) the driver/rider who finishes ahead or completes the most number of laps is deemed to be the winner, both drivers must start.
f. In Speedway, bets will be void if all scheduled heats or races of a meeting or match are not completed except on markets which have been unconditionally determined.
g. In any case where there is no podium presentation, but the market states that settlement of the relevant market will be based on the result at the time of the podium presentation, then the market will be settled on the official result of the relevant governing body regardless of any subsequent disqualification or amendment to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).
h. "For first retirement markets" the following rules shall apply. All bets placed on drivers who do not start the formation lap will be deemed void. The first retirement will be settled on the number lap on which the driver retired. If 2 or more drivers retire on the same lap, then dead heat rules will apply regardless of the time that the drivers retired.
i. On Safety Car "Yes/No" markets, a virtual safety car will not count as a Safety Car.
j. In the event of a driver switching race teams during race week, or a driver not originally listed entering the field, all bets taken prior to these changes being factored into the betting will be re-settled at the correct price taking into account the team/car change. This is inclusive of all markets offered for F1 and the Sportsbook's decision is final in this regard.

9.2. NASCAR

a. Race Betting
    1) The Field includes any driver who is not listed.
    2) Any drivers who do not qualify for the race will be deemed no action.
    3) The race must be run within 72 hours of the scheduled off time for there to be action.
b. Race Driver Matchups
    1) All match-ups will be settled as per the official NASCAR result. If one driver fails to complete the

race, then the other driver will be declared the winner. Where both drivers fail to complete the race then the number of full laps completed will determine the result. In the event of both drivers failing to complete on the same lap, then the official placing as assigned by the official NASCAR result.

2) Both drivers must start the race (e.g., cross the start line) for bets to be action. If any driver is replaced before the start of the race, then all match-ups will be void.

c. Race Props
   1) Race props will be settled on official NASCAR results (e.g., cautions, caution laps, lead changes, number of leaders, winning car etc.). If a race is shortened and no official results are posted then all bets will be deemed no action.

d. Futures
   1) All prop futures are deemed action when drivers qualify for at least 27 races. Outright Drivers Championship will be deemed as action when driver has qualified for at least 27 races.

9.3. F1/IndyCar

a. Official Results
   1) The race must be run within 72 hours of the scheduled start time for bets to stand.
   2) All F1 race bets are settled on the official FIA classification at the time of the podium, with subsequent disqualifications disregarded.
   3) IndyCar results will be settled on official classification at the time of the podium presentation, with subsequent disqualifications disregarded.
   4) F1 Sprint Weekends: Unless otherwise stated, all F1 Grand Prix markets will be settled on results of the main weekend race. Sprint Race markets will be explicitly called out.
   5) All drivers are deemed as classified finishers in line with the official FIA classification. However, all drivers are given a ranking, and for the purpose of match and positional betting this ranking shall apply.
   6) In the event a selection does not complete the designated number of laps to be deemed a classified finisher, for match, and positional betting - the winner will be determined by the number of laps completed. Should both selections complete same number of laps, wagers will be voided.
   7) For Group Betting, the winner is the driver achieving the highest placing at the time of the podium presentation. If all drivers in the group fail to be classified, then the driver completing the most laps will be deemed the winner. If all drivers in the group fail to be classified and two or more drivers retired on the same lap then dead-heat rules will apply.
   8) All qualifying wagers are action once a driver starts qualifying. Drivers must start qualifying for action on qualifying wagers. Subsequent penalties or demotions will not affect the grading of wagers.
   9) The Start of the race is deemed to be the signal to start the warmup lap. All drivers are action from this point on.
   10) For match and positional betting, all drivers within the specified market must start the race (see above) for bets to be action. If any driver is replaced before the start of the race then all match-ups will be void.
   11) Race Props will be settled on official IndyCar & Formula One results.
   12) For "first retirement markets" the following rules shall apply. All bets placed on drivers who do not start the formation lap will be deemed void. The first retirement will be settled on the number lap on which the driver retired. If 2 or more drivers retire on the same lap, then dead heat rules will apply regardless of the time that the drivers retired.
   13) Leader after the first lap, for Settlement purposes the winner is deemed to the driver leading the race as they cross the start/finish line after one classified lap (warm up lap not included). In the event of one lap not being fully completed all bets will be void. If the race starts under the Safety car, all bets will be void.
   14) Bets on the Formula One Championship and Constructors Championship will be settled in line with the official FIA results immediately following the podium presentation of the final race of the season, with subsequent disqualifications disregarded. The drivers and constructors championship titles are awarded to the driver and constructor who score the most points over the course of the season. In the case of a dead heat for a championship place, then the driver or constructor with the higher number of superior race results will be awarded the place.
   15) Match Up Bets will be settled on the driver who achieves the highest race placing as per the official Formula 1 result at the time of the podium presentation. Any subsequent disqualifications/penalties given after the podium presentation will be disregarded. If either driver does not start the race then bets will be void. If one or both drivers do not classify, then the driver who has completed more laps is the winner. If both drivers do not classify and have the same number of completed laps, then all

bets will be void.

10. Olympics

10.1. Olympics - General Rules

a. The final medal table declared by the governing body will be used to settle all bets. Any subsequent changes will not be taken into consideration.
b. All bets will be settled on medal/podium ceremony. Subsequent disqualifications or amendments will not be counted for settlement purposes.
c. Unless otherwise explicitly stated in the market or the sports specific rules below; all bets will be settled according to the rules for the relevant sport and/or the relevant general rule.
d. Dead Heat Rules apply.
e. If an event is postponed bets will stand as long as the event takes place within 48 hours of the initial starting time. If the event is canceled or takes place after this period, bets will be void.

10.2. Olympics – Specific Sport Rules

a. Olympic Basketball - Matches are played under FIBA rules. Therefore, all bets will be settled according to 'European Basketball Rules'.
b. Olympic Field Hockey - Match betting will be settled based on the result at the end of 60 minutes. In the event of a two-way match betting/to qualify market being offered, then this will be settled on whichever team progresses.
c. Olympic Rugby 7s - all bets will be settled according to rugby 7s rules within the 'Rugby Union and Rugby League' section.

11. Soccer

11.1. Soccer - General Rules

a. Unless otherwise stated, all bets on soccer markets apply to 90 minutes of play according to the match officials, plus any added injury or stoppage time. However extra-time and penalty shoot-outs are not included. The only exceptions are for: matches that are scheduled for a lesser duration (e.g., 60, 70,80 or 120 minutes) as agreed by the laws of the competition in which they are competing or agreed by both sides prior to kick-off. In such cases, if the match is played in the traditional format of two halves, all bets will be settled at the end of the agreed game length which includes time added on by the referee for stoppages (whether the game length is advertised by the Sportsbook or not). If the game is played in an unusual format (e.g., 3 or 4 periods) then all half-time markets will be voided but all other markets will be settled on the basis of the score at the end of the match (including any time added on by the referee for stoppages).
b. In relation to soccer markets that are scheduled to be turned in-play, the Sportsbook Sports aims to use its reasonable efforts to turn such markets in-play at kick-off and to suspend such markets on the occurrence of a Material Event (see definition of "Material Event" below). However, the Sportsbook does not guarantee that markets will be suspended and turned in-play at kick-off.
    1) If a market is scheduled to be turned in-play but the Sportsbook fails to suspend the market at kick-off and the market is not turned in-play at any time during the match, all bets matched after the scheduled time of the kick-off will be void UNLESS it can be established that the bet was actually placed before the actual time of kick-off.
    2) For the purpose of this rule, a "Material Event" shall mean a goal being scored, a penalty being awarded, VAR being reviewed or a player being sent off.
c. For 'Extra-Time' markets, bets apply to 30 minutes of play according to the match officials, plus any added injury or stoppage time. However extra-time and penalty shoot-outs are not included. In 'Extra-Time' markets, bets apply to the result during the extra-time period only. For the purposes of this market the score shall be deemed to be 0-0 at the start of the extra-time period.
d. In the case of ambiguity over the official result from match officials, the outcome will be determined by the Sportsbook (acting reasonably) using information from independent sources.
e. If an official fixture lists different team details to those listed on the Sportsbook website (for example, the team name, reserves, age group, gender, etc.), then all bets matched on the affected markets will be void. In all other cases, bets will stand (including instances where a team name is listed without specifying the term 'XI' in the name).

f. To the extent that a video assistant referee is consulted, the event which led to the referral will, for the purposes of these rules, be deemed to have occurred at the actual time of its occurrence (rather than the time on which the relevant referral, or decision, was made).
g. Where we have settled a bet and, due to a subsequent VAR decision, it becomes apparent that such settlement was inaccurate, we reserve the right to reverse such settlement (provided that the VAR decision occurred prior to the conclusion of the match or other timeframe relating to the bet).
h. Bets which are placed between the occurrence of an incident which leads to a VAR review and the related VAR decision will be deemed void unless: (i) the VAR review (and subsequent decision) did not ultimately alter the decision made by the on-field officials or (ii) the VAR review (and subsequent decision) altered the decision made by the on-field officials but did not have any material influence on the bet(s) in question. All bets which were not materially influenced by the VAR review (and subsequent decision) will stand.
i. In order to eliminate any doubt, we will consider the VAR as having been used if this is understood from the referee's gestures (e.g., hand gestures or stopping the match to review the incident themselves) and/or VAR usage is confirmed by the match report issued by the official governing body who is ultimately responsible for oversight of the applicable match. In cases where it is unclear whether the VAR has been used due to missing TV coverage and/or conflicting reports, PPBF will settle the bets based on the information acquired from feed providers and generally reputable online sources (acting reasonably).
j. There is a small possibility that we will inadvertently offer soccer bets in respect of which it is impossible for the outcome to occur (for example, we continue to offer bets on a player to be the first goal scorer in a match after that player has been substituted). While we have implemented systems which aim to prevent this from occurring, in the small number of circumstances where it does, we will void the bets in question (and return the relevant stakes to customers accordingly).
k. The statistics provided by Official OPTA Data will be used to determine the settlement of any bets which are placed on: (i) a given player to achieve a certain number of shots or shots on target, (ii) the total number of offsides awarded in a match or against a particular team, (iii) the total number of shots on target achieved by both sides, or either side, in a match or (iv) the total number of tackles made by either team in a match.
l. If a team is disqualified, thrown out or otherwise removed from a league before the relevant season has started then all bets involving that team will be made void.
m. 'Shirt numbers' bets will refer to the shirt number allocated at the start of the match. 'Shirt numbers' bets will include own-goal scorers. Any player whose shirt bears no number will be allocated the number 12.
n. For 'time of first goal' bets (i.e., "First Goal Odds" markets), the first half is deemed to last 45 minutes, regardless of stoppage time. Also, for these markets, please note that the "0 - 10 Minutes" selection covers the first 10 minutes of the match. In other words, it runs from 0:00 until just before the clock hits 10:00. The "11 – 20 Minutes" selection runs from 10:00 until just before the clock hits 20:00. The same principle applies to each of the other selections in this market.
o. For FIFA Man of the Match markets, the market will be settled based on the official 'Man of the Match' as determined by FIFA. If FIFA fail to declare an official Man of the Match for any reason, all bets will be void.
p. For domestic games live on Sky Sports the market will be settled based on who Sky give the award to during their live broadcast. If no award is made during the live broadcast the result will be settled as the player who is listed as the man of the match in the match report on skysports.com. If the result on skysports.com is different from the result of the Sky live broadcast, then the markets will be settled on the result from the live broadcast. For live domestic games on BT Sports, BBC and ITV Man of the match bets will also be settled in accordance to who the broadcaster names during the program. In the case of games on these channels, if no player is named during the program then all bets will be voided. The player must be specifically named as the man of the match and not just simply referred to as the man of the match by one of the pundits.
q. For matches that are broadcast live on Sky Sports as well as another channel, preference for settlement will be given to Sky Sports unless the Sportsbook have specifically outlined in the naming of the market that the result will be settled on the official tournament or sponsor award.
r. Likewise, an official tournament or sponsor award outlined in the naming of the market take precedence over the BT, BBC, and ITV pundit's award.
s. Any player who takes the field for any part of a match will be deemed as a runner for settlement purposes. Only players not in the squad or unused substitutes will be deemed non-runners.
t. Anytime Score Markets
    1) If one or more of the players do not participate in the game, then they will be deemed non-runners and the original price will be reduced by the price of the said player(s), and settled according to the performance of the remaining selection(s). Players will be deemed a participant in the listed market should they enter the game at any point in 90 minutes play plus injury time.

u. UFEA Matches
   1) If a national association is not in a position to field a team with the minimum number of players (i.e., 13 including at least one goalkeeper). If the match is rescheduled and played within the next 48 hours of the scheduled date all wagers will stand. The UEFA administration shall also have the power to assign the rescheduled match to an alternative venue. If a team is awarded a win without playing the match, all bets will be void.

11.2. Abandoned or Postponed Matches

a. If any match is postponed and rescheduled, we will take the following action:

b. If the match is confirmed to take place within the current or following 3 days of the original local event kick-off date, all bets on the match will stand, unless confirmation of the rescheduled start time is not received within 3 hours of the original kick-off, single bets will be void and multiple bets will be settled on the remaining selections.

c. Please note that games which have their kick-off altered prior to the kick-off time will not be classed as postponed.

d. Should the rescheduled time be outside of the following three days, undetermined bets will be void regardless of the announcement coming within 3 hours or not.

e. If the venue of a match is other than what is indicated on our website, the bet will stand provided the match has not been switched to the opponent's ground, in which case the match will be declared void. Notwithstanding this rule, in major international tournaments (e.g., World Cup, European Championships), all venues will be deemed neutral. If the scheduled venue of a match is changed, including if the venue changes to a new venue in a different country, all bets will stand.

f. Abandoned Matches:

g. If a match is abandoned after it has already kicked off, any bets where the outcome has already been decided will stand. All other selections will be made void.

h. If it is announced within 3 hours of kick off that the game is due to restart within 3 days of the initial abandonment, all bets will stand. Undetermined bets will be void if no information is received within 3 hours of the initial abandonment.

i. Games where a referee removes the players from the field of play for a temporary period but resumes the remaining minutes of play by midnight local event time will not be deemed as abandoned and all bets will stand.

11.3. Major Tournaments

a. For major tournaments in the list below (doesn't include qualifiers), if a game is delayed beyond midnight local time, all bets will stand and be settled once the game is played, as long as the game is played to a finish within the current or next 3 days of the original kick off date and time
   1) Euros (M/W)
   2) World Cup (M/W)
   3) AFCON
   4) Copa America
   5) Asian Football Cup

11.4. For First/Last and Anytime Goalscorer Markets:

a. All bets placed on players that do not take part in the match will be void. Bets placed on players who take the pitch after the first goal is scored will be voided for First Goalscorer purposes. Players will be deemed a participant for Last Goalscorer and Anytime Scorer markets should they enter the game at any point in 90 minutes play plus injury time.
b. Own goals do not count and will be ignored for settlement purposes. Effort will be made to quote all participants but that will not discount a player that is not quoted from being settled a winner. Bets will only apply to 90 minutes play plus injury time.

c. The following markets will also follow the rules applied to Anytime Scorer betting above:
   1) To Score 2 or More
   2) To Score A Hat-trick
   3) First Team Goalscorer
   4) To Score And Win
   5) To Score First Or Second
   6) To Score First and Second
   7) To Score in First Half
   8) To Score in Second Half
   9) To Score in Both Halves
   10) To Score and be Carded
   11) First Scorer and Anytime Carded
   12) First Scorer and First Carded
   13) To Score in First 20 Minutes
   14) To Score in Last 20 Minutes
   15) To Score in First 20 Minutes
   16) To Score in Last 20 Minutes

11.5. For each way First Goalscorer Markets

a. Each-way bets will be settled on first goal, second goal, third goal, fourth goal and fifth goal only. Players who do not score until after the fifth goal has been scored will be treated as losing selections. If less than five goals are scored in any given match, the Sportsbook will settle bets on the basis of those goals that are scored. If no goals are scored, all each-way bets will be regarded as losing bets.
b. If a player enters the field of play after the first goal is scored, both the win and place part of the bet will be voided unless the first goal is an own goal (in which case bets will stand). If a player is sent off or substituted before the first goal is scored, bets on that selection are deemed as losers.
c. If a player scores the first goal of the match, both his win and place part are winners. If a player scores the second, third, fourth or fifth goal, only his place part is a winner.
d. A player cannot be placed twice (i.e., if he scores the second and third goal, only the second goal is deemed a winner).
e. Each-way bets on no goalscorer, last goalscorer, first team goalscorers and scorecasts are not accepted. If any such bets are taken in error, then the full stake will be invested as a win only bet.
f. Place-only betting is not accepted.
g. Extra time does not count.
h. Own goals do not count. In cases where an own goal is one of the first five goals then the sixth goal will be settled as a winner on the place part of the each-way bet. If two of the first five goals are own goals then the sixth and seventh goals will be settled as winners on the place part of the each-way bet, etc. In all other cases, the Sportsbook's Soccer rules apply.

11.6. For 'Tournament Hat-trick' Markets

a. Extra-time is included, however penalty shoot-outs and own goals are not included. In the event of any dispute as to who has scored any goal, we will follow the decision made by the relevant governing body.

11.7. For Scorecast Markets

a. Scorecasts are defined as First Player to Score / Correct Score Doubles.
b. Players either not taking part in the game or taking part after a goal has been scored will cause a Scorecast bet to revert to a single on the correct score market at the relevant odds offered at kick-off. Should the initial goal (or goals) be own goals then bets on the subsequent Scorer / Correct Score Double will be deemed winners. If the only goals scored in the match are own goals, then bets will be settled as singles on the Correct Score market at the relevant odds offered at kick-off. Should a match be abandoned after a goal has been scored then all bets will be settled as singles on the First Goalscorer market at the relevant odds offered at kick- off.

11.8. For Wincast Markets

a. Wincasts are defined as First Player to Score / Team to Win Doubles.
b. Should a player not have taken the field by the time the first goal has been scored then bets will be settled as singles on the Match Odds market at the relevant odds offered at kick-off.
c. Should the initial goal (or goals) be own goals then bets on the subsequent Scorer / Result Double will be deemed winners.

11.9. For 'Top Goalscorer' Markets

a. all bets stand irrespective of whether or not the player takes any part in the relevant league, tournament or competition. If there is any dispute as to who has scored a particular goal, we will follow the decision made by the relevant governing body.
b. only the goals scored in the relevant league, tournament or competition count. For example, if a player joins a club mid-season any goals scored in a different league will not count. However, goals scored for a different club in the same league will count. Own goals will not count
c. any goals scored in Play-Off matches will not count.
d. goals scored in extra-time are included, however goals scored in penalty shoot-outs are not included.

11.10. For 'Mythical Match' Markets

a. "Mythical Match" bets are offered on the highest number of goals, corners or yellow cards (as applicable) achieved by, or awarded to, two teams who are playing in different matches. For example, where matches are due to occur between Team A and Team B (on the one hand) and Team C and Team D (on the other), we might offer a Mythical Match Market on whether, within those matches, Team A scores more goals, or is awarded more corners or yellow cards, than Team C (even though those teams are playing in separate matches).
b. If both teams score the same number of goals, achieve the same number of corners or are awarded the same number of yellow cards (as applicable), the draw is the winning selection.
c. The respective next fixtures of both teams will be displayed on our website.
d. If a team's next fixture is played on a different day from that displayed on our website, all Mythical Match bets involving such team will be void.
e. Each relevant team's applicable fixture must be completed and have its result upheld by the competition's official governing body (e.g., the FA Premier League or FIFA) in order for mythical match bets between those teams to stand.
f. In the case of a fixture not starting or being shortened due to external factors (e.g., unplayable conditions, security concerns, technical faults) all mythical match bets involving either of the two competing teams will be void.
g. If a match official shortens a match for any reason (e.g., foul play) all mythical match bets involving either of the two competing teams will be void.

11.11. For 'Shots on Target' Markets

a. Any bets involving a given player to achieve a number of shots on target, the final determination of whoscored.com will be used to determine the number of shots on target which the relevant player achieved.
b. All shots on target bets are settled on the basis of 90 minutes' play (plus injury time) unless otherwise stated.

11.12. For "Player not to score" Markets

a. Players who are not on the field at the beginning of 90 minutes play will not be considered runners in this market and be settled as void.
b. In markets which relate to the number of incidents to occur, such as 'number of corners', these will be determined on the basis of the number taken, rather than awarded. This will also apply to incidents where time is a consideration.

11.13. For "Team Multi Corner" Markets

a. Offered on the number of first half team corners multiplied by the number of second half team corners.
b. For markets that relate to the number of bookings given, the number of corners taken, any goalscorer or the time of a particular goal, the result will be determined by the Sportsbook (acting reasonably) using information from independent sources. In such cases, if any new information comes into the public domain within 72 hours of settlement, then the Sportsbook shall (acting reasonably) determine either:
   1) Whether the market should be reinstated or resettled in light of this new information; or
   2) To wait for further information before deciding whether to reinstate or resettle the market. Except where the Sportsbook has announced that it is waiting for further information, any information that comes into the public domain more than 72 hours after a market has been settled shall not be considered by the Sportsbook (regardless of whether or not such information may have led to a different result).

11.14. For Bookings Markets the following points system will be used

a. Yellow card – 10pts
b. Red card – 25pts
c. Maximum points awarded per player – 35pts
d. Two yellow cards leading to an automatic red will score as one yellow and one red card

11.15. For Bookings Markets

a. Cards shown to non-players do not count. Cards will only count that are shown to players after they take the pitch for the first time and before they leave the pitch for the final time.

11.16. For 'Shown a Card' Markets

a. The player does not need to play the full match and bets will stand if the player plays any part in the match. Bets will be void on any player that does not play any part in the match. In any dispute over whether or not a card was shown, the Sportsbook will settle the market when the ruling body has given its verdict. Subsequent appeals or rulings will not be considered. Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time.

11.17. For 'Player Carded' Markets

a. All bets placed on players that do not take part in the match will be void. Players will be deemed a participant for Player Carded markets should they enter the game at any point in 90 minutes play plus injury time. In any dispute over whether or not a card was shown, the Sportsbook will settle the market when the ruling body has given its verdict. Subsequent appeals or rulings will not be considered.
b. If a team is relegated from a league because, at the end of a season, it has finished within the relegation positions which are relevant to that league (i.e., usually any of the bottom three league positions), bets on that team to be relegated will be settled as winning bets. If a team is otherwise disqualified, thrown out or removed from a league (i.e., in circumstances other than those where it has finished the season within the relevant relegation positions): (i) if such team is disqualified, thrown out or removed from the league before the relevant season has started, all bets on the affected **market** will be void (and a new market will subsequently be loaded) and (ii) if such team is disqualified, thrown out or removed from the league after the relevant season has started (or a determination is made by the applicable governing body, during the season, that the team will be thrown out or removed from the league following the season's conclusion), all bets on the affected **team** will be void. For the avoidance of doubt, if a points deduction is imposed on a team such that it finishes the season within the relegation places which are relevant to the applicable league, bets on that team to be relegated will be settled as winning bets.

11.18. For 'Rock Bottom' Markets

a. All teams must complete all their league fixtures for bets to stand. If one or more teams do not complete all their fixtures for any reason this market will be void. Any fixture that is abandoned, but an official

result is awarded, will be classified as a completed fixture, and bets on this market will stand. Any subsequent amendments to league tables after all games have been completed will not affect settlement of this market.

11.19. For Handicap Win and Handicap Bottom Markets

a. Goal difference does not count.

11.20. For 'Top at Christmas' and 'Bottom at Christmas' Markets

a. The market will be settled based on league position as of 25th December regardless of games played and any postponements and/or abandonments. For 'Bottom at Christmas' markets, if a listed team is disqualified, thrown out or otherwise removed from the league prior to the 25th of December, all bets will be made void on the relevant market.
b. For Top Team from a particular Continent or other selection (for example Top South American, European or African Team), the market will be settled on the team that progressed furthest. Should two named teams play each other in the Final or 3rd/4th Playoff, the winner of the match will be deemed as having progressed furthest. Dead Heat rules apply if two or more teams, which have progressed furthest in a particular market, exit in the tournament at the same stage.
c. For Team Scoring Most Goals, Team Conceding Most Goals, Team Shown Most Cards, Total Tournament Goals, Team Top Goalscorer, Total Tournament Hat-tricks and City With Most Goals markets, extra-time is included, however penalty shoot-outs are not included.
d. For Team Shown Most Cards markets, only one card will count for a second bookable offence. If a yellow card shown is immediately followed by a red card shown the total number of cards shown will count as one. Therefore, the maximum number of cards issued to any one player in a match will be two. For Player to Score a Goal, Player to Miss a Penalty and Player to Be Sent Off markets in respect of a particular tournament all bets will STAND irrespective of whether or not the player takes part during this tournament. Extra-time is included for such markets however, penalty shoot-outs are only included for Player to Miss a Penalty market and not for the other two. In the event of any dispute as to who has scored any goal, we will follow the decision made by the relevant governing body.

11.21. For "Next Goalscorer Markets"

a. "first, second, third etc. goalscorer markets" or any other market relating to a particular specified goalscorer (including "player to score a goal markets"), own goals will not be taken into account. Should the 9nth(next) goal be an own goal then bets on the subsequent Scorer will be deemed winners. The active goalscorer market will always be representative of the next goal to be scored in the game regardless of the previous goal being an own goal.

11.22. For Goalscorer Match Bets Markets

a. The market will be settled on the player who scores the most goals in their respective games out of the players listed (the listed players may or may not be playing in the same game). The 'tie' will be the winning selection should both players score the same number of goals or both players not score. Both players must start (but need not finish) their respective games for bets to stand. Own goals will not count.

11.23. For 'Anytime Correct Score' Markets

a. This market offers betting on the chosen selection being the score at any time within 90 minutes of the match plus any injury time added. Where a match is 0-0 at the end of 90 minutes plus any injury time added, all selections will be losers. Extra time does not count.

11.24. For 'Extra Time Correct Score' Markets

a. This market applies to the result during the extra time period only. For the purposes of this market, the

score shall be deemed 0-0 at the start of the extra time period.

11.25. For '10 Minute Markets'

a. "Goal Scored X – Y" markets are defined as betting on whether there will be a goal scored by one of the teams within the time period X – Y of the event's match clock.
b. "Corner Awarded X – Y" markets are defined as betting on whether there will be a corner awarded to one of the teams within the time period X – Y of the event's match clock.
c. "Card Shown X – Y" markets are defined as betting on whether there will be a yellow or red card shown to a player within the time period X – Y of the event's match clock.
d. Please be aware that although the current score, time elapsed and other data provided on the Sportsbook site is sourced from a "live" feed provided by a third party, you should be aware that this data may be subject to a time delay and/or be inaccurate. If you rely on this data to place bets, you do so entirely at your own risk. The Sportsbook provides this data 'AS IS' with no warranty as to the accuracy, completeness or timeliness of such data and accepts no responsibility for any loss (direct or indirect) suffered by you as a result of your reliance on it.

11.26. For all Monthly Premier League Markets

a. The Sportsbook will use the standard Barclays Premier League competition format adjusted to treat each month as a separate competition beginning the 1st of the relevant month and ending at the final whistle of the final match of that month ("Month End").
b. On the 1st of every month, each premier league team is deemed to have no points accrued, goals scored, or goals conceded.
c. Each Monthly Premier League Market, will be determined using the following points rules:
    1) Teams receive three points for a win.
    2) One point for a draw.
    3) No points are awarded for a loss.
    4) Teams will be ranked by total points, then goal difference and then goals scored.
    5) If after this there is still a tie between teams the Dead Heat Rule will apply.
d. Any postponed or rescheduled games will be included in the monthly market in which they are played and not the month in which they were originally scheduled. Bets will not be voided on any selection affected by any postponed or rescheduled games.
e. If the result of an abandoned or forfeited match is determined by the Premier League governing body, the Sportsbook will follow that result provided always that the result is determined before Month End, otherwise the Sportsbook will settle the Monthly Premier League Market based on the result as known at Month End (including by allotted 0 points to both teams if the result is unknown).
f. Except for the reversal of match results in accordance with the rule above, any points deductions issued by the Premier League governing body (for example for teams going into administration) will not be taken into account by the Sportsbook in the Monthly Premier League Market.

11.27. 'Quickbet' Markets

a. Settlement in all cases will use the time of the event supplied to us by our data provider (such data provider to be selected by us at our absolute discretion from time to time).
b. If none of the stated outcomes occur during the stated period, all bets will be settled as losing bets.
c. For the 'goal' selection, a goal will be deemed to have been scored the moment the ball completely crosses the goal-line within the confines of the goal posts, provided that the referee ultimately awards the goal. For example, if the ball completely crosses the goal-line but the goal is not awarded because, for example a foul occurred before the ball crossed the line or because the referee did not believe that the ball did cross the line, then a goal will not be deemed to have been scored. Own goals scored will count towards settlement of this market.
d. For the 'free kick' selection, a free-kick will be deemed to have been awarded the moment the referee and or assistant referee signal any of the following: A direct free-kick following a foul, an indirect free-kick following a foul or offside offence but not a penalty kick, corner or drop ball.
e. For the 'corner' selection, a corner will be deemed to have been awarded the moment the referee and or assistant referee signal for the award of a corner.
f. For the 'goal kick' selection, a goal kick is awarded and timed according to when it was indicated by the referee and/or assistant referees. A kick out from the hands of the goalkeeper or a free kick taken by the

goalkeeper is not a goal-kick.

g. For the 'throw in' selection, a throw in will be deemed to have been awarded the moment the referee and or assistant referee signal the award of the throw in.

h. For markets where "hit the woodwork is offered", this will be defined as the ball making contact with any part of the posts or crossbar from an attempt on the opponent's goal during active play. Shots that hit the woodwork on their way into the goal will count.

i. For 'Exactacca" markets, all bets are for 90 minutes only, extra time and penalties will not count. If a player at any stage participates in the game, they will be deemed a runner in the market. If a player does not participate, relevant selections will be void, and the bets settled at the combined price of the remaining selections.

j. First & Anytime assist markets:
   1) Data provided by Opta will be used to settle all assist markets.
   2) An assist is defined by the final touch (pass, pass-come-shot or any other touch) leading to the recipient of the ball scoring a goal.
   3) If the final touch (as defined above) is deflected by an opposition player, the initiator is only given an assist if the receiving player was the likely intended destination of the touch before the deflection.
   4) If a shot on goal is blocked by an opposition player, is saved by a goalkeeper, or hits the woodwork, and a goal is scored directly from the rebound, then an assist is awarded.
   5) If a player shoots or passes the ball and forces an opposing player to put the ball in their own net (Own Goal), then an assist is awarded to the attacking player.
   6) For a penalty or a free-kick, the player winning the penalty or free-kick (by being fouled or causing a handball) is awarded an assist if a goal is directly scored, but not if they take it themselves, in which case no assist is awarded.
   7) Where Opta.com do not offer a result for the assist of the 1st goal then the betting will apply for the 2nd goal and continue on to the 3rd goal etc. (until an assist is awarded for a goal).
   8) Bets taken on the first assist will be void if the player on whom a bet is placed does not take part in the game or if he or she comes on after the first goal is scored (and where an assist is awarded for that goal).

k. If a player enters the field of play after the first goal is scored (and where an assist is awarded for that goal), the bet will be voided. If a player is sent off or substituted before the first goal is scored (and where an assist is awarded for that goal) bets on that selection will be settled as losing bets. Time of Bets:
   1) Bets on time of the first/last goal, time of first corner, time of first booking and interval bets will be settled as the time shown by the major television station broadcasting the match.
   2) For time of first corner market, the time that the corner is taken will count.
   3) For time of first booking market, the time that the player is shown the card will count.
   4) In the event of a dispute, the decision of Opta Index will be final.

l. Number of corners/number of goals/bookings: Bets on number of goals include own goals. Bookings of managers, coaches or players who are yet to participate in the game (i.e., substitutes) do not count. In the event of an abandoned match all bets will be void unless the maximum quote has been obtained. For example, should a customer back 12 or more corners in a match and that match is abandoned when 13 corners have already been taken then that bet is a winner with all other bets on corners losers. Bets on 'number of corners' refers to corners taken and not corners awarded.

m. Handicap (Point Spread) Betting:
   1) For the purpose of deciding results on handicap betting, the actual score of the match (Team A v Team B) is adjusted for the handicap. If Team A or Team B are selected, then the handicap adjustment applies to the goals scored by that team. If the draw is selected then the handicap adjustment applies to Team A.
   2) For example, Handicap markets are shown as:
      1) Team A (-1) +350
      2) 7/2 Draw (-1) +300
      3) Team B (+1) -180
   3) If Team A win by 2 or more goals then all bets on Team A(-1) will be winners. Bets on the Draw (-1) and Team B (+1) will be losers. (e.g., Team A win 2-0 so becomes Team A 1-0 after the -1 adjustment so Team A are the handicap winners.
   4) If Team A win by exactly 1 goal, then all bets on Draw (-1) will be winners. Bets on Team A (-1) and Team B (+1) will be losers (e.g., Team A 1-0 becomes 0-0 after the -1 adjustment to the home team so it's a handicap draw)
   5) If the match ends in a draw or Team B win by any number of goals, then all bets on Team B (+1) will be winners. Bets on Draw(-1) and Team A (-1) will be losers. (e.g., Team A 1-1 Team B becomes Team A 1-2 Team B after the +1 adjustment to Team B so Team B are the handicap winners)

12. Tennis

a. In the event of a retirement or disqualification at any time after the match has started, all bets on the completed service games & points will stand. For moneyline betting purposes, regardless of the point in the match, bets on the retiring player or pair will be void, while bets on the player or pairing progressing to the next round (or winning the tournament in the case of a final) will be deemed the winner, across all grades of tennis. All other selections will be voided unless the selection has already been unequivocally determined, or unless otherwise stated. Any selections that have already been determined will be settled as such. Set Betting market, including all selections within it, will be void.

b. When a player or pairing from any match is disqualified before the conclusion of the match, for the purpose of the settlement of all markets, the player/pairing progressing to the next round (or winning the tournament in the case of a final) will be deemed the winner and that player or pairing will also be deemed to have won all points/games/sets which would have followed the disqualification until the conclusion of the match.

c. All tennis bets (including any specials or statistics-based bets) will be settled in accordance with the official website of each tournament's governing body.

d. In the case of any settlement disputes, the Sportsbook's decision is final.

e. In the event of a change in the number of sets (or games per set) to be played, bets for match betting markets and "To Win First Set" markets will stand (save where the number of sets is reduced to one from a higher number of sets, in which case such markets will be voided). All other markets will be void. Where the format of the final set is changed (e.g., the number of games to be played in that set is changed) but the number of sets to be played remains the same, bets for match betting markets will stand.

f. In the event of a tennis event not taking place or if a player is given a walkover, bets on the event are deemed void (in this context, "event" refers to a single match-up between players, rather than the tournament itself).

g. In the event of a change to any of the following, all bets will stand:
   1) a change in court type (indoor to outdoor or vice versa)
   2) a change of playing surface (either before or during a match)
   3) a change of venue
   4) a change to the scheduling which affects the time or date of a match.

h. Where a player, pairing or team does not participate in a tournament (i.e., they are withdrawn prior to the start of their first match), all bets (including outright, quarter or special bets) involving that player, pairing or team will be voided and stakes will be refunded accordingly.

i. A tournament must be completed in full for all markets relating to the outcome to stand. This includes: Name The Finalists, To Reach/Not to Reach Xth Round, Big Guns, Stage of Elimination or any tournament specials. For the Stage of Elimination and Not to Reach the Final markets, a player must play at least one point during the tournament for bets to stand.

j. Total Games/Handicap related markets: For the purposes of such markets, a tie-break is counted as one game. Forfeited points or games will count for final settlement purposes. As per the earlier rule listed on this "Tennis" section above, when a player or pairing from any match is disqualified before the conclusion of the match, for the purpose of the settlement of total games/handicap markets, the other player or pairing will be deemed to have won all points/games/sets which would have followed the disqualification until the conclusion of the match.

k. Champions Tie Breaks: In some competitions, matches that reach one set all are decided by a Champions tie-break.
   1) If a match is decided by a Champions tie-break then the Champions tie-break will be considered to be the third set.
   2) Where, for a match involving a champions' tie break, we erroneously accept bets on the winner of a specified game in the final set, on the total number of games in such set or on handicap markets relating to such set (or similar), the bets in question will be void.
   3) For the purpose of bets taken relating to Total Games market or Game Handicaps market for the match, the champions tie-break will be considered to be one game.
   4) A Champions tie-break will not count towards any 'Will there be a Tie-Break' markets and will not be treated as a tie-break for any markets involving the occurrence of a number of tie- breaks.

l. Game or Point related markets: If the wrong player has been set as the server for any individual game (Current or Next Game) then all markets relating to the outcome of that specific game will be void, regardless of the result. In the event of a game not being completed, all bets on the game will be void with the exception of Game to Deuce if the result has already been determined.

m. Games / Alternative Games / Exact Games Won Margin: These markets are resulted on the absolute

difference in total games won by player A and total games won by player B. For example, if Player A wins 17 games and Player B wins 19 games during the match, the market will be settled based on the absolute difference (which is 2).

n. Aces / Double Fault related markets: The match must be completed for bets to stand, except in the case of the first ace or first double fault markets. These markets will be settled on the basis of official scoring providers or official tournament websites (and in the event of any discrepancies between data of official scoring providers and that of tournament websites, the data of tournament websites will take precedence). Notwithstanding the foregoing, for ace/double fault related markets:
   1) ITF matches will be settled on the basis of data from Sportradar and the tournament website of the ITF (and, in the event of any discrepancy, the data of the tournament website of the ITF will take precedence); and
   2) ATP and WTA matches will be settled on the basis of data from IMG and the tournament websites of ATP/WTA (and, in the event of any discrepancy, the data of the tournament websites of the ATP/WTA, as applicable, will take precedence).

o. Where a handicap is attributed to an entire market (e.g., the market is entitled "To Win - 1.5 sets)" and there is no handicap attributed to any individual selection within that market, the relevant handicap will be applied to each first named selection. For example, if a market is entitled "To Win – 1.5 sets" and one of the selections within the market is "Federer V Nadal", if the final score of the match is "Federer 3 sets, Nadal 2 sets", that selection will be settled as if it the final score had been "Federer 1.5 sets, Nadal 2 sets" (i.e., any bets on Federer will be settled as losing bets and any bets on Nadal will be settled as winning bets). Unless otherwise stated in the name/heading of a market or selection, totals/handicaps apply to the overall match (rather than to sets or games.

13. Cricket

13.1. General Rules

a. If a match is curtailed through external factors and there is no further play, bets placed on any-in play market once play has been curtailed will be void (except bets placed on match betting).
b. If a match is cancelled before any play has taken place, then all bets will be void, unless the match is replayed within 48 hours of its advertised start time (in which case the bets will stand).
c. If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing will be void.

13.2. General Settlement

a. All tournament and match markets will be settled on the basis of the official tournament results/match scorecards which are included on the ICC's official website. If there is no result available, then the website www.cricinfo.com will be used for settlement purposes.
b. A batsman that retires from an innings will not be considered as a wicket for settlement purposes.
c. The term "innings reaching its natural conclusion" refers to an innings which has not been closed due to external factors such as rain or bad light. A team being bowled out or declaring is considered to constitute the natural conclusion of an innings.
d. If the concussion rule is activated while a player is batting, all markets relating to that player will be settled based on that player being 'retired hurt'. If the concussion rule is activated prior to that player batting or bowling, they will be void from relevant markets.
e. Limited Overs Matches
   1) Match bets will be settled according to the winner as determined by official competition rules (including where matches are shortened due to adverse weather conditions or are decided by a bowl off) unless the winner is determined by the toss of a coin or the drawing of lots (in which case all match bets will be void).
   2) If a match is tied and the official competition rules do not determine a winner, bets on the outright result will be void unless the outcome is settled by a bowl off or super over (in which case the result of the bowl off or super over will stand for match betting). If the competition rules determine the winner by the toss of a coin, drawing of lots or higher seeding resulting from a previous round then bets will be void.
f. Test Matches
   1) If a match is abandoned due to weather before a ball has been bowled then all bets will be void.
   2) If a match is tied or abandoned for any reason other than weather then bets on the outright result will be void.

3) If a match for which we did not offer a price for the draw ends in a draw then bets on the match result will be void.
4) If either side forfeits their first innings then all bets specifically relating to the first innings will be void.

g. Series Betting
1) When the full number of scheduled matches is not played then we reserve the right to void any specialty markets which relate to the series as a whole.
2) If a series for which we did not offer a price for the draw ends in a draw then bets on the series result will be void.

h. Team Total Runs
1) If a team's innings in a test match or county championship match lasts less than sixty overs due to external factors then bets on this market will be void. This does not apply if the innings has reached its natural conclusion.
2) For limited overs matches, this market will be settled on the final score achieved by the batting side including any extras or penalty runs awarded during the innings. Should there be a reduction in the scheduled overs then settlement will still apply provided the reduction is no more than 20% of the entire innings allocation at the time the bet was placed (including any overs the team has already faced). Should the reduction be greater than 20% then all bets shall be void regardless of the final total made by the team. If a team is due to face less than 10 overs, then all bets will be void should there be any reduction in overs whatsoever.
3) In matches for which we offer betting on the Team Total Runs for both teams, all bets placed on the second innings runs will stand regardless of the score achieved by the side batting first, provided neither team's innings is reduced by more than 20% of the entire innings allocation (including any overs already bowled when the bet was placed).

i. Top Team Batsman / Runscorer (Series)
1) All in play or not (i.e., if a player does not take part in the series, bets placed on that player will stand).
2) If two or more players score the same number of runs then dead heat rules will apply.

j. Top Team Batsman / Runscorer (Match)
1) In a 2-innings match (test match or county championship), this market applies to the first innings only, unless otherwise stated.
2) Depending on the type of match, unless stated otherwise, the following minimum number of overs must be bowled in the applicable team's innings for bets to stand:
a) Test Matches: 50 overs
b) County Championship: 50 overs
c) 50 over match: 25 overs
d) 40 over match: 20 overs
e) 20 over match: 10 overs
3) In all cases, however, bets will stand if the innings reaches its natural conclusion in less than the above requirement. Bets placed on any player not named in the starting eleven are void.
4) Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such players will be settled as losing bets.
5) If two or more players score the same number of runs then dead heat rules will apply.
6) For limited overs matches, should the winner already be unequivocally decided even if the innings were to be played out to its natural conclusion, the market will be settled as normal despite any reduction.

k. Top Team Bowler / Wicket Taker (Series/Tournament)
1) All in play or not (i.e., if a player does not take part in the series/tournament, bets placed on that player will stand).
2) If two or more players take the same number of wickets, dead heat rules will apply.
3) Players take the same number of wickets, dead heat rules will apply. If no wickets are taken then the market will be voided.

l. Top Team Bowler / Wicket Taker (Match)
1) In a 2-innings match (test match or county championship), this market applies to the first innings only, unless otherwise stated.
2) Depending on the type of match, unless stated otherwise, the following minimum number of overs must be bowled in the applicable team's innings for bets to stand:
a) Test Matches: 50 overs
b) County Championship: 50 overs
c) 50 over match: 25 overs
d) 40 over match: 20 overs
e) 20 over match: 15 overs

3) In all cases, however, bets will stand if the innings reaches its natural conclusion in less than the above requirement. Bets placed on any player not named in the starting eleven are void.
4) Players named in the starting eleven that do not bowl are deemed to have taken part and bets on any such players will be settled as losing bets.
5) If two or more players take the same number of wickets, dead heat rules will apply. If no wickets are taken then the market will be voided.

m. Batsman Match Bets
1) Unless otherwise stated, these markets will be settled on the number of runs scored in the first innings of a match only.
2) If any of the players named in the market do not bat then the market will be void.
3) Dead heat rules will apply if two or more of the named batsmen score the same number of runs (such number of runs being higher than the number of runs scored by each other batsman named in the market).

n. Bowler Match Bets / Trios / Threesomes
1) Unless otherwise stated, these markets will be settled based on the number of wickets taken in the first innings of a match only.
2) In the event of players taking the same number of wickets where there was no draw price offered, dead heat rules will apply.
3) All participants in the match bet must bowl at least one ball for bets to stand.

o. Player Runs / Player Alternate Runs / Player Fours / Player Sixes / Player to score 50/100
1) If the batsman finishes the innings not out as a result of a declaration, the team reaching the end of its allotted overs or the team reaching its target, the player's "not out" score will count for settlement purposes.
2) If a batsman does not bat, bets on that batsman will be void.
3) If a batsman is not in the starting 11, bets on that batsman will be void.
4) If a batsman retires hurt but returns later, the total runs scored by that batsman in the innings will count for settlement purposes. If the batsman does not return later, the final result, for settlement purposes, will be as it stood when the batsman retired.
5) In limited overs matches, bets on these markets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors (including bad weather) unless, at the time of the completion of the innings, the outcome of the bet had already been unequivocally determined.

p. Number of Runs in a Session
1) The result of this market is determined by the total number of runs scored in the course of the session regardless of which team(s) has/have scored the runs (i.e., if there is a change of innings during the session then the result will be determined by the combined number of runs scored, during the session, in both innings).
2) There are three sessions per day in test cricket. The first session is from the start of play in the morning until lunch is called. The second session is from lunch until tea is called. The third session is from tea until the close of play. If fewer than 20 overs are bowled in any particular session then bets on the number of runs scored in that session will be void.
3) Extras (wides, no-balls, byes and leg byes) do count towards the number of runs scored.

q. Number of Wickets in a Session
1) This market will be settled based on the total number of wickets lost in the session (regardless of which team loses them). If fewer than 20 overs are bowled in the session then all bets on the market will be void. Players retiring (e.g., because they are hurt) do not count as wickets.

r. Runs in a Specified Number of Overs (e.g., 1st 15 Overs)
1) The full number of specified overs must be played for bets to stand (unless the innings has reached its natural conclusion or further play could not, were it to occur, affect the result).
2) Any change in fielding restrictions due to a reduction in scheduled overs will not affect the settlement of this market.

s. Highest Score First 5/10/15 Overs
1) If either team's innings in a limited overs match is reduced due to external factors then bets on this market will be void unless the result was already unequivocally determined before any reduction in overs was announced.
2) Bets will stand if the innings is shortened due to it reaching its natural conclusion. In a two-innings match this market only applies to the first innings unless stated otherwise. In the event of a tie where we did not offer a "tie" or "draw" selection, all bets will be settled as a dead heat.

t. Highest Opening Partnership
1) If either team's innings is shortened after the commencement of play then all bets on this market will be void unless the result has already been unequivocally determined before the reduction in overs.

2) In a two-innings match, this market only applies to the first innings unless stated otherwise. In the event of a tie then the tie selection is the winner and all other bets are losers. If we do not offer a "tie" or "draw" selection then all bets will be settled as a dead heat. In the event of a batsman retiring hurt (or otherwise voluntarily for any other reason), this market will be settled according to the score when the first wicket falls.

u. Next Man Out
   1) Should no further wickets be taken in the innings then bets on this market will be void.
   2) If either of the batsmen retires hurt then bets on this market will be void and a new market will be made.

v. Team to hit the most sixes
   1) If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market will be void regardless of how many sixes are hit prior to, or after, any announced reduction in overs.
   2) Bets will stand if either innings is shortened due to it reaching its natural conclusion.

w. Super Over/Any additional overs above the allotted amount
   1) In a limited overs competition which employs a super over (or other such similar initiative) to determine the winner of a match in the event of a tie, runs scored in the super over are not included in the settlement of any runscorer or wicket taker markets (e.g., Batsmen Total Runs, Team Total Runs, Top Team Runscorer, Batsmen match bets, Top Team Bowler).
   2) In addition, any sixes hit in a super over will not be included in the settlement of "Team to score most sixes" and "Total number of sixes" markets.

x. Next Over: Over/Under Runs/Run Margins
   1) This market will be settled based on the total number of runs achieved in the over (including any extras awarded).
   2) In the event of an over not being completed, all bets on that particular index shall be void. This does not apply if the innings reaches its natural conclusion.

y. Four/Six in x Over
   1) Bets in this market will be settled where a boundary (four or six) is hit in the named over. The runs must come off the bat. Players running four/six and/or extras do not count for this market.

z. Over/Under Total Match Sixes/Fours
   1) If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market shall be void regardless of how many sixes/fours are hit prior to, or after, any announced reduction in overs. However, bets will stand if either innings is shortened due to it reaching its natural conclusion.

aa. First Over: Over/Under Total Runs
   1) Bets will be settled on the total number of runs scored in the first over of the first innings of the match. This will include any extras or penalty runs.
   2) The over must be completed for bets to stand unless the result is already unequivocally decided.
   3) All bets shall be void if the first over is not fully completed due to external factors, unless the result is already unequivocally determined at such time as the reduction in overs takes place.
   4) For Limited Overs Matches, First Over Runs will be settled on the score at the end of the first over regardless of any reductions in overs.

bb. First Ball of the Match
   1) This market will be settled on the outcome of the first completed delivery, excluding any deliveries declared as dead ball.
   2) In limited overs cricket, this market will be resulted on the first ball of the match regardless of any reductions in overs providing it is bowled.

cc. Team of Top Match Runscorer
   1) For test matches and county championship matches, this market will be settled based on the overall top score achieved in the first innings of either side.
   2) Should either side face less than their allocated number of overs in their innings for any reason (other than the innings reaching its natural conclusion) then all bets on this market will be void. However, the market will be settled should the result already be determined before any reduction in overs.
   3) For limited overs matches, all bets shall be void should there be any reduction to either side's innings before or after the commencement of play.

dd. Team leading after First Innings
   1) If the team batting second faces less than 20 overs in their innings for any reason (other than the innings reaching its natural conclusion) then all bets on this market will be void.
   2) In the event of a tie, bets will be void.

ee. Total Match Runouts

1) If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market will be void.
2) Bets will stand if either innings is shortened due to it reaching its natural conclusion.

ff. Fall of Next Team Wicket (i.e., the score on which it will fall)
1) If the batting team reaches the end of its allotted overs, reaches its target or declares before the specified wicket falls, the next team wicket will be deemed to have fallen for the total score achieved by the batting side.
2) For settlement purposes, a batsman retiring hurt does not count as a wicket.
3) In limited overs matches, bets will be void if the innings has been reduced due to external factors (including bad weather) unless, at the time of the completion of the innings, the outcome of the bet had already been unequivocally determined. Results will be considered to have been unequivocally determined if the line at which the bet was placed is passed or the wicket in question has fallen.

gg. Team Wickets Lost
1) In a limited overs match, this market will be settled based on the number of wickets lost by the team in their innings.
2) Should the innings be shortened for any reason (other than it reaching its natural conclusion) then all unequivocally decided bets will be settled while all others shall be void.
3) In a test match, this market refers to the total number of wickets lost by the team in its second innings only.

hh. Highest Score After First Over
1) This market will be void if there is any reduction in overs prior to the second over of the team batting second.

ii. Team Total Match Sixes/Fours
1) This market shall be void should there be any reduction in overs of the innings of the team in question unless the market has been unequivocally decided prior to any reduction in overs being announced.

jj. Century (100)/half-century (50) in Match/1st Innings

1) These markets are offered on a single player (rather than an entire team) to score a century or a 50 in the match or first innings (as applicable).
2) Market void should there be any reduction in overs due to external factors unless the market has been unequivocally decided prior to any reduction in overs being announced.

kk. Most Run Outs
1) This market will be settled provided neither side loses more than 20% of their initial allocation of overs due to external factors (unless the market has been unequivocally decided prior to any reduction in overs being announced).

ll. Bowler Match Wickets
1) This market will be settled for any bowler named in the starting eleven regardless of the number of overs he bowls. However, if the overs of the batting side are reduced by more than 10% of their initial allocation, this market will be voided (save where the outcome has been unequivocally decided prior to any reduction in overs being announced).

mm. Innings Extras
1) This market shall be void should the innings in question be reduced by more than 10%.

nn. Highest Series Single Innings Score
1) This market will be settled based on which team scores the highest score in a single innings of the applicable test series.
2) In the event of a tie, dead heat rules will apply to this market.

oo. Player Performance Markets
1) Points will be awarded to players in the following manner:
a) 1 point per run scored with the bat.
b) 10 points per catch taken in the field.
c) 20 points per wicket taken with the ball.
d) 25 points per stumping carried out by a wicket keeper.
2) A ball must be bowled in the third innings of the match for bets to stand.
3. For limited overs matches, all bets will be void should there be any reduction to either side's innings before or after the commencement of play (unless the reduction is due to the innings reaching its natural conclusion).

pp. 1st Innings Margin
1) This market will be settled based on the difference in the total runs scored by each team in the first innings of the match.
2) If a team's innings in a test match or county championship match lasts less than sixty overs due to external factors then bets on this market will be void. For the avoidance of doubt, this does not apply if the innings have reached their natural conclusion.

qq. 1st/2nd Innings Bowled Out
   1) This market will be settled as "yes" if the team in question loses all its wickets inside the allotted overs. The market will be settled as "no" if they are not out at the conclusion of the innings. If there is any reduction in overs, except where the innings reaching its natural conclusion, then all bets on the market will be void.

rr. Margin Betting
   1) If the match is tied and goes to a super over, this market will be settled as a tie. If either team's innings in a limited overs match is reduced by more than 10% due to external factors then bets on this market will be void.

ss. Six and Out
   1) This market will be settled if, during a match, a player hits a "six" and also takes a wicket. Players named in the starting eleven that do not bat/bowl are deemed to have taken part and bets on any such players will be settled as losing bets.
   2) Bets placed on any player who is not named in the starting eleven will be void.
   3) Should the innings be shortened for any reason other than it reaching its natural conclusion then all unequivocally decided bets will be settled while all others shall be void.

tt. First/Second Innings Highest 5 Over period
   1) If either team's innings in a limited overs match is reduced due to external factors then bets on this market will be void.
   2) For Limited overs matches, should the winner already be unequivocally decided even if the innings were to be played out to its natural conclusion, the market will be settled as normal despite any reduction.

uu. Runs Scored at loss of 4 wickets
   1) This market will be settled based on the total number of runs scored at the fall of the fourth wicket.
   2) If the fourth wicket doesn't fall, the market will be settled based on whatever score the team has achieved at the end of the innings.

vv. To win the Match/Top Team Runscorer Double
   1) In a 2-innings match (i.e., test match or county championship), the top team runscorer part of this market applies to the first innings only (unless otherwise stated).
   2) Depending on the type of match, the following minimum overs must be bowled in the winning team's innings for bets to stand:
      a) Test Matches: 50 overs
      b) County Championship: 50 overs
      c) 50 over match: 25 overs
      d) 40 over match: 20 overs
      e) 20 over match: 10 overs
   3) However, in all cases, bets will stand if the innings reaches its natural conclusion in fewer overs than the above requirement. Bets placed on any player not named in the starting eleven will be void.
   4) Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such players will be settled as losing bets.
   5) If two or more players score the same number of runs then dead heat rules will apply.
   6) For Limited overs matches – Should the winner already be unequivocally decided even if the innings were to be played out to its natural conclusion, the market will be settled as normal despite any reduction.

ww. Top Team A/B Runscorer double/Top Team Runscorer/Top Team Wicket Taker Double
   1) In a 2-innings match (i.e., test match or county championship), this market applies to the first innings only (unless otherwise stated).
   2) Depending on the type of match, the following minimum overs must be bowled in the applicable team's innings for bets to stand:
      a) Test Matches: 50 overs
      b) County Championship: 50 overs
      c) 50 over match: 25 overs
      d) 40 over match: 20 overs
      e) 20 over match: 10 overs
   3) However, in all cases, bets will stand if the innings reaches its natural conclusion in fewer overs than the above requirement. Bets placed on any player not named in the starting eleven will be void.
   4) Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such players will be settled as losing bets.
   5) If two or more players score the same number of runs then dead heat rules will apply.

xx. Man of the Match

1) This market will be settled on the official "Man of the Match" award which is awarded at the post match presentation. Should more than one player be awarded "Man of the Match" then dead heat rules will apply to this market.
2) Bets placed on players who are not included in his or her team's starting eleven will be void.

yy. Team to hit the most Fours / Team to hit the most fours and win the match
1) If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market shall be void regardless of how many sixes/fours are hit prior to, or after, any announced reduction in overs.
2) Bets will stand if either innings is shortened due to it reaching its natural conclusion.

zz. Race to Ten Runs
1) Bets on this market will stand unless either of the listed players do not open the batting (in which case all bets on this market will be void).
2) Bets will stand regardless of which of the listed players faces the first ball.
3) If neither player reaches 10 runs then the option "Neither" will be the winning selection.
4) However, in weather-affected matches, if neither of the batsmen reaches 10 runs and either is not out then bets on this market will be void. Bets will stand regardless of which of the listed players faces the first ball.

aaa. Top Tournament Wicket Taker

1) All in play or not (i.e., if a player does not take part in the tournament, bets placed on that player will stand).
2) If two or more players take the same number of wickets, dead heat rules will apply.

bbb. Top Tournament Runscorer

1) All in play or not (i.e., if a player does not take part in the tournament, bets placed on that player will stand).
2) If two or more players score the same number of runs then dead heat rules will apply.

ccc. Direction of first boundary
1) This market will be settled on the direction of the first boundary that comes off the bat (given as runs to the batsman).
2) This market includes both fours and sixes.

ddd. Wickets lost after "x" overs.

1) This market is settled based on how many wickets have been lost at the conclusion of the number of overs stated in the index. If the innings reaches a natural conclusion without reaching the number of overs named in the index then all bets will be settled based on the number of wickets lost at the end of play.

14. Cycling

a. Where there is a presentation ceremony, markets will be settled on the official result of the relevant governing body at the time of the ceremony, regardless of any subsequent disqualification or amendment to the result.
b. If there is no presentation ceremony, outcomes will be determined in accordance with the official result of the relevant governing body, regardless of any subsequent disqualification or amendment to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).
c. For 'To Win A Stage' markets, if the named rider fails to start the race all bets on that rider will be void. If the named rider is involved in a dead heat for first place in any stage, this will count as a stage win.
d. For overall 'Head to Head' markets, if both riders retire during the same stage then this market will be settled as a dead heat. If either rider fails to start the race all bets will be void. If both riders fail to start a subsequent stage for any reason the winner is the rider with the highest position after the previous stage. Dead heat rules apply.
e. For stage 'Head to Head' markets, if both riders fail to finish the stage this market will be void. Any other non runners will not affect this market. At least one rider must finish the stage for bets to stand.
f. Riders must start event/stage for bets to stand. Stakes will be refunded on riders withdrawn prior to the start of event/stage.
g. Head to Head match-ups will be settled based on the cyclist achieving the highest placing in the specified event/stage.
h. All bets will be deemed valid providing the event, or relative stage to which bet refers to, takes place within the same year, unless other arrangements have been agreed to.

i. Bets on performances in a particular stage stand regardless of any route modifications which the organizers might deem necessary to apply during a stage. Exception to this is where a stage which has a particular profile (i.e.: Mountain Stage) is changed by the organizers, prior to start of stage, into a stage which has a different predominant profile (i.e.: Time Trial or Sprint Stage). In such case bets which have been placed prior to the announcement of the change in stage profile will be declared void.

15. Darts

a. In the event a match starts but is not completed, the player that progresses to the next round (or is declared the winner in a final) is settled as the winner in match betting markets only. Other markets (e.g., "set winner" markets) will be voided unless the market result has been unconditionally determined.
b. If a match is not completed for any reason then bets on 'any correct score' or 'next leg/game/set' market will be void unless the market has been unconditionally determined.
c. If a match is not completed for any reason then bets on any point spread (handicap) market will be void unless the market has been unconditionally determined.
d. For parlays involving highest checkout, most 180s and win/loss of match, each of the three aspects of the bet must have been won outright for the bet to be deemed successful (and settled as a winning bet). For the avoidance of doubt, the bet will be deemed unsuccessful (and settled as a losing bet) if: (i) the selected player's highest checkout is the same as his/her opponent, (ii) the selected player scores the same number of 180s as his/her opponent and/or (iii) the match is tied.
e. If a match is postponed and does not take place within 48 hours, bets for this match will be declared void.
f. If the offered number of legs or sets is altered, any event already determined (e.g., "first set winner") will be settled. Match betting markets will also be settled under the condition that the match was decided by competitive play. All other bets will be declared void.
g. Futures bets will be voided if the selection does not take part at any stage of the event.

16. E-Sports

a. Official Results: all e-Sports bets will be settled in accordance with the official results of the match/tournament/race (as applicable) (following any extension of normal time where required unless otherwise specified) as declared by the official organizer, administrator or governing body as officially published on the website for the applicable organizer, administrator or governing body. All decisions of relevant e-Sports officials stand.
b. Map Changes: In the event of a change in the number of Maps (for those e-Sports involving Maps) to be played, all bets will be void except for match bets (provided that an official result is declared) and first Map bets. Please note that e-sports events will have differing match formats. It is solely the customer's responsibility to understand the formatting of a match before placing a bet. The Sportsbook will not be liable for any erroneous bets made under the assumption that a match would use a certain format.
c. Retirements & Disqualifications: If an e-Sports race, tournament, match or Map is not completed due to retirements or disqualifications, all bets will be void except those bets on completed e-Sports matches (as applicable) or Maps which will stand. All bets will stand on a completed e-Sports race, tournament or match where there has been any retirements or disqualifications.
d. All bets will stand on a retired or disqualified player except where the e-Sports race, tournament, match or Map is not completed.
e. Abandonment, Postponement & Cancellation:
    1) If an e-Sports race, tournament or match is postponed, all bets will stand as long as the e-Sports race, tournament or match commences within 48 hours of the initial scheduled time. If the e-Sports race, tournament or match is cancelled or commences after this period, all bets will be void.
    2) In the event that an e-Sports race, tournament or match is abandoned or not completed, all bets will be voided unless the outcome has been unequivocally decided.
f. Player & Team Changes: If an e-Sport team name changes (usually, but not limited to, sponsorship changes) but the roster or team members remain the same, all bets will stand. (i.e., not a team event) withdraws prior to the start of their first race or match, all bets on that player will be void. If there is a replacement player or 'stand in' for any team in an e-Sport race, tournament or match, all bets will stand.
g. Connectivity: if a race, match or Map is officially determined to be a draw due to a connectivity or technical issue (or similar reason), all live bets on the respective race, match or map will be void.
h. If a race, match or Map is stopped and restarted from the beginning with the approval or the relevant administrator or official due to connectivity or technical issues which are not player related, then all undecided markets will be void.

i. If a race, match or Map is replayed, all live betting on the original race, match or Map will be voided

17. Lacrosse

a. If a game is postponed and is not played within 48 hours of the official start time (local time) then all bets will be voided.
b. If a game that has started is suspended due to a rain delay or other deferral and resumes within 48 hours of the originally scheduled start time (local time), then all wagers will stand. If the game is delayed beyond 48 hours of the originally scheduled start time, then all bets on the market for the game will be void. Except for bets on any markets that have been unconditionally determined. If an official result is declared by the relevant governing body, all bets will stand.
c. In the event of a venue change, all bets on the impacted game will be voided.
d. Premier Lacrosse League games are considered complete after 48 minutes of regulation gameplay unless the score is tied at the end of regulation.
e. National Lacrosse League & NCAA Lacrosse games are considered complete after 60 minutes of regulation gameplay unless the score is tied at the end of regulation.
f. In the event of a tie at the end of regulation, the game is considered complete upon the first goal in overtime.
g. Overtime counts for all markets unless stated otherwise.
h. Second half markets include overtime.
i. Fourth quarter markets do not include overtime.
j. All Outright markets are All-in (see Section 7.1).
k. For markets that specify number of goals – a goal shot from behind the two-point line counts as one goal.

18. Rugby Union and Rugby League

18.1. Rugby Union Rules

a. Unless otherwise stated, all rugby union bets are settled on 80 minutes' play plus any injury time.
b. For Rugby 7s tournaments, all bets are settled on the result at the end of extra time unless the market has a "Draw" or "Tie" selection in which circumstances the market is settled on the result after the completion of normal time. Double Result will be settled after extra time. The "Any Draw" or "Tie" selection will only be a winner in the case of a half time draw in games where extra time takes place.
c. If a match is postponed, bets will stand until 48 hours from the original kick off time, after which time they will be void.
d. If the venue is changed from the one advertised, all bets on that match are void.
e. Any parlay bet reduced by an abandoned, postponed or re-arranged match will stand on the remaining selections.
f. If a match starts but is abandoned before its completion, all bets will be void unless an official result is declared by the applicable governing body. Where an official result has been declared by the official governing body, that official result will govern match and handicap market settlement but all other markets will be void unless their result has already been determined at the point of abandonment (i.e., at the point of abandonment, it would not have been possible for the outcome of the bet to change had the match continued to its natural conclusion). By way of example, if 37 points have been scored at the time a match is abandoned: (i) a bet placed on 35 points or more to be scored would be settled as a winning bet, (ii) a bet placed on 30-35 points to be scored would be settled as a losing bet and (iii) a bet placed on 40-45 points to be scored would be void. In such circumstances, bets on last tryscorer / team to score last / team to score last try / last scoring play would all be void.
g. Outright Bets: all bets placed on outright markets will be settled on official tournament results. For betting purposes, any team which has points deducted due to breaches of rules and regulations will be deemed a starter. If, at the time a deduction of points is announced, the loss of points means that only one eventuality can occur then all bets on that competitor are void and monies will be returned. Any bets placed after a points deduction may have prices adjusted accordingly.
h. All outright markets which state "Regular Season" (or similar) are deemed to mean the official standings of teams after all matches of the predetermined season are played and before any playoff matches have commenced.
i. Tournament Tries/Points: Bets will apply to all playing time, including any extra time in any match where an official result is declared.
j. To Miss Top 2 / Top 4 / Top 8: For betting purposes, any team which has points deducted due to breaches of rules and regulations will be deemed a starter. If, at the time a deduction of points is

announced, the loss of points means that only one eventuality can occur, then all bets on that competitor are void.

k. Tryscorers: All bets will be refunded if they were placed on players not included the official match day 22 or 23 (depending on the competition). If a substitute is not on the field before the first try is scored then bets on that player will be void in the 'First Tryscorer', 'First Team Tryscorer' and 'First Tryscorer Insurebet' markets. If a substitute comes on at any stage during the game, they will be considered 'All In' for all other tryscorer markets. If they do not take any part in the game, they will be void in all tryscorer markets.
l. First/Last Tryscorer: In the event of a penalty try being the first / last try scored, we will pay out on the penalty try option if offered. If the penalty try option is not offered, we will pay out, for "First Try" markets, on the next tryscorer following the penalty try (where the first try is a penalty try) and, for "Last Try" markets, on the tryscorer immediately preceding the penalty try (where the last try is a penalty try). For 'xth Tryscorer' markets, if the penalty try option is not offered, we will void any bets placed on the Xth try to be scored by a particular player (e.g., if that try is in fact a penalty try). If there is no try scored after the penalty try then "First Try" and "Last Try" markets will be void.
m. First Tryscorer Insurebet: If the player fails to score the first try but does score a try in the match then the bet stake will be returned. If a substitute is not on the field before the first try is scored then bets on that player will be void.
n. Position to Score First Try: In the event of a penalty try being the first try scored, we will pay out on the position of the next tryscorer for "Position to Score First Try" markets. For 'Position to score xth Try' markets, in the event of a penalty try, we will pay out on the position which scores the next try (e.g., if the first try scored in a match is a penalty try and the second try is scored by a 'forward', then a 'forward' will be deemed to have scored both the first and second tries). If there is no try scored after the penalty try then this market will be void.
o. To win in Extra Time: If there is no winner following extra time, dead heat rules will apply to bets on this market.
p. Tryscorer Matchbets / Kicker Matchbets / To Score the Most Points Matchbets: Both players must be in the starting 15 for bets to stand. If there is no 'Tie' or 'Draw' selection offered and the result is a tie then all bets will be void.
q. Best Kicking Percentage Matchbets / Kicker Matchbets / To Score the Most Points Matchbets: Bets will be void if both players do not attempt at least 1 placed kick at goal.
r. Player Total Points / Perfect Kicking record: Bets will be void if the selected player does not attempt at least 1 placed kick at goal.
s. Top Tryscorer / Top Team Tryscorer / Top Points Scorer: dead heat rules apply.
t. Regular Season Team Matchbets: dead heat rules apply.
u. Head to Head: Any extra time will be counted for settlement purposes. In the result of a draw where no extra time is played, this market will be settled according to dead heat rules.
v. Line: Any extra time will be counted for settlement purposes.
w. Man of the Match: for Rugby World Cup Man of the Match markets, the market will be settled based on the official 'Man of the Match' as determined by the Rugby World Cup official site. If the Rugby World Cup official site fails to declare an official Man of the Match for any reason, all bets will be void.

18.2. Rugby League Rules

a. Unless otherwise stated, all rugby league bets are settled on 80 minutes' play plus any injury time.
b. All bets on NRL matches will be settled on the official declared result including any extra time, except 'Match Betting, 'Point Spread (Handicap) Betting, 'Will There Be Extra Time?', 'Highest Scoring Half' and 'Half With Most Tries' markets (which will be settled on the basis of 80 minutes' play plus any injury time). In Point Spread (Handicap)/Line and Totals betting where the value selected is a whole number (e.g., 6.0), and the result lands on that number, then all wagers related to that line number will be refunded, and any such bet will be deemed an excluded leg for the purpose of any applicable parlay, which will be recalculated excluding that leg. The same rules apply for State of Origin and any other Australian Rugby League match where extra time is played.
c. If the result of an NRL match after extra time is a draw, then the Dead Heat Rule will apply to all bets where a winner has not been officially declared. All winning margin bets, including Dozen Winning Margins, will be deemed unsuccessful bets as neither team has won the match.
d. If a match is postponed, bets will stand until 48 hours from the original kick off time, after which time they will be void.
e. If the venue is changed from the one advertised, all bets on that match will still have action (unless it is postponed to over 48hours from scheduled kick off).

f. Any parlay bet reduced by an abandoned, postponed or re-arranged match will stand on the remaining selections.
g. If a match starts but is abandoned before its completion, all bets will be void unless an official result is declared by the applicable governing body. Where an official result has been declared by the official governing body, that official result will govern match and handicap market settlement but all other markets will be void unless their result has already been determined at the point of abandonment (i.e., at the point of abandonment, it would not have been possible for the outcome of the bet to change had the match continued to its natural conclusion). By way of example, if 37 points have been scored at the time a match is abandoned: (i) a bet placed on 35 points or more to be scored would be settled as a winning bet, (ii) a bet placed on 30-35 points to be scored would be settled as a losing bet and (iii) a bet placed on 40-45 points to be scored would be void. In such circumstances, bets on last tryscorer / team to score last / team to score last try / last scoring play would all be void.
h. Outright Bets: all bets placed on outright markets will be settled on official tournament results. For betting purposes, any team which has points deducted due to breaches of rules and regulations will be deemed a starter. If, at the time a deduction of points is announced, the loss of points means that only one eventuality can occur then all bets on that competitor are void and monies will be returned. Any bets placed after a points deduction may have prices adjusted accordingly.
i. NRL & Super League Outright / Regular Season Outright / Top 2 / 4 / 8 Finish: All In Betting. Any Team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purposes. Any loss of titles after the completion of the Grand Final will be deemed null and void and all bets will stand. All outright markets which state "Regular Season" (or similar) are deemed to mean the official standings of teams after all matches of the predetermined season are played and before any playoff matches have commenced.
j. NRL & Super League Wooden Spoon: This market is settled on the team which has the least wins for the season. A draw is considered as half a win. In the event of more than one team having the same number of wins, the outcome will be determined by the worst 'for and against' points total. Points deducted because of breaches of rules and regulations are excluded for resulting purposes. All In. Win Only.
k. To Miss Top 2 / 4 / 8: For betting purposes, any team which has points deducted due to breaches of rules and regulations will be deemed a starter. If, at the time a deduction of points is announced, the loss of points means that only one eventuality can occur, then all bets on that competitor will be void.
l. Tournament Tries/Points: Bets will apply to all playing time (including any extra time) in any match where an official result is declared.
m. Tryscorers: All bets will be refunded if they were placed on players not included in the official match day 17. All players that are named in the match day 17 will be considered 'All In' for all tryscorer markets (including "First Tryscorer" and "First Team Tryscorer" markets).
n. First/Last Tryscorer: In the event of a penalty try being the first / last try scored, we will pay out on the penalty try option if offered. If the Penalty Try option is not offered we pay on the next tryscorer for first try or preceding tryscorer for last try. For xth Try betting if the Penalty Try option is not offered we pay on the next tryscorer i.e., if the second try scored in a match is a penalty try and the third try is scored by Paul Smith, then Paul Smith will be deemed the winner for the second and third tries. If there is no try scored after the penalty try then this market will be void.
o. First 2nd Half Tryscorer: If a player is included in his team's matchday 17 man squad, all bets on that player will stand regardless of whether the player is on the field for the first 2nd half try or not.
p. To win in Extra Time: If there is no winner following extra time, dead heat rules will apply to bets on this market.
q. Tryscorer Matchbets / Kicker Matchbets / To Score the Most Points Matchbets: Both players must be in the starting 13 for bets to stand. If there is no 'Tie' or 'Draw' Selection offered and the result is a tie then all bets will be void.
r. Best Kicking Percentage Matchbets / Kicker Matchbets: Bets will be void if both players do not attempt at least 1 placed kick at goal.
s. Player Total Points / Perfect Kicking record: Bets will be void if a player does not attempt at least 1 placed kick at goal.
t. Statistics/Supercoach Markets: All bets on players not in the starting 13 will be void. All statistic bets will be paid at the completion of each round in accordance with official NRL statistics. Supercoach markets will be paid at the completion of each round in accordance with the Daily Telegraph (Australia) results.
u. Top Tryscorer / Top Points Scorer: dead heat rules apply.
v. Regular Season Team Matchbets: dead heat rules apply.

19. Pool

a. In the event of a match starting but not being completed, the player progressing to the next round will be deemed the winner (or in the final the player declared the winner).
b. If a player fails to start a tournament or match all bets on that player or individual match will be void.

c. If a match is not completed for any reason then bets on 'any correct score' or 'next frame' market will be void.
d. If a match is not completed for any reason, bets on any handicap market will be void unless the market has been unconditionally determined.
e. First Color Potted The first color legally potted scoring its own value (i.e., not taken as a free ball) will be considered the winner, irrespective of whether there are any subsequent re-racks.
f. Next Frame - First Player to Pot a Ball The first player potting a ball legally will be considered the winner, irrespective of whether there are any subsequent re-racks.
g. Point Spread (Handicap)/Total Rack betting - If the statutory number of racks are not completed, then all bets will be void. In the event of a match starting but not being completed, bets will be void unless the outcome is already determined.
h. Match betting - In the event of a match starting but not being completed then player progressing to next round, or the player awarded the victory (points) in a team competition, will be deemed the winner for settlement purposes.
i. To win next Rack betting - In the event of the specified rack not being played or not being completed, bets will be void.
j. Next Rack (Golden Break/Balls Potted off Break) - In the event of the specified rack not being played, bets will be void. Only legally potted balls will count for settlement purposes.
k. Top Points Scorer/Top Team Points Scorer - Dead Heat rules will apply.
l. Markets for this sport may not currently be offered in all jurisdictions.

20. Snooker

a. Outright markets are offered on a Non-runner no-bet basis. Future wagers on any player who takes part in a qualifying tournament but fails to qualify for the main tournament will be classed as losers.
b. Next Frame Total Points - In the event of a re-rack, only points scored in the completed frame will count towards settlement.
c. In the event of a player being awarded a frame due to non-appearance of opposing player, to win 1st frame, to win xth frame and all related markets to that frame will be settled as void. Frame betting, handicap betting, total frames, race to three frames & 1st 4 & 6 frames outright/correct score will be settled as normal.
d. Next Four frames outright and correct score, Next Session outright/correct score. If Four Frames/Next Session are not completed due to the match result having been determined before this point, then bets will be deemed void unless already determined as a losing bet. If all frames are not completed due to time constraints, bets will be settled when play resumes and settlement point is reached.
e. Session outright/correct score: If a session is reduced in length due to time constraints, bets will be settled on completion of the original intended number of frames in that session.
f. Foul in Xth Frame: If a foul is committed in a frame and is then followed by a re-rack, the foul will count for settlement purposes.
g. Stage of Elimination: Player must play one shot in the tournament for bets to stand.
h. Official match sheets will be used for settlement purposes.

21. Handball

a. Settled on 60 minutes play unless stated otherwise. Extra time does not count.
b. If 60 minutes is not completed then all bets will be void, except those that have been unconditionally determined. If an official result is declared all bets will stand.
c. In case of a match being postponed it will be voided unless it takes place within 48 hours of the initial scheduled start time.
d. The name/heading of a competition amounts to evidence of what a bet refers to. For example, if you placed a bet on "Norway vs Brazil" under the competition name/heading U20 World Cup, the bet would have applied to the match between Norway and Brazil which was part of the U20 World Cup.
e. All bets referring to aggregated Tournament Totals will be settled based on official statistics by the governing association. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g., Extra Time) but not Penalty Shoot Outs.
f. Settlement of player related bets in a specific match will be based on the result after the end of the 2nd half (Regular Time), unless otherwise stated. Extra time does not count.

22. Field Hockey

a. Overtime does not count unless stated otherwise.

b. If 70 minutes is not completed then all bets will be void, except those that have been unconditionally determined. If an official result is declared all bets will stand.
c. Should a match be abandoned all markets will be void unless the outcome of that market has been unequivocally decided.
d. In the case of a match being postponed all bets will be void unless the match takes place within 36 hours of the initial scheduled starting time. Affected Parlays will be recalculated excluding that event or leg.

23. Rowing

a. If a crew or individual starts a race but does not complete it then they will be deemed a loser providing at least one other crew or individual completes the race. If no crew or individual completes a race then all bets will be void.
b. If a regatta is cancelled for any reason, all bets will be void, except those on markets which have been unconditionally determined.
c. Where there is a presentation ceremony, markets will be settled on the official result of the relevant governing body at the time of the ceremony, regardless of any subsequent disqualification or amendment to the result.
d. If there is no presentation ceremony, outcomes will be determined in accordance with the official result of the relevant governing body, regardless of any subsequent disqualification or amendment to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).

24. Table Tennis

a. In the event of a table tennis game not taking place or begins and does not finish, bets on the game which have not already been unconditionally determined are declared void.
b. In the event a game is not decided competitively, for example a player is given a walkover, bets on this game are declared void.
c. If a player or team withdraw prior to the start of an event, stakes will be refunded. Payouts on events where participants have withdrawn are subject to deductions to reflect the reduced number of participants.
d. Bets are declared void in the event of a stated player being replaced.
e. Official score sheets are used for the settlement of all bets. Where it is found that the official score sheet is clearly incorrect, The Sportsbook may use its own recorded statistics for settlement purposes.
f. Players who are awarded at the podium are declared the event winner for settlement purposes. Any subsequent disqualifications will not overturn the original settlement.

25. Volleyball

a. In the event of a match starting but not being completed then all markets will be void, unless an official result is declared, in which case all bets will stand.
b. The name/heading of a competition amounts to evidence of what a bet refers to. For example, if you place a bet on "Italy vs Brazil" under the competition name/heading U20 World Cup, the bet will apply to the match between Italy and Brazil which is part of the U20 World Cup.
c. In case of a match being cancelled or postponed to after midnight (local time) on the scheduled start date, all bets will be voided.
d. All markets will be settled with the final result by volleyball rules. The only exceptions are for matches that are agreed by the laws of the competition in which they are competing or agreed by both sides prior to kick-off. In such cases, all bets will be settled at the end of the agreed rules.

e. For competitions whereby a golden set is played to determine which team/player progresses, the golden set will not count towards settlement of an individual match. Golden Set will only apply to tournament/Outright Betting.

26. Winter Sports (which may include, amongst others, Alpine Skiing, Biathlon, Cross-Country Skiing and Ski-Jumping)

a. Participants must pass the starting line/gate in order for bets to stand otherwise bets will be voided and stakes returned.
b. Where there is a presentation ceremony, markets will be settled on the official result of the relevant governing body at the time of the ceremony, regardless of any subsequent disqualification or amendment to the result.
c. If there is no presentation ceremony, outcomes will be determined in accordance with the official result of the relevant governing body, regardless of any subsequent disqualification or amendment to the result.
d. If an event is abandoned, postponed or cancelled, all bets will be void unless the event is completed at the same venue within 48 hours of the official scheduled completion date; or a result is 'called' by the relevant governing body.
e. The Sportsbook General Rules will apply for 'match bets'. However, in respect of "Nordic Combined" if all competitors involved in the match bet do not start both sections of the event (ski jumping and cross country) then bets will be void.