



BETTING RULES

American Football

Includes NFL, NCAA College Football, WLAFL, UFL, CFL and Arena Football.

Abandoned or postponed matches are void unless rearranged and played in the same NFL weekly schedule (Thursday - Wednesday local stadium time) except for those bets that have already been determined at the time of abandonment or postponement.

If a match venue is changed, 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.

In 2-Way markets Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

Weekly Props - Total Points Scored, Conference Points Scored, Will There Be A Shutout; will be inclusive of the number of games as specified on site for each specific week. In the case of one or more of those specified games being abandoned/postponed markets will be void unless they are rearranged and played in the same NFL weekly schedule (Thursday - Wednesday local stadium time), or the outcome is already determined.

Weekly Markets - Highest/Lowest Scoring Team and Player Yardage markets, only the quoted participant's count. Any Team or Player who are involved in an Abandoned or Postponed match will be treated as a non-runner and other participants subject to Rule 4 (Deductions) unless game is rearranged and played in the same NFL weekly schedule (Thursday - Wednesday local stadium time).

Pre-Game Bets (Game Lines Including 2nd Half/4th Quarter Bets) INCLUDE Overtime Unless Stated Otherwise

There must be 5 minutes or less of scheduled game time left for bets to have action, unless the specific market outcome is already determined, unless stated otherwise. All NFL match markets and pre-game props will be settled according to game stats on www.nfl.com published on day of the game. Subsequent amendments do not affect settlement.

Double Result - Predict the result at half-time and end of regulation time. The game must be completed for bets to have action. This market EXCLUDES overtime for settlement.

1st Quarter/Match Double – Predict the result at the end of the 1st Quarter and the end of regulation time. The game must be completed for bets to have action. This market EXCLUDES overtime for settlement.

Lowest/Highest Team Score - Only listed teams count. Dead-heat rules apply.

For pre-game props the game must be completed for bets to have action, unless settlement of bets is already determined.

Team Totals, Odd or Even - Zero score by a team will count as Even for settlement purposes.



Team to Call 1st Timeout - Forecast which team will call the 1st timeout. Timeouts lost by any other means, e.g. Coaches Challenges, Injuries etc. do not count.

Will Either Team Score 3 Unanswered Times - Forecast whether either team will score 3 consecutive times during the game. A Score excludes any PAT's (point after touchdown or 2 point conversions).

First Offensive Play of the Game - This market is determined by the first offensive play from scrimmage (excluding Penalties). In the event of the kick-off being returned for a touchdown then bets will stand for the following kick-off. Incomplete or intercepted passes and QB Sack or Fumble will stand as a Pass Play. A fumble on exchange to the RB will stand as a Run Play.

Total Offensive Yards - Settlement is based on the Net Yards for both teams (includes sack yardage lost).

Team to Gain Most Passing Yards – Settlement is based on the most gross yards thrown.

Team to Gain Most Rushing Yards – Settlement is based on the most Total Rushing yards gained (includes negative yardage).

Penalties - All Penalty markets are based on the Penalty being accepted. Declined Penalties do not count.

Player Props/Performances - Bets are action if player competes in one Down. Player match-ups are action if both players compete in one Down. Push rules apply.

For the following markets your player must be dressed/active for bets to stand (as per the official NFL Game Book):-

First/Last and Anytime Touchdown Scorer - Forecast the name of the scorer of the first/last/anytime touchdown in the game, or whether no touchdown will be scored. The Field refers to any player not specifically listed.

Touchdown Shirt Numbers - If no touchdown scored then all bets are no action.

Scorecast - If a match is abandoned after a touchdown has been scored all bets will be settled as singles on the selected first touchdown scorer at the appropriate odds. If there is no touchdown scored in the match then all bets will be settled as singles on the Winning Margin.

Quarterback props are based on Gross Passing Yards gained.

Pre-Game Prop Bets Which EXCLUDE Overtime

For the following markets the game must be completed for bets to have action:

Double Result - Predict the result at half-time and end of regulation time.

In-Play Game Bets/In-Play Half Bets/In-Play Quarter Bets INCLUDE Overtime Unless Stated Otherwise

The game or relevant quarter/half must be completed for bets to have action, unless settlement of bets is already determined.

For settlement purposes:-

Half bets (2nd half will include any points scored in Overtime if played unless otherwise stated)

Quarter bets (4th quarter will include any points scored in Overtime if played unless otherwise stated)

Double Result - Excludes overtime if played.



2 Unanswered Scores in Quarter/Team to Make Next Score/Next Scoring Play - PATs do not count as scores.

Result of Current Drive - If Team A has the ball and fumble, and the ball is recovered by Team B, who then fumble it back to Team A; the outcome will be settled as Turnover, due to possession changing hands twice. Turnover on Downs (failed 4th Down attempt) will be settled as turnover. If a punt is fumbled by the receiving team and recovered by the kicking team bets will be settled as punt and a new drive market will be offered.

Make 1st Down on Current Drive - The Yes option is determined by achieving a new set of downs, either by Run, Pass (this includes if a TD is scored as a result) or Automatic 1st Down Penalty. Safety, and Field Goal will be settled as No (irrespective of Field Goal being made or not). Replayed Downs due to non Automatic Penalties, e.g. offside, encroachment, delay of game, Illegal substitution, excessive timeout(s), incidental grasp of facemask, neutral zone infraction, running into the kicker or more than 11 players on the field at the snap, do not count, unless committed with 5 yards or less to go.

Parlay Cards

In the case of any of the selections resulting in a tie the selection will be treated as a Push and the parlay will stand on the remaining selections, e.g. a 4 team parlay with 1 tie will revert to a 3 team parlay on the 3 remaining selections, a 2 team parlay with 1 tie will revert to a single wager on the remaining selection, in all cases at the odds taken at the time the wager was placed.

Teaser Cards

In the case of any of the selections resulting in a tie the selection will be treated as a Push and the teaser will reduce to a parlay on all the remaining selections, e.g. a 6 team teaser with 1 tie will revert to a 5 team teaser on the 5 remaining selections, a 4 team teaser with 1 tie will revert to a 3 team teaser on the remaining 3 selections, in all cases at the odds taken at the time the wager was placed. If any teaser falls below the required minimum (3 selections for NFL, or 2 selections for NCAA) the bet will become void.

Teasers

In the case of any of the selections resulting in a tie the selection will be treated as a Push and the teaser will reduce to a parlay on all the remaining selections, e.g. a 6 team teaser with 1 tie will revert to a 5 team teaser on the 5 remaining selections, a 4 team teaser with 1 tie will revert to a 3 team teaser on the remaining 3 selections, in all cases at the odds taken at the time the wager was placed. Where a Push results in a teaser being reduced to one selection, the teaser will be treated as a single and paid out at the appropriate odds.

Season Props

All season props are based on the regular season matches only. Players stats stand irrespective of any trades during the regular season. All bets are action regardless of number of games.

Futures/Season Bets

Super Bowl winner, Conference Outright and Divisional Outright bets stand regardless of the length of the season.

NFL regular season wins and match-ups are based on teams completing all 16 regular season games, and for CFL all 18 regular season games, unless the remaining games during the course of the season do not affect the result.

AFC/NFC Conference winners are determined by the teams progressing to the Superbowl.



NFL Divisional winners are determined by games won during the regular season (NFL tie-break rules apply).

Conference Wildcard winners are the 2 teams who qualify for the post-season via the NFL's Wildcard selection.

Conference Number One Seed winner is the team designated by the NFL as the team who will have Home Field advantage throughout the playoffs.

NFL/NCAAF regular season wins and match-ups are based on teams completing the minimum number of games specified.

CFL to Reach Grey Cup - The team that progresses to the Grey Cup Final will be deemed the winner of the respective division.

Conference/Division Betting

Teams participating in an outright tournament may be grouped in conferences and/or divisions. For example NFL is grouped into 2 conferences (American Football Conference and National Football Conference) each containing 4 divisions (North, East, West and South). Prices are offered for each participating team to win their respective division and conference.

For all spreads and totals bets Push rules apply.

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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

Athletics

All bets stand except for those placed on participants not competing in first round heats/qualification. For settlement purposes the podium position or medal ceremony will count as the official result. Participants awarded gold, silver and bronze at the medal ceremony will be deemed 1st, 2nd and 3rd respectively. Subsequent disqualification or promotion of competitors at a later stage or any other change is irrelevant for the purposes of determining the result.

GMB Gaming (Pty) Ltd Online reserves the right to apply a deduction in the event of participant withdrawing prior to the start of the event.

Match Ups / Head To Head Betting

Both competitors must compete in the event for bets to stand.

Aussie Rules



All match markets will be settled including overtime if played unless otherwise stated. Regulation time must be completed for bets to stand unless otherwise stated. If the duration of a match is changed by the governing body prior to the commencement of play, the revised game length will be regarded as the official regulation time for this match, and all bets will stand as long as this new regulation time is completed.

Match Betting

If any match ends in a draw/tie, including overtime if played, then stakes will be refunded unless a price is offered for the draw/tie. Bets will be settled on official AFL result only.

Matches not Played as Listed

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.

Quarter Betting

For all quarter betting, in the event of a specific quarter not being completed bets will be void, unless the specific market outcome is already determined. If a game goes to overtime then this will be included for settlement purposes (considered a continuation of the 4th quarter).

Half Betting

For all half betting, in the event of a specific half not being completed bets will be void, unless the specific market outcome is already determined. If a game goes to overtime then this will be included for settlement purposes (considered a continuation of the 2nd half).

Double Result

Predict the outcome of the specified match at half-time and full-time including overtime if played.

HT/FT Winning Margin

Predict the team and winning margin combination of the specified match at half-time and full-time including overtime if played.

Baseball

Non-MLB Baseball (including Minor League Baseball) - No listed pitchers and all bets are action regardless of who pitches for each team. 8½ innings rule applies although in the event of a Mercy Rule being called, all bets will stand on the score at the time. For 7 innings games played as part of a doubleheader the 6½ inning rule will apply.

In 2-Way markets Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

MLB Wagers

It is the client's responsibility to ensure they are aware of any relevant pitcher changes. For game Money Line/Total/Run Line Betting there are three options to choose from:



Action - Team against team regardless of the starting pitcher. Each team's starting pitcher is defined for wagering purposes as the pitcher that throws the initial pitch. Pitchers can be specified when placing wagers.

One Specified Pitcher - A wager on or against one specific starting pitcher regardless of the other starting pitcher. Specified pitcher must start or wager is deemed no action.

Listed Pitchers Must Start - A wager that specifies both starting pitchers. Any variation constitutes no action. Wagers with One Specified Pitcher and Listed Pitchers Must Start that were placed when the named pitcher was originally listed are no action if the listed pitcher is changed and is then re-listed back to the original pitcher.

Wagers placed on the named pitcher, after being re-listed, are action.

In the event of a change in one or both starting pitchers prior to the start of a baseball game then the Money Line/Total/Run Line Betting may be adjusted. If one scheduled starting pitcher starts against an unscheduled starting pitcher, or both starting pitchers were unscheduled, then all Action and live One Specified Pitcher wagers will be computed at the opening price/line established with the new starting pitcher(s).

Double pitching change, where a listed pitcher is changed then re-instated for betting purposes, bets will be treated as a normal pitching change.

For any suspended MLB playoff game that resumes within 72 hours of the suspension, all bets will stand and be settled after the completion of the game. If the game is not completed within 72 hours following the time of suspension, then all bets will be void unless settlement of bets is already determined.

Matches Not Played as Listed

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.

4½ Innings Rule

Money Line - There must be at least 5 full innings of play unless the team batting second is leading after 4½ innings, for bets to stand. If the game is called, or suspended, after this point of the game is reached, then the winner is determined by the score after the last full inning (unless the team batting second scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called). Please note that suspended games do not carry over (with the exception of MLB play-off games - see specific rule). However, in the event of a Mercy Rule being called, all bets will stand on the score at the time.

6½ Innings Rule

Total and Run Line betting (for 7 innings games) - The game must go at least 7 full innings (or 6½ innings if the team batting second is ahead) for bets to have action. However, in the event of a Mercy Rule being called, all bets will stand on the score at the time. Please note that suspended games do not carry over.

8½ Innings Rule

Total and Run Line betting - The game must go at least 9 full innings (or 8½ innings if the team batting second is ahead) for bets to have action. However, in the event of a Mercy Rule being called, all bets will stand on the



score at the time. Please note that suspended games do not carry over (with the exception of MLB play-off games - see specific rule).

Pre-Game Lines

All pre-game bets include extra innings unless otherwise stated.

Where Mercy Rule is applied, all bets will stand on score at the time.

Money Line - Subject to 4½ innings rule.

Run Line, 3-Way Handicaps and Alternative Run Lines - Subject to 8½ innings rule.

Game Total, Team Totals, 3-Way Totals and Alternative Game Totals - Subject to 8 ½ innings rule EXCEPT where the total has already gone over, (if total has already gone over the quoted total, then bets on the over will be settled as winners, with bets on the under settled as losers) or where the natural conclusion of the game would have meant the outcome of the total quoted would be determined, e.g. MLB game is called, or suspended at 5-5, bets on Game Totals of Over 10 or 10.5 would be settled as winners, with bets on Under 10 or 10.5 being settled as losers, since any natural conclusion to the match would have at least 11 runs.

Most Hits, Total Hits, Team Hits - Subject to 8½ innings rule EXCEPT where the total has already gone over, where bets on the over will be settled as winners, with bets on the under settled as losers.

4½ Innings Totals - Bets will be settled based on the score in the middle of the 5th inning (e.g. not at the bottom of the 5th), unless the Total quoted has already gone over. Where this occurs all bets will be settled as follows - over bets on quoted Total will be settled as winners, with under bets on quoted Total being settled as losers.

4½ Innings Lines - Bets will be settled based on the score in the middle of the 5th inning (e.g. not at the bottom of the 5th), unless the team batting first is ahead (with any run line applied) at the start of the top of the 5th innings or score to go ahead (with any run line applied) in that inning, in which case the team batting first will be settled as the winner.

3/5/7 Innings Totals - Bets will be settled based on the score after 3/5/7 full innings, unless the total quoted has already gone over quoted total. Where this occurs all bets will be settled as follows - over bets on quoted total will be settled as winners, with under bets on quoted total being settled as losers.

3/5/7 Innings Line - Bets will be settled on the result after the first 3/5/7 innings of a game have been completed, unless the team batting second is already ahead (with any run line applied) at the middle of the relevant inning, or scores to go ahead (with any run line applied) in that inning, in which case the team batting second will be settled as the winner.

Pre-Game Props Including Player Props

Where Mercy Rule is applied, all bets will stand on score at the time.

Listed pitchers must start for bet to have action. Extra innings count unless specified otherwise.

All 1st Innings Props - 1st inning must be completed for bets to have action, unless settlement of bets is already determined.

Double Result - Result after 4½ innings, plus result for the whole game.



Game Total Odd/Even - If the combined score is zero then bets will be void.

Team Total Odd/Even - If team score is zero then bets will be void.

Total Runs 5-Way - 8½ innings rule applies unless the total has already reached the highest band, in which case that band will be settled as the winner.

Lead After x Innings - Bets will be settled on the result after the first x innings have been completed, unless the team batting second is already ahead at the middle of the relevant inning, or scores to go ahead in that inning, in which case the team batting second will be settled as the winner.

First to Score/Race to x Runs - The first team to reach the required number of runs will be settled as the winner. Bets on Neither require the 8½ innings rule to apply to be settled as winners.

Last to Score - 8½ innings rule applies.

Team with Highest Scoring Innings - Will be settled on the single highest scoring half-inning of the game. If both teams have the same highest score then Tie will be settled as the winner (even if one team has attained this score more often than the other). 8½ innings rule applies.

Extra Innings Yes/No - Will be settled as Yes if the score is tied after 9 innings (or the statutory number of innings if this is not 9), even if later innings are not played for any reason.

When Will Most Runs Be Scored? - 8½ innings rule applies.

First HR Will Be? - Will be settled on the first HR hit in the game. Bets on "No HR" require the 8½ innings rule to apply to be settled as winners.

Match-ups: Most (Total) Bases*/Most Hits/Most Strikeouts - For these match-ups to have action both players must be in official starting line up. 8½ innings rule applies, unless both players, or the player losing the match-up, have already been substituted out of the game. Both listed pitchers (at time of placing wager) must start for bets to have action.

Player Performance: (Total Bases*/Total Hits/Total Strikeouts/To Hit a HR/Record a Walk/Record an RBI/Score a Run). The player must be in the official starting line up and the opposing listed pitcher (at time of placing wager) must start for bets to have action. 8½ innings rule applies, unless settlement of bets is already determined, either by the player achieving the required outcome or by being substituted out of the game without having done so.

*Total Bases are calculated by adding all hits a player makes as per Single = 1 Base, Double = 2, Triple = 3, Home Run = 4. Only these count.

Starting Pitcher Completed Innings - Pitcher must start for bets to have action. Bets will be settled based on the number of full innings that the starting pitcher pitches. Bets will be void if the game is called or suspended with the starting pitcher still in the game and not yet having reached the required number of innings.

Daily Props

These markets refer to a group of games played on a particular date. There are no Listed Pitchers (bets stand regardless of Pitchers changes).



Grand Salami is the total of all runs scored in the relevant games. All games must be played and go at least 8½ innings for action, even if the total goes over with some games postponed or called.

Homes vs Aways - All games must be played and go at least 8½ innings for action.

Highest Scoring Team - All games must be played and go at least 8½ innings for action.

Highest/Lowest Score of Night refers to total number of runs scored by any one team and Total Shutouts refers to the number of teams scoring no runs. For these markets only games going at least 8½ innings will be considered for settlement purposes. For these bets to have action a minimum number of games must go 8½ innings as per the following table:

Total Games in Prop - Number Required to Go 8½ for Action

5 and under - All games

6 to 8 - All but one

9 and over - All but two

In-Play

Where Mercy Rule is applied, all bets will stand on score at the time.

All bets are action regardless of pitching changes. Extra innings count, unless stated otherwise.

Money Line - Subject to 4½ innings rule.

Run Line/Alternative Handicap - Subject to 8½ innings rule.

Game Totals/Alternative Totals - Subject to 8 ½ innings rule EXCEPT where the game total has already gone over, (if game total has already gone over the quoted total, then bets on the over will be settled as winners, with bets on the under settled as losers) or where the natural conclusion of the game would have meant the outcome of the total quoted would be determined, e.g. MLB game is called, or suspended at 5-5, bets on Over 10 or 10.5 would be settled as winners, with bets on Under 10 or 10.5 being settled as losers, since any natural conclusion to the match would have at least 11 runs.

Team Totals - Subject to 8 ½ innings rule EXCEPT where the team total has already gone over, (if team total has already gone over the quoted total, then bets on the over will be settled as winners, with bets on the under settled as losers).

3-Way Handicap - Includes Handicap Tie price. Extra innings count. Subject to 8½ innings rule.

To Go To Extra Innings - The end of the 9th inning must be complete for bets to have action. If the score is tied after 9 innings then this market will be settled as Yes even if the extra innings are not played due to the game being called/suspended.

To Win Inning (Current/Next) - Top and bottom of the specified inning must be completed unless the team batting second in the specified Inning is winning when game is called/suspended.



Inning Run Line (Including Alternatives) - Top and bottom of the specified innings must be completed for bets to have action, unless the team batting second in the specified Inning has already covered the run line and cannot be overtaken.

Inning Total (Including Alternatives) - Top and bottom of the specified innings must be completed for bets to have action, unless the Total quoted has already gone over at time the game is called/suspended.

A Score in the Inning (Current/Next) - Top and bottom of the specified inning must be completed, unless settlement of bets is already determined.

A Score in Half Inning/Hit in Half Inning (Current/Next) - Specified half inning (top or bottom) must be completed unless a run has already been scored/hit has already occurred when the game is called/suspended.

Team to have Most Hits in the Inning (Current/Next) - Top and bottom of the specified inning must be completed for bets to have action, unless the team batting second in the specified inning has most hits when game is called/suspended.

Total Hits in the Inning (Current/Next)/Total Runs in Inning (Current/Next) - Top and bottom of the specified inning must be completed unless settlement has already been determined.

Leader After 'X' Innings - Top and bottom of the specified inning must be completed for bets to have action, unless team batting second leads and cannot be overtaken at time the game is called/suspended. In the event of a mercy rule being applied, any incompleting innings leader markets, will be deemed to be won by match winner.

Race to Markets/Team Totals/Total Hits - 8½ innings rule applies unless settlement of bets is already determined, or if the natural conclusion of the game would have meant the outcome of bets would be determined.

If a tied game is called or suspended and the natural conclusion of a game requires a winner then bets on the relevant Race To quote will be made void. E.g. MLB game is called, or suspended at 3-3 after 10 innings, all bets on Race To 4 will be void. Race to 5/6/7 bets would be settled as Neither.

Team to Score Next - In the event that the game is abandoned all markets on runs already scored will stand. Bets on the next run at time the game is called/suspended will be no action.

Winning Margin - Subject to 8½ innings rule. Settlement includes extra innings for MLB; for non MLB where a game can end in a Tie, then that option is available. If an MLB game ends in a tie when a game is called/suspended bets will be void.

Futures - General Rules

Regular Season Wins/Match-Ups - Team must complete at least 160 regular season games for bets to have action unless the remaining games during the course of the season do not affect the result.

Will there be a "Perfect Game" in Regular Season - For the outcome to be settled as 'Yes', there must be an MLB regular season game in which a pitcher (or combination of pitchers) pitches a victory that lasts a minimum of 9 innings and in which no opposing batter reaches any base during the course of the game.



Regular Season Specials – All markets refer to season statistics accrued in MLB and are transferable between American League and National League. Statistics accrued in any other League do not count.

Number of Pitchers to win 20 or more games – Refers to the number of wins credited by the MLB official scorers.

To Win Pennant - The team that progresses to the World Series will be deemed the winner of the pennant.

Series Betting

Bets are void if the statutory number of games (according to the respective governing organisations) are not completed or are changed.

Outright, Pennant and Divisional Betting

All bets stand regardless of team relocation, team name change, season length or playoff format.

Wildcard Betting

The team that progresses to the MLB Playoffs via the wild card position will be deemed the winner.

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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

Basketball

There must be 5 minutes or less of scheduled game time left for bets to have action, unless the specific market outcome is already determined.

In 2-Way markets Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

Pre-Game Bets, Including Game Props

All pre-game bets include overtime unless otherwise stated.

Player Match-Ups/Performances

Wagering is available on the performance of a named player in a variety of achievements e.g. points, rebounds, assists, blocks, free throws. Push rules apply.

Relevant players must be dressed and see court-time for bets to have action. Overtime counts for any player props unless specified otherwise.

Individual player's performances are matched for betting purposes in a player match-up. Handicaps may be used and are applied to each player's actual score to determine the result. Push rules apply.



Double Double/Triple Double - Double/Double, player must record 10 or more in two of the following 5 statistical categories. Triple/Double, player must record 10 or more in 3 of the following 5 statistical categories: Points, Rebounds, Assists, Blocked Shots, Steals.

In-Play Game Bets INCLUDE Overtime

If a game is postponed or cancelled after the start there must be 5 minutes or less of scheduled game time left for bets to have action.

In-Play Half Bets INCLUDE Overtime

The first half must be completed for first half bets to stand. If a game is postponed or cancelled after the start, for game and second half bets there must be 5 minutes or less remaining for bets to have action, unless settlement of bets is already determined.

In-Play Quarter Bets INCLUDE Overtime

The quarter must be completed for bets to have action, unless settlement of bets is already determined.

NBA Futures/Tournament Props

Regular Season Wins/Match-Ups - Team must complete at least 80 regular season games for bets to have action unless the remaining games during the course of the season do not affect the result.

To Win Division - NBA tie-break rules apply.

To Win Conference - The team that progresses to the NBA Championship will be deemed the winner of the conference.

Settlement of all markets will be determined by official rankings and statistics provided by tournament governing bodies, eg. NBA, FIBA.

Furthest Progressing Team and Stage of Elimination - The highest official ranking (provided by the tournament governing body) will be used for settlement except when teams are eliminated at the same stage and no ranking is available to distinguish settlement - in which case bets will be void.

Outright, Division, Conference and Regional Betting

All bets stand regardless of team relocation, team name change or season length.

Series Betting

Bets are void if the statutory number of games (according to the respective governing organisations) are not completed or are changed.

Teasers

In the case of any of the selections resulting in a tie the selection will be treated as a Push and the teaser will reduce to a parlay on all the remaining selections, e.g. a 6 team teaser with 1 tie will revert to a 5 team teaser on the 5 remaining selections, a 4 team teaser with 1 tie will revert to a 3 team teaser on the remaining 3 selections, in all cases at the odds taken at the time the wager was placed. Where a Push results in a teaser being reduced to one selection, the teaser will be treated as a single and paid out at the appropriate odds.

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not



available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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

Boxing

In the event of a contest being postponed for more than 24 hours or should there be a substitution for one of the boxers then all bets will be void.

For betting purposes the fight is deemed to have started when the bell is sounded for the beginning of the 1st round.

A price will be offered for a draw and in the event of a draw occurring, bets on either boxer to win will be losing bets.

If a boxer is disqualified by reason of technical infringement such as low-blows, eye-gouging, biting and head butting such a boxer will be deemed to have lost and all bets shall stand.

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).

A points decision is only effective on completion of the scheduled number of rounds.

Where, for any reason a technical decision is awarded before the full number of rounds is completed, bets will be settled on the round in which the fight was stopped. Providing that a minimum of 5 rounds have been completed.

If for any reason the number of rounds scheduled is changed, all "round by round" bet selections will be void but all bets on the winner of the fight will stand.

Fight Outcome

Draw or Technical Draw The draw is scorecard draw. Technical draw is if the ref stops the fight before the start of the 5th round, for any reason other than a knockout.

KO or TKO - Knockout (KO) is when a boxer does not stand up after a 10 count. Technical knockout (TKO) is the 3 knockdown rule, or if the ref steps in and stops the fight.

Decision or Technical Decision - Decision is on scorecard points between the judges. Technical decision is if the fight can't continue for any reason after the 5th round other than knockout.

If for any reason the number of rounds scheduled is changed, all bets on the "Fight Outcome" will be void (e.g. Gerrie Coetzee by decision). Bets on the winner of the fight will stand.

Total Rounds

For settlement purposes 1 minute 30 seconds will define halfway in a round to determine over / under.

Round Betting or Round Group

If either boxer fails to answer the bell, his opponent will be deemed to have won the contest in the previous round for betting purposes.



For betting purposes, betting on rounds or groups of rounds is for the fighter to win by KO, TKO or Disqualification during that round or group of rounds. In the event of a technical decision before the end of the fight all bets will be settled as a win by Decision.

If for any reason the number of rounds scheduled is changed, all "round by round" bet selections will be void.

Cricket

Matches not Played as Listed

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.

Batsman Matches

Note that in Test and First Class Matches only the first innings counts. Bets will stand after batsman has faced one ball or is given out before first ball is faced. In the event of two or more players ending on an equal number of runs then dead heat rules apply.

Batsman Match Runs

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth-Lewis counts) otherwise all bets are void, unless settlement of bets is already determined.

Twenty20 Matches - The full 20 overs for each team.

One Day Matches - At least 40 overs for each team.

Test and First Class Matches- The whole match counts. In drawn matches there must be a minimum of 200 overs bowled.

Batsman Runs (In-Play)

Over/Under runs bets will stand after batsman has faced one ball or is given out before first ball is faced. Score counts if batsman is Not-Out including if innings is declared.

Test Matches and First Class Matches - Subject to the above all bets will stand irrespective of delays caused by rain or for any other reason.

One Day Matches - Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 overs or more than that scheduled when the bets were struck unless settlement of bets is already determined.

Twenty20 Cup Matches - Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 3 overs or more than that scheduled when the bets were struck unless settlement of bets is already determined.

To Score 50/100/150/200

Bets will stand after batsman has faced one ball or is given out before first ball is faced. Score counts if batsman is Not-Out including if innings is declared.

Test Matches and First Class Matches - Subject to the above all bets will stand irrespective of delays caused by rain or for any other reason.



One Day Matches - Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 overs or more than that scheduled when the bets were struck unless settlement of bets is already determined.

Twenty20 Cup Matches - Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 3 overs or more than that scheduled when the bets were struck unless settlement of bets is already determined.

Player Performance

These markets use a points based scoring system to determine their outcome. The point schedule is as follows:

1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping. Stakes refunded on non-selected players.

In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined. In Test and First Class matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined. In matches where the number of overs has been reduced and the outcome has not already been determined then bets will be void.

1st Over Total Runs

Prices will be offered for the total runs scored during the 1st innings of the match. Extras and penalty runs will be included. The over must be completed for bets to stand unless settlement is already determined.

Team Batsman to Score a Fifty in the Match

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined. For settlement purposes any batsman's score of 50 or above will count.

Twenty20 Matches - The full 20 overs for each team.

One Day Matches - At least 40 overs for each team.

Test and First Class Matches - The whole match counts. In drawn matches there must be a minimum of 200 overs bowled.

A Hundred to Be Scored in the Match

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches - The full 20 overs for each team.

One Day Matches - At least 40 overs for each team.

Test and First Class Matches - The whole match counts. In drawn matches there must be a minimum of 200 overs bowled.

Team Batsman to Score a Hundred in the Match



The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches - The full 20 overs for each team.

One Day Matches - At least 40 overs for each team.

Test and First Class Matches - The whole match counts. In drawn matches there must be a minimum of 200 overs bowled.

1st Wicket Method

The options available are:- Caught, Bowled, LBW, Run Out, Stumped and Any Other. Bets will be settled on the 1st wicket to fall in the match. If no wicket falls during the match then all bets will be void.

Runs at Fall of 1st Wicket

At least one delivery must be bowled, if no wickets fall bets will be void unless settlement is already determined.

Most Run Outs 3-Way

Prices will be offered on which team creates the most run-outs whilst fielding. If a match is abandoned due to outside interference then all bets will be void unless settlement is already determined. If a match is reduced in overs and a match result is reached then the team who effected most run-outs whilst fielding regardless of the amount of overs bowled will be the winners. In matches determined by a Super-Over any run out during the Super-Over will not count for settlement purposes. In Test and First Class Matches all innings of the match will count.

1st Innings Score

Prices will be offered for the number of runs scored during the 1st innings of the match, regardless of which team bats first. The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches - The full 20 overs for each team.

One Day Matches - At least 40 overs for each team.

Test and First Class Matches - Declarations will be considered the end of an innings for settlement purposes. In the event of the 1st innings being forfeited all bets will be void. In the event of an innings not being completed due to outside interference or inclement weather all bets will be void unless settlement is already determined.

Man of the Match

Bets will be settled on the officially declared man of the match. Dead-heat rules apply.

Highest 1st Innings Opening Partnership

Bets stand once 1 ball has been bowled in each team's 1st innings. In the event of a Tie, where the market offered is a two-way option dead-heat rules apply.

Most Match Sixes



If a match is abandoned due to outside interference then all bets will be void, unless settlement is already determined. In Test and County Championship matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined. In One Day matches where the number of overs has been reduced and the outcome has not already been determined then bets will be void. For settlement purposes this is all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows). In matches decided by a Super-Over, sixes hit during the Super-Over will not count for settlement purposes. Outside interference does not include weather events.

Total Match Sixes

If a match is abandoned due to outside interference then all bets will be void unless settlement is already determined.

In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined. In Test and County Championship matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined. In One Day matches where the number of overs has been reduced and the outcome has not already been determined then bets will be void. For settlement purposes this is all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows). In matches decided by a Super-Over, sixes hit during the Super-Over will not count for settlement purposes.

Team to make Highest 1st 6/10/15 Overs Score

If both teams do not complete the stated number of overs due to external factors or adverse weather then bets will be void, unless settlement is already determined. In the event of a tie, dead heat rules will apply.

Next Man Out/Next Batsman Out

If either batsman retires hurt or batsman at the crease is different from those quoted then all bets placed on both batsmen will be made void and stakes returned. In the event of no further wickets falling then all bets will be void and stakes returned.

Method of Dismissal (6-Way)/Method Of Next Batsman Out 6-Way

The options available are: Caught, Bowled, LBW, Run Out, Stumped or Any Other. If no further wickets fall all bets will be void.

Method of Dismissal (2-Way)

The options available are: Caught and Not Caught. If no further wickets fall all bets will be void.

Will Team Win By An Innings

Bets will stand on the official result. A minimum of 200 overs must be bowled in the match unless settlement is already determined, otherwise bets will be void.

Current/Next Innings Runs Odd/Even

Extras and Penalty runs will be included for settlement purposes.



Runs in Next Over/Runs in Next Over Odd-Even

Extras and penalty runs will be included. The over must be completed for bets to stand unless result already determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to inclement weather in which case all bets will be void. Zero will be deemed to be an even number.

Wickets in Next Over

The over must be completed for bets to stand unless result already determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to inclement weather in which case all bets will be void.

To Score Most Runs

Both players must reach the crease for bets to stand. Settlement is based on the official score(s) of the specified batsman.

Odd-Even Runs in Next Over

For this market zero will be deemed to be an even number. Extras and penalty runs will be included. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to inclement weather in which case all bets will be void.

Session Runs

Extras and penalty runs will be included. 20 overs must be complete for bets to stand.

1st Innings Run Handicap

Both team's 1st Innings must be completed (including declarations) for bets to stand.

Wickets Lost

One ball must be bowled for bets to stand.

Player of the Series

Any quoted player, who takes no part in the specified series, will be void (market may be subject to a Rule 4 (Deduction)). Winner as declared by the ICC. Dead-heat rules apply.

Series Correct Score

Bets void if the designated number of matches are not completed.

Top Series Batsman/Bowler

Any quoted player, who takes no part in the specified series, will be void (market may be subject to a Rule 4 (Deduction)). In the event of two or more players ending on an equal number of wickets, then the bowler with the least number of runs conceded will be the winner. Dead-heat rules apply.

Bowler Matches (Series)

In the event of both bowlers taking an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner.

Batsman Matches (Series)



In Test Series, runs scored in both innings will count. In the event of two or more players ending on an equal number of runs then bets void.

Most Sixes (Series)

In the event of two or more players ending on an equal number of sixes then bets void.

Top Team Spinner (Series)

In the event of two or more spinners taking an equal number of wickets then the spinner with the least number of runs conceded will be deemed the winner.

One Day/Twenty20 Matches

Match Betting

In matches affected by adverse weather bets will be governed by the official competition rules with the following exception: if a match is decided on either a bowl out or the toss of a coin then all bets will be void.

Where no price is quoted for the tie and the official competition rules do not determine a winner then bets will be void and refunded. In competitions where a bowl out or super over determines a winner then bets will be settled on the official result.

The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed, or, in limited-overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

If a match is abandoned due to outside interference then bets will be void unless a winner is declared based on the official competition rules. In the event of a change of opponent from the one advertised then all bets for that match are void.

Outside interference does not include weather events.

If a match is cancelled then all bets will be void if it is not replayed within 36 hours of its advertised start time.

Series Betting

Bets void if the designated number of matches changes, unless settlement of bets is already determined. If a series is drawn and no draw option is offered, dead heat rules will apply.

Race to 10 Runs

Bets stand unless either of the listed players do not open the batting, then all bets are void. Bets stand, regardless of which of the listed players faces the 1st ball. If neither player reaches 10 runs then the option Neither is the winner.

In weather affected matches, if neither of the batsmen reaches 10 runs and either are Not-Out then bets void. If neither of the batsmen reaches 10 runs and both are Out then Neither is the winning option.

Match Handicap

The handicap is added at the end of the match. If the team batting first wins or ties the match then Runs Handicap will be used for settlement purposes.



The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed, or, in limited-overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

If team batting second wins the match then Wickets Handicap will be used for settlement purposes. If a match is abandoned due to outside interference then bets will be void. If the match is affected by weather or any other delay and overs are reduced in either innings then all bets will be void.

Outside interference does not include weather events.

Top Batsman/Bowler

Bets placed on any player not in the starting 11 or nominated as the designated substitute 12th man are void. Bets on players who are selected but do not bat or field will be settled as losers. Dead-heat rules apply.

The following number of minimum overs must be bowled unless All Out or match has been completed, otherwise bets void.

- One Day Internationals - 20 overs
- All Domestic 40 Over Competitions - 10 overs
- All Domestic 50 Over competitions - 20 overs
- All Twenty20 Cup - 6 overs

In event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. Dead-heat rules apply.

Innings Runs (Including Alternative Quotes)/Innings Sixes

In One Day matches Over/Under Innings Runs and Innings Sixes bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 or more from that scheduled when the bets were struck, unless settlement of bets is already determined.

Twenty20 Cup matches bets will be void if the number of overs is reduced by 3 or more from that scheduled when the bets were struck unless settlement of bets is already determined. In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined.

For Innings Sixes specifically, for settlement purposes the outcome is based on all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows).

For this market only please note that any penalty runs added to a team total because of a slow over rate by the bowling team will not count for settlement purposes.

Team with Lowest Innings Score

Predict the team which will make the lowest score. A team must be all out or complete all 50 overs for the score to count.

Runs at Fall of Next Wicket

The total innings runs scored by a team before the fall of the specified wicket determines the result of the market. If a team declares or reaches their target then the total amassed will be the result of the market. Bets will be void should no more play take place following the intervention of rain, or any other delay, as the ability to reach previous quotes offered will have been removed. If settlement of bets can be determined they will be



settled accordingly. e.g. Should a team leave the field due to an intervention on a total of 135 then previous quotes equal to, or less than, this total will be settled. However, quotes higher than this will be void.

Over at Fall of Next Wicket

The over number in which the fall of the specified wicket occurs determines the result of the market. If a team declares or reaches their target then the over number at that time will be the result of the market. For example if a wicket falls after 46.2 overs, we settle on 47th over.

For betting purposes quotes using Under/Over Half Overs e.g. 10.5; the .5 represents the half, as opposed to specifying balls bowled in an over.

Bets will be void should no more play take place following the intervention of rain, or any other delay, as the ability to reach previous quotes offered will have been removed. If settlement of bets can be determined they will be settled accordingly. e.g. Should a team leave the field due to an intervention during over 17 then previous quotes less than this total will be settled. However, quotes higher than this will be void.

Runs Off Delivery (Including Alternative Quotes)

For settlement purposes all extras count as deliveries. For example, if an over starts: Wide - No Ball - Four, then the Four is deemed to be the third ball of the over. Extras and penalty runs will be included.

Runs Off Next Ball

For settlement purposes only legal deliveries count, otherwise bets will be settled as void. If no run is scored off the specified ball, the market will be settled as void. Byes, leg byes and penalty runs will be included, provided they are scored off a legal delivery.

In-Play Runs in First 'X' Overs (including alternative quotes)

If the selected number of overs is not complete due to external factors then bets will be void, unless settlement of bet is already determined.

If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand.

Wickets Lost by 'X' Runs

Settlement is determined by the number of wickets lost by the time a specific score is reached. If a team declares or reaches their target then the wickets lost at that time will be the result of the market.

A Fifty to Be scored in the Match

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined. For settlement purposes any batsman's score of 50 or above will count.

Twenty20 Matches - The full 20 overs for each team.

One Day Matches - At least 40 overs for each team.

Test Matches

Match Betting/Draw-No-Bet/Double Chance

Bets will stand on the official result provided at least one ball has been bowled. In the event of a tie then dead-heat rules will apply and bets on the draw will be losers.



The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed, or, in limited-overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

If a match is abandoned due to outside interference then bets will be made void.

Outside interference does not include weather events.

Top Batsman/Bowler

Only the first inning counts.

Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat or do not bowl will be settled as losers.

A minimum of 50 overs must be bowled unless All Out. Otherwise bets are void.

In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner.

A Fifty to Be Scored in the 1st Innings

Bets are struck on the 1st innings of the match the settlement of which is determined by the team batting 1st (as opposed to both teams). The innings must be completed (declarations count) otherwise bets are void unless settlement is already determined. For settlement purposes any batsman's score of 50 or above will count.

A Hundred to Be Scored in the 1st Innings

Bets are struck on the 1st innings of the match the settlement of which is determined by the team batting 1st (as opposed to both teams). The innings must be completed (declarations count) otherwise bets are void unless settlement is already determined. This market is based on a century (as opposed to 100 runs) being scored.

Team Batsman to Score a Fifty in the 1st Innings

Declarations will be considered the end of an innings for settlement purposes. In the event of the 1st innings being forfeited all bets will be void. In the event of an innings not being completed due to outside interference or inclement weather all bets will be void unless settlement is already determined. For settlement purposes any batsman's score of 50 or above will count.

Team Batsman to Score a Hundred in the 1st Innings

Declarations will be considered the end of an innings for settlement purposes. In the event of the 1st innings being forfeited all bets will be void. In the event of an innings not being completed due to outside interference or inclement weather all bets will be void unless settlement is already determined.

Player Match Wickets

Bets stand if player bowls 1 ball. Otherwise bets are void. Both innings count.

Innings Runs (Including Alternative Quotes)/Innings Sixes

A minimum of 50 overs must be bowled unless All Out or team declares. Otherwise bets void, unless settlement of bets is already determined.



For Innings Sixes specifically, for settlement purposes the outcome is based on all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows).

First Innings Lead

Both teams must complete their first innings for bets to stand (including declarations). Dead-heat rules apply.

Series Betting

Bets void if the designated number of matches are not completed. For series batsman total runs and player matches runs scored in both innings of all the matches in the series will count. For player performance the runs scored, wickets, catches and stumpings taken in both innings of all matches in the series will count.

Which Player Will Score the Fastest Fifty in the Series?

This will be measured in terms of number of balls faced to reach fifty. Dead-heat rules apply.

Which Player Will Score the Fastest Hundred in the Series?

This will be measured in terms of number of balls faced to reach a hundred. Dead-heat rules apply.

Runs in 1st Over (2-Way)

Extras and penalty runs will be included. The over must be completed for bets to stand unless result already determined.

Make a Century (Yes/No)

To make a century bets are for the whole match. Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat will be settled as losers.

Top Batsman (Both Teams)

Top batsman (both teams) bets are for the whole match. Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat will be settled as losers. Dead-heat rules apply.

Test Match Team Totals (2-Way)

For Test matches totals are settled on the 1st Innings only. A minimum of 50 overs must be bowled unless All Out or team declares. Otherwise bets void, unless settlement of bets is already determined.

Fall of 1st Wicket in Match Over/Under Runs

The total innings runs scored by a team before the fall of the 1st wicket determines the result of the market. If a team declares or reaches their target then the total amassed will be the result of the market.

Will There Be a Run Off 1st Ball of Match

Extras and penalty runs will be included. In the event of no play bets will be void.

Opening Partnership Over/Under Innings Runs

Bets stand once 1 ball has been bowled in each team's 1st innings. Bets are void if the innings is forfeited.

To Make a Fifty Yes/No in Either Innings

The whole match counts. Bets will stand after batsman has faced one ball or is given out before first ball is faced. Score counts if batsman is Not-Out including if innings is declared. All bets stand irrespective of delays caused by rain or for any other reason.

County Championship Matches



Match Betting

Unless a price is quoted for a draw, in the event of a drawn match, bets will be void. If a match is abandoned due to outside interference then bets will be made void. In the event of a tie, bets will be void and refunded.

Outside interference does not include weather events.

The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed, or, in limited-overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

Innings Runs

A minimum of 50 overs must be bowled unless All Out or team declares. Otherwise bets void, unless settlement of bets is already determined.

Top Batsman/Bowler

Only the first innings count.

Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat or do not bowl will be settled as losers.

A minimum of 50 overs must be bowled unless All Out. Otherwise bets are void.

First Innings Lead

Both teams must complete their first innings for bets to stand (including declarations). Dead-Heat rules apply.

Runs at Fall of Next Wicket

The total innings runs scored by a team before the fall of the specified wicket determines the result of the market. If a team declares or reaches their target then the total amassed will be the result of the market. Bets will be void should no more play take place following the intervention of rain, or any other delay, as the ability to reach previous quotes offered will have been removed. If settlement of bets can be determined they will be settled accordingly. e.g. Should a team leave the field due to an intervention on a total of 135 then previous quotes equal to, or less than, this total will be settled. However, quotes higher than this will be void.

Over at Fall of Next Wicket

The over number in which the fall of the specified wicket occurs determines the result of the market. If a team declares or reaches their target then the over number at that time will be the result of the market. For example if a wicket falls after 46.2 overs, we settle on 47th over.

For betting purposes quotes using Under/Over Half Overs e.g. 10.5; the .5 represents the half, as opposed to specifying balls bowled in an over.

Bets will be void should no more play take place following the intervention of rain, or any other delay, as the ability to reach previous quotes offered will have been removed. If settlement of bets can be determined they will be settled accordingly. e.g. Should a team leave the field due to an intervention during over 17 then previous quotes less than this total will be settled. However, quotes higher than this will be void.

Runs Off Next Ball (Including Alternative Quotes)

For settlement purposes all extras count as deliveries. For example, if an over starts: Wide - No Ball - Four, then the Four is deemed to be the third ball of the over.



In-Play Runs in First 'X' Overs (including alternative quotes)

If the selected number of overs is not complete due to external factors then bets will be void, unless settlement of bet is already determined.

If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand.

Wickets Lost By 'X' Runs

Settlement is determined by the number of wickets lost by the time a specific score is reached. If a team declares or reaches their target then the wickets lost at that time will be the result of the market.

Batsman Number of 4's

For settlement purposes this is all deliveries from which a batsman is credited with exactly four runs (including All-run/Overthrows).

Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 or more from that scheduled when the bets were struck unless settlement of bets is already determined.

Twenty20 Cup matches bets will be void if the number of overs is reduced by 3 or more from that scheduled when the bets were struck unless settlement of bets is already determined. In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined.

Batsman Number of 6's

For settlement purposes this is all deliveries from which a batsman is credited with exactly Six runs (including All-run/Overthrows).

Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 or more from that scheduled when the bets were struck unless settlement of bets is already determined.

Twenty20 Cup matches bets will be void if the number of overs is reduced by 3 or more from that scheduled when the bets were struck unless settlement of bets is already determined. In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined.

Team Runs Handicap

Both teams must complete the relevant innings (including declarations) unless settlement is already determined, otherwise bets are void.

Team Wickets Handicap

Both teams must complete the relevant innings (including declarations) unless settlement is already determined, otherwise bets are void.

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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



Cycling

Participants must pass the starting line of the respective event/stage for bets to stand. Otherwise bets will be void and stakes returned. The classification at the time of the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Match Ups / Head To Head

Match-ups will be settled upon the cyclist achieving the highest placing in the specified event/stage. In the event of one or both cyclists not passing the starting line then bets will be deemed void. If both cyclists start but fail to finish a specific event/stage then bets will be deemed void. If both cyclists start a specific event/stage and only one fails to finish then the cyclist who completes the specific event/stage will be deemed the winner.

Golf

Outright Betting/Top Nationality Etc

Non-runner no-bet. Outright markets may be subject to a Rule 4 (Deduction). All outright bets are settled on the player awarded the trophy. The result of playoffs is taken into account. Dead-heat rules will apply to the Place part of Each-way bets. Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count). A player is deemed to have played once they have teed off. In the event of a player withdrawing after having teed off then stakes will be lost on outright, group, match or 18 hole betting. Where a tournament is reduced from the scheduled number of holes for any reason (e.g. adverse weather conditions) outright bets placed prior to the final completed round will be settled on the player awarded the trophy if 36 holes of the tournament have been completed. If less than 36 holes have been completed or outright bets were placed after the final completed round then bets will be void. Ante-Post bets on any player who takes part in a qualifying tournament but then fails to qualify for the main tournament will be classed as losers. Skins Tournaments will be subject to dead-heat rules in the event of players winning equal amounts of prize money at the end of the specified competition. If additional holes are played to declare a single winner then this will be used for settlement purposes.

Outright Betting Including The Field

Non-runner no-bet apart from The Field. The price for The Field includes all players not quoted in this market. Bets are accepted win only. Above outright betting rules apply.

Betting Without a Nominated Player(s)

Dead-heat rules apply to win bets unless the excluded player(s) does not win the tournament. Dead-heat rules also apply to the Place part of Each-way bets.

Group Betting

The winner will be the player achieving the highest placing at the end of the tournament. Any player missing the cut will be considered a loser. If all players miss the cut then the lowest score after the cut has been made will determine settlement. Non-runner no-bet deductions in line with Rule 4 (Deductions) will apply. Dead-heat rules apply except where the winner is determined by a playoff. If a tournament is affected by adverse weather bets will be settled providing that there is a deemed tournament winner and a minimum of 36 holes are completed. The winner will be the player in the lead at the end of the last completed round.



Tournament Top 4/Top 5/top 6/Top 10/Top 20 Finish

Dead-heat rules apply.

Finishing Position of a Named Player

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

54, 72 and 90 Hole Match Betting

If a tournament is affected by adverse weather then bets will be settled providing that there is a deemed tournament winner and a minimum of 36 holes are completed. The winner will be the player in the lead at the end of the last completed round. Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count). If one player misses the cut then the other player is deemed the winner. If both players miss the cut then the lowest score after the cut has been made will determine settlement. If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, then the other player is deemed the winner. If a player is disqualified during either the 3rd or 4th rounds, when the other player in the match bet has already missed the cut, then the disqualified player is deemed the winner. A price will be offered for the tie and in the event of a tie bets on either player to win will be lost.

Tournament Match-Ups

As above but bets void in the event of a tie.

Six Shooter

Dead-heat rules apply. Rule 4 (Deductions) may apply in the event of a non-runner. Players starting but not completing their round will be deemed losers.

Five Shooter

As above but with five golfers grouped together.

18 Hole Betting

The winner will be the player with the lowest score over 18 holes. Players are paired, they may or may not be playing together.

18 Hole - 2 and 3-Ball Betting

Bets stand once all nominated players tee-off the first hole. If a round is abandoned then bets on that round are void. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count) Bets on 2 or 3-balls will stand irrespective of whether the actual pairings/group may differ. For tournaments using the Stableford scoring system the highest points scorer during the round is deemed the winner. Non-runners - 2 and 3-ball bets void. In 2-ball betting where a price is not offered for the tie then bets will be void in the event of a tie. If a price is offered for a tie, this will govern settlement. In 3-ball betting dead-



heat rules apply. For all other bets involving groups of more than 3 players together over 18 holes (e.g. 7-ball, 9-ball, etc) Dead-heat rules apply. Non-runner no-bet. Deductions in line with Rule 4 (Deductions) will apply.

Round Handicap

The handicap is applied to the specified players' Round Scores, with the lowest score being the winner. e.g. Player A +1.5 scores 74, Player B -1.5 scores 75, Player B is settled as the winner once the handicap has been applied. Bets will be void if either named player in a specified Round Handicap match-up does not complete the Round.

Fourballs

Bets stand once both pairings have teed-off the first hole. For all other bets involving groups of more than 3 players together over 18 holes (e.g. 4-ball, 5-ball, etc) Dead-heat rules apply. Non-runner - no-bet. Deductions in line with Rule 4 (Deductions) will apply.

Handicap Betting

Deduct handicap from final total to determine the winner. Tournament must be completed otherwise bets void. Any player who misses the cut will be deemed a loser. Any non-runner Rule 4 (Deductions) and SP Place terms will apply. Dead-heat rules apply.

Mythical Match-Ups

The winner will be the player with the lowest score over 18 holes. If scores are level after 18 holes then bets will be made void.

Player to Shoot the Lowest Round

Dead-heat rules apply.

Current/Next Hole Winner - 2 and 3 Balls

Bets stand once all nominated players tee-off the designated hole. If a player subsequently withdraws during the hole then bets on that player will be settled as a loser. Settlement of bets is determined when the players leave the green.

Current/Next Hole Player Score

A player is deemed to have played once they have teed off. In the event of a player withdrawing after having teed off on a specified hole, bets will be settled as 'Over Par'. If a player withdraws before teeing off on a given hole, bets on that hole will be void.

Player Round/Hole Group Scores

Bets will be void if the named player does not complete the Round; or specified group of holes, unless settlement is already determined

Hole Group Winner

Bets are based on the score over a specified group of holes (e.g. 10-18). Bets will be void if a player does not tee off on the first of the specified holes. If a player subsequently withdraws during the hole group specified, then bets on that player will be settled as a loser.

End of Round Leader

Settlement is based on the tournament score at the end of the specified round. Dead-heat rules apply.



Any Player Under/Over Par On Hole

A player is deemed to have played once they have teed off. If a player withdraws after having teed off on a specified hole, their outcome will be treated as 'Over Par'. In the event of one of the players not teeing off, bets on these markets will be void.

Match Play Markets

If a match does not start (e.g. player injured or disqualified before the start of a match) then all bets on that match will be void. Bets on markets that can be settled by using the official tournament and match results (including final match correct score and individual match betting) will be settled using those results. This includes where a match finishes early either by agreement of the players or through injury. Match Winner (2-Way) is settled on the winner including any extra holes played. In the event of a tie, bets on the Match Winner (2-Way) will be void. Match Result (3-Way) and Winning Margin do not include extra holes if played. Specifically for Winning Margin and Last Hole Played markets, if a match finishes before the completion of the stated number of holes, bets will be settled on the official result. Bets will be void if a player withdraws at a point in the match where the result is still to be determined. E.g. The number of holes remaining is greater than or equal to the score at the time of withdrawal. For the Last Hole Played market, if a player withdraws after the 16th hole when the match is tied or after the 17th when a player leads by 1, then the Last Hole played is settled as Hole 18, since any natural conclusion to the match would require the 18th hole to be played. Uncompleted single hole bets will be void.

Foursomes

Bets stand once both pairings have teed-off the first hole.

36 Hole Match Betting

Settlement will be on the player achieving the highest placing at the end of 36 holes. If the number of rounds played is reduced, e.g. for bad weather, bets will be settled providing that a player has won the trophy (bets will stand as long as there is a deemed winner and a minimum of 18 holes are completed). If a player is disqualified or withdraws after starting prior to the completion of two rounds then the other player is deemed the winner. A price will be offered for the tie and in the event of a tie bets on either player to win will be lost.

Ryder Cup/Presidents Cup and Any Other International Matches

All markets, including Outright, Draw-No-Bet, Handicap(s), Top Points Scorer and Correct Score, Format Correct Score, Total Point Markets, will be settled on official result unless otherwise stated. In the Presidents Cup, To Lift Trophy (without the Tie option), dead-heat rules will apply. Any bets placed on singles matches not completed due to an OVERALL WINNER being posted before ALL 12 singles matches are completed, shall be deemed null and void.

Singles Matches

If an individual match-up ends in a tie then dead heat rules will apply. Any bets placed on singles matches not completed due to an OVERALL WINNER being posted before ALL 12 singles matches are completed, shall be deemed null and void.

Correct Score Markets

All scheduled matches must be completed in full for bets to stand regardless if matches are carried over.

Winner (Day) Markets

Settlement will be based on score after scheduled number of matches regardless if matches are carried over.

Score (Day-Format) Markets

Settlement will be based on score after scheduled number of matches in the specified format regardless if matches are carried over.



Winner (Session) Markets

Settlement will be based on score after scheduled number of matches regardless if matches are carried over.

Score (Session-Format) Markets

Settlement will be based on score after scheduled number of matches in the specified format regardless if matches are carried over.

Top Points Scorer/Top Team/Top Nationality Points Scorer (Including Wildcard and Rookie Markets)

Markets will be settled on the whole tournament. Dead-heat rules apply. Bets will stand once the player has teed-off.

Most Point Matches

Markets will be settled on the whole tournament. If an individual match-up ends in a tie then bets will be void. Bets will stand once the player has teed-off.

Who Will Hole the Winning Putt

Settlement will be based on the player who gains the winning half or full point which gets their team to 14.5 points. In the event of a 14-14 tie, bets will be void (including the player who holes the putt to retain the Trophy).

Matches to Go to the 18th Hole

Scheduled number of matches must start for bets to have action. The number of matches where both teams tee-off on the 18th hole will be used for settlement purposes.

Team Score 1st Full Point

For settlement purposes the winner will be the first team to win a scheduled match and as a result acquire a full point. In the event of every scheduled match ending in a tie, bets will be void.

Golf Specials

Winning Score - Settlement will be upon the completion of 72 holes (or 90 for tournaments where applicable) otherwise bets are void. Winning Margin - Based on the number of strokes between the winning player and the individual(s) who finishes second (includes a price for tournament to go to a playoff). In the event of adverse weather affecting the tournament then settlement will stand as long as a minimum of 36 holes of a tournament are played. Hole in One - Relates to a hole in one being recorded in the designated Rounds of a specified tournament. In the event of adverse weather affecting the tournament then bets will stand as long as a minimum of 36 holes of a tournament are played. In the event of a hole in one being recorded, but 36 holes not being played then the Yes option - To Make a Hole in One - will be deemed the winner. To Make/Miss Cut - A tournament cut must be applied for bets to stand. In the case of a Tournament where a multiple cut system is in place, settlement will be defined by a player playing or not playing in the next Round following the 1st official cut. To Win/Not to Win a Major - The 4 majors are US Open, US Masters, USPGA and the British Open. Enhanced Win - Refers to tournament outright betting.

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.



Ice Hockey

If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.

There must be 5 minutes or less of scheduled game time left for bets to have action, unless the specific market outcome is already determined.

All Competitions/Matches (unless otherwise stated) - All Markets Pre-Game and In-Play

All bets include overtime/shootouts unless otherwise stated. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This does not apply to markets that exclude overtime/shootouts if played.

In 2-Way markets Push rules apply. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

3-Way markets are settled on the score at the end of regulation time, with the exception of When Will Game End which is a 3-Way market that includes overtime/shootouts.

Team Totals Odd or Even - If your team doesn't score bets will be settled as Even.

The following markets exclude overtime/shootouts for settlement purposes:

Asian Handicap

Asian Goal Line

Draw No Bet

Puck Line (3-Way)

Game Total (3-Way)

Double Chance (3-Way)

Money Line (3-Way)

Team Totals (3-Way)

Race to Markets

Total/Team Goals Exactly

Team To Score First/Last

To Score Last in Regulation

Next Goal Scored

Who Will Win Most Periods

Total/Home and Away Goals Scored



Period Betting

10 Minute Markets In-Play

Highest Scoring Period

Period Betting - The relevant period must be completed for bets to have action, unless the specific market outcome is already determined.

10 Minute Markets In-Play - The designated 10 minute match duration e.g. 31-40 minutes must be completed for bets to have action, unless the specific market outcome is already determined. For settlement purposes the 51-60 minute duration will not include overtime if played.

Highest Scoring Period Pre-Game - If 2 or more periods have the same score, dead-heat rules will apply.

Highest Scoring Period In-Play - If 2 or more periods have the same score Tie will be settled as the winner.

For settlement purposes the following website and box score details will be used to determine settlement times:

AHL www.theahl.com

NCAAH www.ncaa.com

NHL www.nhl.com

Austria www.erstebankliga.at

Belarus www.pointstreak.com

UK www.eliteleague.co.uk

Czech Republic www.hokej.cz

Denmark www.al-bankligaen.dk and www.ishockey.dk

Germany www.del.org and www.hockeyweb.de

Finland www.finhockey.fi and www.sm-liiga.fi

France www.hockeyfrance.com

Italy www.pointstreak.com

Norway www.hockey.no and www.n3sport.no

Poland www.hokej.net

Romania www.pointstreak.com

Russia www.khl.ru

Russia www.mhl.khl.ru

Russia www.vhlru.ru

Slovakia www.hokej.sk

Sweden stats.swehockey.se

Switzerland www.sehv.ch

International www.iihf.com

Matches Listed as Club Friendlies (Regulation Only) and International Friendlies (Regulation Only) - All Markets Pre-Game and In-Play

All bets will be settled based on the score at the end of regulation time and excluding overtime if played, unless otherwise stated below.



Game Totals Odd or Even - If there is no score all bets will be settled as Even.

Team Totals Odd or Even - If your team doesn't score bets will be settled as Even.

The following markets include overtime/shootouts for settlement purposes:-

To Win Match (including overtime/shootout)

To Lift Trophy

To Qualify

When Will Game End

Penalty Shootout Winner

Penalty Shootout Correct Score

Daily Props

Lowest/Highest Scoring Team - All games must be played on the specified date for bets to stand. In the event of a tie dead-heat rules apply.

Grand Salami - The Grand Salami quotes an estimated number of goals to be scored in a specified number of that day's games. Lines are offered for the actual score to be over or under this quote. Push rules apply. For bets to have action all relevant games must complete at least 55 minutes of play otherwise bets will be void.

Home/Away - For bets to have action all relevant games must complete at least 55 minutes of play otherwise bets will be void

Player Match-Ups/Performances/Scorecasts

Relevant players must be dressed and see ice-time for bets to have action.

Player Points Match-Ups - Player points accrued in a game are the combined sum of goals plus assists. Push rules apply.

IIHF World Championships and Olympic Games

Settlement of match-up bets will be determined by positions in the Official Final Ranking at the conclusion of the specified Tournament. If teams are still ranked level, bets will be void.

To Be Relegated - Two teams will be relegated from IIHF World Championships and bets will be settled as such.

Top Tournament/Team Goal Scorer - Player who scores most goals during the competition will be deemed the winner. All-in, play or not. Dead-heat rules apply.

To Qualify From Group - Team to progress to Qualifying Round from Preliminary Round will be deemed winner.

Futures

NHL Regular Season Points/Match-Ups - Team must complete at least 80 regular season games for bets to have action unless the specific market outcome is already determined.



NHL To Win Conference - The team that progresses to the Stanley Cup Final will be deemed the winner.

Outright/Conference/Divisional Betting

All bets stand regardless of team relocation, team name change or season length.

Series Betting

Bets are void if the statutory number of games (according to the respective governing organisations) are not completed or are changed.

NHL Top Regular Season Points Scorer (Goals + Assists)

Only goals and assists scored in the regular season, within the quoted league are counted for this market, irrespective of the team (within that league) for which they are scored. The team quoted alongside the player is for reference only. Market will be settled as per www.nhl.com official stats. All-in, play or not. Dead-heat rules apply.

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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



Horse Racing

Open Bets

All Open Bets are subject to the following limits.

BET TYPE	Max Times Taken	Max Payout per R1 unit	Max Payout
Swinger	5,000	R100.00	R30,000.00
Double	1,000	R500.00	R30,000.00
Trifecta	200	R15,000.00	R50,000.00
Quartet	100	R25,000.00	R50,000.00
Exacta	1,000	R500.00	R30,000.00
Jackpot	250	R50,000.00	R100,000.00
Pick 6	50	R125,000.00	R250,000.00
BiPot	500	R10,000.00	R50,000.00
Place Accumulator	1,000	R10,000.00	R100,000.00

Please note that in no event can a maximum payout ever be in excess of the SA Tote pool size. For example, assume you win a Pick 6 for R300,000.00 on a day when the Tote Pool was R220,000.00. First, your winnings are compared to our maximum payout per the table. In this case, our maximum payout for a Pick 6 is R250,000.00, so your winnings of R300,000.00 are first limited to R250,000.00. We then compare your maximum payout (R250,000.00) to the size of the actual Tote pool (R220,000.00). Since your maximum payout of R250,000.00 exceeds the size of the Tote pool (R220,000.00), your winnings are limited to the size of the pool, namely R220,000.00.

In the event that the SA Tote payout is less than the payout limits displayed in the table above, the SA Tote dividend will be used for payout purposes. Should the SA Tote payout per R1 unit exceed the maximum payout limits per R1 units displayed in the table above, then the amounts in this table will be used as the dividend for payouts and / or percentage payouts, subject to the maximum payout in the final column above. For example, you win an Exacta, which you took 300 times. The SA Tote payout is R550.00 per R1 unit. Your winnings are calculated as 300 x R500.00 (i.e. the maximum payout per R1 unit), or R150,000.00. Given that the total maximum payout for Exactas is R30,000.00, as per the final column above, you win R30,000.00

No payout can be greater than the SA Tote Pool.



Tote Outlet Rules

Tote Outlet Rules

Ante Post

Ante-post prices are offered on most major horse racing events up to 3 days prior to the scheduled day of the race. Ante-post bets are accepted on the basis of all in run, unless a "with a run" price is offered. Stakes are lost if an ante-post selection does not take part. No deductions are made to winning ante-post bets.

Where weather or outside influences cause an event to be postponed or rescheduled to another day then ante-post bets will stand, provided that the entries are not re-opened.

Ante-post bets on horse racing will be void if the race is officially abandoned or declared void, or the conditions of the race or venue are altered. Should bets be void due to these circumstances then any multiple bet, which includes this selection will be paid out on the remaining selections.

Venue Change / Postponement

In the event of a venue change , all bets will be null and void.

In the event of racing being postponed, bets will stand if the racing takes place within 48 hours of the postponement. If racing has not commenced within 48 hours of postponement then all bets will be declared null and void.

In all horse races, excluding ante-post bets, if a horse is withdrawn without coming under starters orders it is treated as a non-runner. A deduction may be made from the winnings of bets struck at a fixed price and, if there is sufficient time to form a new market / starting price, the starting price will be subject to the same deduction. The deduction will be defined in accordance with the following table.

Withdrawn Horse Price	% Win Deduction
25/1 and bigger	No deduction
13/1 to 25/1	5%
9/1 to 12/1	10%
6/1 to 8/1	15%
4/1 to 11/2	20%
3/1 to 7/2	25%
22/10 to 28/10	30%
16/10 to 2/1	35%



13/10 to 15/10	40%
11/10 to 12/10	45%
1/1	50%
8/10 to 9/10	55%
6/10 to 7/10	60%
5/10	65%
4/10	70%
1/3 and shorter	80%

Place Betting

Fixed Odds Place bets are offered according to the following rules:

1-4 carded runners – no places

5 - 7 carded runners - 2 places

8 or more carded runners - 3 places

Reserve Runners do not qualify as carded runners and do not count in determining the number of places.

In the event of a scratching / scratchings resulting in the number of runners being reduced, the number of places remain the same. Bets will stand as taken subject to the relevant deductions in that race. Pay places are determined by the number of carded runners (excluding number of reserve runners) less the number of scratchings going to post.

SP Bets

All SP bets will have a maximum payout of R500,000. Should your win exceed this amount, your bet will be adjusted to a maximum win of R500,000.

Match Bets (Top Trainer / Top Owner)

In match bets involving Top Trainers / Top Owners (Horse Group A v Horse Group B), bets will be subject to a deduction in the event of any of the horses from the participating groups being scratched (i.e. not starting the race). All bets shall be subject to GMG Gaming (Pty) Ltd rules.



Dead Heats in Horse Racing

a) In the case of a dead heat in a match race the selection shall be void, unless the bet was placed on the outcome being a dead heat.

b) In the case of a two horses/contestants dead heat in races other than “match races”, and also in winning multiple event bets where one race results in a dead heat, the punter shall lose half of the odds in the event where the dead heat occurs, and further lose half of the amount staked, the entire bet is then recalculated as a result of the event where the dead heat occurred.

c) In winning multiple events bets where two races result in dead heats, the punter shall win the odds to one quarter of the stake and lose the other three quarters, and so on for further dead heats.

d) Notwithstanding the provisions of rule (b), in the case of a three horse/contestant dead heat in a multiple event bets, where one race/event results in a triple dead heat, the punter shall lose two thirds of the odds in the event where the dead heat occurs and loose two thirds of the stake and the entire bet is recalculated as a result of the event where the dead heat occurred.

Motor Racing

Drivers Championship

Each participant is priced to be the top driver over the Formula 1 season in accordance with Drivers Championship standings, and rules as specified by the FIA. Each-way terms apply.

Constructors Championship

Each participant is priced to be the top constructor over the Formula 1 season in accordance with Constructors Championship standings, and rules as specified by the FIA. Each-way terms apply.

Match Betting/Group Betting

Two drivers or constructors may be paired/put in a group for betting purposes and prices offered on which of them will finish in a higher position in the Drivers/Constructors Championship standings, as specified by the FIA, and in accordance with their official rules. Minimum 16 races must take place for bets to stand.

Individual Team Points/Team Handicap Matchups for Season/Team Season Specials

All bets are action regardless of driver changes. Minimum 16 races must be raced for bets to stand.

First Podium/Points/Win/Non-Podium Finish

Predict the first Grand Prix in which the specified driver will Finish on the Podium/Finish in the Points/Win a Race/Not have a Podium Finish. All races must take place in the specified order. Specified driver must take part in qualifying for bets to stand. Specified driver does not have to finish the race for bets to stand.

Most Race Wins/Pole Positions/Fastest Laps/Podium Finishes



Markets are settled based on results over the whole season. For settlement purposes official results from the FIA count, (including any result changes imposed by the FIA at the time of the podium presentation for the last race of the season). Dead-heat rules may apply.

Individual Driver Points/Driver Handicap Match-Up For Season/Driver Season Specials

For bets to stand each driver must take part in six races for the team he starts the season with. If driver switches team after more than six races then points/finishing placings accrued with new team will count in addition to those gained with original team. Minimum 16 races must take place for bets to stand.

Team/Driver Handicap Betting

All bets are action regardless of team changes. Minimum 16 races must take place for bets to stand.

Individual Grand Prix Betting

All drivers who start the formation lap are deemed as runners. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes.

Qualification Markets

Official qualifying times as recorded by the FIA will be used for settlement. For Fastest Qualifier, times recorded in the third phase count. If for some reason the third phase does not take place we will settle on the official grid as formed by the FIA. Grid position penalties do not apply for settlement purposes. However, qualifying time penalties (as specified by the FIA) will. Drivers must start the first phase of qualifying for bets to stand. For fastest in qualifying session 1 and 2, drivers must start the specified phase of qualifying for bets to stand.

Fastest in Practice Session One/Two/Three

Official lap times as recorded by the FIA will be used for settlement. Drivers must record a lap time in the specified phase of practice for bets to stand.

Fastest Driver in Every Qualifying Phase

Predict whether an individual driver will be the fastest qualifier in all 3 phases of qualifying.

Fastest Qualifying Stage

Predict which qualifying phase will produce the fastest qualifying time. Dead-heat rules apply.

To Reach Qualifying Session Three

Official qualifying times as recorded by the FIA will be used for settlement. Drivers must start the first phase of qualifying for bets to stand.

Start of the Race

The start of any race is defined as the signal to start the formation lap.

Number of Classified Drivers/Groups to Finish/To Finish Last/To Be Classified/Not to Finish the Race

Drivers that have completed 90% or more of the number of laps completed by the winner (rounded down to the nearest whole number of laps) are regarded as finishers in line with the official FIA classification at the time of the podium presentation.

Finish in the Points/Podium Finish

The result for settlement is at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.



Highest Finishing Position

If both drivers fail to complete the race then the driver completing the most laps will be deemed the winner. If both drivers retire on the same lap then bets will be settled on the official classification at the time of podium presentation.

Finishing Position Markets

If both drivers fail to complete the race then the driver completing the most laps will be deemed the winner. If both drivers retire on the same lap then bets will be settled on the official classification at the time of podium presentation.

Next Retirement

Bets will be settled on the official FIA result. Dead-heat rules apply if two or more drivers retire on the same lap.

Team Points

Bets will be settled on the combined points total of both drivers within a manufacturer's team.

Race Match Betting

Bets will be settled on the official classification at the time of podium presentation.

Winning Car

All cars will be deemed as runners. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes.

Winning Margin/Qualifying Winning Margin

Bets will be settled on the official FIA result at the time of the podium presentation.

Fastest Lap

The official FIA result at the time of the podium presentation for the race will be used.

Dual Forecast

Both drivers must finish in the first two in the race. Any other finishing position or retirement then the bet is a loser. Based on the result at the time of the podium presentation. Subsequent disqualifications do not affect bets. If a driver is not in position to start the formation lap bets involving that driver are void.

Will There Be a Safety Car Period During the Race?

A Safety Car Period is defined as the need for the Safety Car to run in front of the leading car during a specified race. Should the race start under the Safety Car, then all bets concerning the Safety Car market will be settled as Yes. If the race finishes under Safety Car conditions but the safety car has not had time to get to the front of the leading car this market will be settled as Yes.

Race 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 apply. Drivers are grouped together for betting purposes only. Non-runner no-bet deductions in line with Rule 4 (Deductions) will apply. Bets will be settled on the official FIA result at the time of the podium presentation.

First Driver to Retire (Formation Lap Counts)



Driver must start 1st formation lap. Bet settlement will be determined by which lap number a car retires on. Should more than one car retire on the same lap then dead-heat rules apply.

Lap of First Retirement

A 2-Way (under/over) market will be offered for the lap in which the first race retirement takes place. Settlement will be based on official FIA results. (Note: The FIA display the number of completed laps a driver has achieved, so they would have retired on the next lap e.g. if the completed laps on the FIA result is 3 then the driver is deemed to have retired on lap 4 and this will be used for settlement purposes.) If no retirement takes place for a specified Grand Prix, bets will be settled as a Push.

First Constructor Retirement (Formation Lap Counts)

Bets will have action once the 1st formation lap starts. The winner is the constructor of the first car to retire. Should more than one car retire on the same lap then dead-heat rules apply.

Handicap Betting

Each driver's handicap is applied to their race time. The driver with the best race time after applying the handicap is considered the winner of this market. Race Leader must complete 40 laps for bets to stand. Bets stand irrespective of individual withdrawals. Any driver who does not finish the race or whose official classification is 1 lap or greater behind the winner will be deemed a loser. Dead-heat rules apply.

Race Best of Rest

Bets stand irrespective of individual withdrawals. Bets will be settled on the official FIA result at the time of the podium presentation.

First Race Win

All races must take place in the specified order otherwise bets are void. Specified driver must take part in qualifying for bets to stand.

First Lap Markets

Bets are settled on the first completed lap of the original race start. Any official restarts are disregarded, unless in the original race the first lap is not completed fully. In this case bets will be settled on the first fully completed lap.

Leader After 1 Lap

For settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after one classified race lap (formation lap not included). In the event of one lap not being fully completed all bets will be void.

To Retire on the 1st Lap

Any driver who is deemed to have completed no laps on the official FIA Race Classification will be deemed winners. If a driver is not in position to start the formation lap bets involving that driver are void.

Leader After Specified Laps

For settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after the specified race lap in accordance with the FIA's official Race Lap Chart. In the event of the specified number of laps not being fully completed all bets will be void.

Driver Position at End of 1st Lap



Select a driver's position at the end of the first fully completed lap of a named Grand Prix. Settlement will be based on the position recorded by the official FIA result. The named driver must start the race for bets to stand.

To Be Fastest in the Speed Trap

Official Speed Trap figures as recorded by the FIA on their Race Speed Trap document will be used for settlement. If a driver is not in position to start the formation lap bets involving that driver are void.

First/Last Driver to Make a Pit Stop

Official Pit Stop details as recorded by the FIA on their Race Pit Stop Summary will be used for settlement. If a driver is not in position to start the formation lap bets involving that driver are void.

To Get Caught Speeding in the Pit Lane

Settled on the decision of the FIA if they deem a driver has broken the pit lane speed limit during the race. If a driver is not in position to start the formation lap bets involving that driver are void.

To Finish the Race in a Better/Same/Worse Position than Grid Position

Settlement will be based on the driver's final position on the FIA's official classification at the time of the podium presentation and the driver's grid position at the start of the race. To receive a finishing position the driver must be a classified finisher in accordance with the FIA's rules. Any bet on a driver who is classed as retired on the official FIA classification and not given a finishing position is deemed a loser. Any driver not starting the race from their designated grid position, including from the pit lane, will be declared void.

Team Match-Ups

Settlement will be based on the team accumulating the most points at the end of a specified race

Constructor Handicap

The result will be determined by the number of points accumulated for a specified race by the two named constructors after the handicap has been applied.

Driver Handicap Matches

The result will be determined by the number of points accumulated for a specified race by the two named drivers after the handicap has been applied.

NASCAR/BUSCH RACING

Outright Race Betting

The Field includes any driver who is not listed. Any drivers who do not qualify for the race will be deemed no action. The race must be run within one week of the scheduled off time for there to be action. The official Nascar winner of the race shall be the winner of the race for wagering purposes (this includes all races which are halted prematurely for any reason).

Race Driver Match-Ups

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. If both drivers fail to complete on the same lap then the official placing as assigned by the controlling authority will determine the result.



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. For example, Driver Gordon qualifies in 1st place but due to injury is replaced by driver Brack (all bets void).

If a driver is replaced during the race then bets will stand on his replacement. For example, Driver Gordon starts the race but due to injury is replaced after 10 laps by replacement Driver Brack who then finishes the race and places 4th. In the race standings and for betting purposes Driver Gordon would be credited with a 4th place finish.

Race Props

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.

For all markets, for customers ease, we will endeavour to grade all wagers at the conclusion of the race on the unofficial result. However, we reserve the right to alter any wagers which may be affected by the official results as displayed on Nascar.com.

Qualifying

Qualifying match-ups are based on qualifying times (quickest times) and not the starting line up. For example, positions 37th to 43rd will be decided on times and not on any other criteria. If two or more drivers have an equal qualifying time then the driver with the higher grid position will be deemed the winner.

Bets will be void unless the driver starts the qualifying lap. If any driver fails to start then bets are deemed no action.

In the event of qualifying not being completed then all qualifying bets will be no action. All props will be settled on official Nascar results unless otherwise specified.

Future/Season Bets

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.

CART AND INDY RACING

Outright Race Betting

The Field includes any driver who is not listed. Any drivers who do not qualify for the race will be deemed no action. The race must be run within one week of the scheduled off time for there to be action. The winner, as deemed by the official ruling body of the race, shall be the winner of the race for wagering purposes. This includes all races which are halted prematurely for any reason.

Race Match-Ups and Props

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. 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. If both drivers fail to complete on the same lap then the official placing as assigned by the controlling authority will determine the result.

TOURING CARS



All race bets are settled on the official classification from the relevant governing body, at the time of the podium presentation. This will not be affected by any subsequent enquiries. Please refer to Formula One rules above regarding bet settlement on specific markets.

Driver Championship

Each participant is priced to be the top driver over the relevant Touring Car season in accordance with the Driver Championship standings, and rules as specified by the governing body.

Individual Race Betting

All drivers who start the warm-up lap are deemed as runners. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes.

Qualification Markets

Official qualifying positions as recorded by the relevant governing body will be used for settlement. Grid position penalties do not apply for settlement purposes. Drivers must complete a qualifying lap for bets to stand.

Start of the Race

The start of any race is defined as the signal to start the formation lap.

Number of Classified Drivers

Settled on the number of drivers classed as finishers in the relevant official classification.

Podium Finish

The result for settlement is at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

Race Match Betting

Bets will be settled on the relevant official classification at the time of podium presentation.

Winning Margin

Bets will be settled on the official result.

Fastest Lap

The official result at the time of the podium presentation for the race will be used.

First Retirement (Warm-Up Lap Counts)

Bets will have action once the warm-up lap begins. The winner is the driver of the first car to retire. Should more than one driver retire on the same lap then dead-heat rules apply.

Leader After 1 Lap

For settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after one classified race lap (warm-up lap not included). In the event of one lap not being fully completed all bets will be void.

A1

All race bets are settled on the official classification from the A1GP organisation, the sport's governing body, at the time of the podium presentation. This will not be affected by any subsequent enquiries. Please refer to Formula One rules above regarding bet settlement on specific markets.

RALLY



All race bets are settled on the official classification as defined by the official race organisers and will not be affected by any subsequent enquiries.

Superleague Formula

All race bets are settled on the official classification from the sport's governing body, at the time of the podium presentation. This will not be affected by any subsequent enquiries. Please refer to Formula One rules above regarding bet settlement on specific markets.

Team Championship

Each participant is priced to be the top team over the Superleague Formula season in accordance with Championship standings, and rules as specified by the governing body.

Individual Race Betting

All drivers who start the lap preceding the rolling start are deemed as runners. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes.

Qualification Markets

Official qualifying positions as recorded by the governing body will be used for settlement. Grid position penalties do not apply for settlement purposes. Drivers must start the group phase of qualifying for bets to stand.

Start of the Race

The start of any race is defined as the signal to start the rolling start lap.

Number of Classified Drivers

Settled on the number of drivers classed as finishers in the official classification.

Podium Finish

The result for settlement is at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

Race Match Betting

Bets will be settled on the official classification at the time of podium presentation.

Winning Margin

Bets will be settled on the official result.

Fastest Lap

The official result at the time of the podium presentation for the race will be used.

First Retirement (Rolling Start Lap Counts)

Bets will have action once the rolling start lap begins. The winner is the driver of the first car to retire. Should more than one driver retire on the same lap then dead-heat rules apply.

Leader After 1 Lap

For settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after one classified race lap (rolling start lap not included). In the event of one lap not being fully completed all bets will be void.

Settlement of Wagers



Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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

Moto GP

Championship Betting

All-in, compete or not. Bets will be determined by the number of points accumulated following the podium presentation of the final race of the season and will not be affected by any subsequent enquiries. If the points are level then dead-heat rules will apply, unless the result is determined by the competition rules.

Individual Race Betting

Non-runner no-bet - Rule 4 (Deductions) may apply. All riders in place to start the warm-up lap are deemed as runners. The podium positions will be used to determine 1st 2nd and 3rd for betting purposes. Subsequent disqualifications and/or appeals will not affect bets.

Rider Finishing Position

Official race classification at the time of the podium presentation will be used for settlement. Subsequent disqualifications and/or appeals will not affect bets.

Rider Match Betting

Both quoted riders in a match, must be in place to start the warm-up lap of the specified Race, otherwise bets are void. If both riders fail to finish by going out on the same lap then bets will be void. Otherwise the rider completing most laps will be deemed the winner for settlement purposes.

Championship Groups/Match-Ups

Total number of points will decide the winner - following the podium presentation of the final race of the season. Any subsequent enquiries will not apply. If the points are level then dead-heat rules will apply unless the result of the dead-heat is determined by the competition rules.

Fastest Qualifier

Official Qualification standings, as recorded by the governing body will be used for settlement purposes. Grid position penalties do not apply for settlement purposes. However, qualifying time penalties (as specified by the governing body) will.

Riders taking part in any of the official qualifying sessions (including free and qualification practice) are deemed to have taken part in the Pole Position market.

Fastest Qualifier Match Ups

Both riders must take part in the qualification session, after a bet has been placed, otherwise bets will be void. Grid position penalties do not apply for settlement purposes. However, qualifying time penalties (as specified by the governing body) will.

First Lap Markets

Bets are settled on the first completed lap of the original race start, on a 'First Past the Post' basis, with any



faulty start disregarded. Additionally, any official restarts are disregarded, unless in the original race the first lap is not completed fully. In this case bets will be settled on the first fully completed lap.

Winning Margin

Bets will be settled on the official result. World Superbikes refers to results listed on worldsbk.com, and Moto GP refers to results listed on motogp.com.

Number of Classified Riders

Settlement is based on the numbers of drivers listed as finishers in the official race classification on worldsbk.com (World Superbikes), and motogp.com (Moto GP).

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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

Rugby

General Rules

Unless otherwise stated all Rugby bets are settled on 80 minutes play. The term 80 minutes play includes any stoppage time. Unless otherwise stated Rugby sevens and tens match bets are settled on the specific tournament regulation play and exclude extra-time if played. If a venue is changed from the one advertised then all bets on that match are void. In the event of a change of opponent from the one advertised then all bets for that match are void.

Abandoned Matches

All bets are void apart from markets where the outcome is already determined.

Outright Betting

Regular season only unless otherwise stated. The finishing position of teams at the end of the scheduled programme of matches will determine placings with no allowance for playoffs or subsequent enquiries (and potential point deductions) by the respective leagues. To Finish Bottom - Will be settled on the team who finish in the bottom position of the stipulated league upon the completion of the regular season. Wooden Spoon - Offered for the Six Nations, will be settled on the team who finish in the bottom position of the table, upon completion of the specified Six Nations tournament. To Be Relegated - Where market is offered settlement is based upon the rules of the specified league.

Match Betting

- Handicap Betting/Alternative/Additional Handicap Betting (Including In-Play) - In 2-Way markets bets are void in the event of a tie.

- Match and Team Totals/Alternative Totals (Including In-Play) - In 2-way markets, where scores are level with the total points taken then bets will be void.

Total Points Odd/Even and Team Total Points Odd Even - Zero counts as Even for settlement purposes.

- Draw-No-Bet - If the game finishes in a draw then bets will be settled as a Push.

- 1st/2nd Half Draw-No-Bet - If the 1st/2nd half of a specified match finishes in a draw then bets will be settled as a Push.

- Next Try 2-Way - Where there is no next try scored then bets will be void.

- Total Tries/Team Total Tries/Most Tries markets (including alternatives)- In 2-Way markets where scores are level with the quote taken then bets will be void. For these markets try includes penalty try.



- Total Successful Penalties 2-Way - Settlement is based on total successfully converted penalties, not total penalties awarded. Where the total is level with the quote taken then bets will be void.
- Team Totals Odd/Even 2-Way - Zero counts as Even for settlement purposes.
- First Scoring Play/Team First Scoring Play/First Scoring Play 2nd Half/Score First (2nd Half)/Team to Score First/Last Scoring Play of First Half/Last Scoring Play of Match/Team to Score Last/Team to Score Last Try - For all these markets try includes penalty try. For all scoring play markets conversions do not count.
- 4-Way First Scoring Play - For this market try includes penalty try.
- More Tries or Penalties - The Tie is an option. For this market try includes penalty try.
- Team Scoring First to Win - Includes extra-time if played.
- Score 1st Try/1st Half Result - Predict the Team to score 1st try, combined with the 1st Half Result. A price is quoted for No Try scorer. For this market try includes penalty try.
- Score 1st Try/Match Result - Predict the Team to score 1st try, combined with the Full Time Result, excluding extra-time if played. A price is quoted for No Try scorer. For this market try includes penalty try.
- Team to Score 1st and Match Result - Predict the team to score 1st combined with the match result, excluding extra-time if played.
- Half Time/Full Time Winning Margin Double - Predict the team and winning margin combinations at half time and full time excluding extra-time if played. In the event of the half or full time result ending in a Tie, then bets will be settled on Any Other option.
- Score 1st, Lead at Half Time and Win at Full time - Predict the outcome of all three. In the event of the combination not being offered then bets will be settled on Any Other option.
- Highest Scoring Half/Team with Highest Scoring Half - The second half total excludes extra-time if played. The Tie is an option.
- Double Result - Predict the outcome of the specified match at half-time and full-time.
- Winning Margin inc. Exact and Alternative - For settlement purposes the margin at full-time is used (Tie option is available).
- Race to Markets - Predict the team to reach a specified point total first (Neither option is available).
- Half Betting - 1st half markets are settled at the end of the 1st half. 2nd half markets are settled at the end of regulation time and exclude extra-time if played. The relevant half must be completed for bets to have action, unless the specific market outcome is already determined.
- Match Outcome(4-Way)/Win in Extra-Time/To Lift Trophy/To Qualify/Match to Go to Overtime - Settlement will include extra-time if played.
- Tribet - If the match ends in a Tie, bets will be settled as Any Other Result option.

First / Last / 2nd Half First Try scorer (including home and away team scorer markets)

Bets on players taking no part in the match will be void. If your player takes the field after a try has been scored then first try scorer bets will be made void. If your player has taken the field at any time prior to the first try being scored then your bet stands. For 2nd Half First Try scorer market, if your player takes the field after the first try of the 2nd half has been scored then 2nd Half First Try scorer bets will be made void. If your player has taken the field at any time prior to the 2nd half first try being scored then your bet stands. Each-way bets on try scorers who have taken no part of the game when the 1st try is scored will be void regardless whether or not they score later in the game. If there are less tries scored than the Each-way number of places offered then bets on players who have not scored will be settled as losers. No extra payments will be made where an individual player scores more than one of the first four tries. If the first try is a penalty try then the scorer of the second try will be deemed the winner for settlement purposes. Bets will stand on players that take any part in a match for last try scorer purposes. If the last try is a penalty try bets will be settled on the previous try scorer.

Player to Score a Try at Any Time/Player to Score Two or More Tries/Player to Score Three or More Tries

Bets will stand on players that take any part in a match. Bets on players in a match that is not completed will be void except for those bets the outcome of which is already determined.

In-Play Half Betting

For In-Play half betting, the designated half must be completed for bets to stand (unless the outcome of the specific market is already determined). In-Play half bets exclude overtime if played.

In-Play 10 Minute Betting



10 Minute Betting - The designated 10 minute period must be completed for bets to stand, unless the specific market outcome is already determined. **10 Minute Total Points Odd/Even 2-Way** - Zero counts as Even for settlement purposes.

Try Scorer Shirt Numbers

A penalty try counts as 8.

Time of First Team-Match Try/First 2nd Half Try/Last Try

Try includes penalty try. If no 1st or 2nd half try scored then bets will be settled as after.

Time of 1st Converted Penalty/Time of 1st Team Converted Penalty

If no converted penalty then bets will be settled as after.

Time of 1st Try/Team Time of 1st Try

Penalty tries count. If no try then bets will be settled as after.

Team to Score First Try

Market includes No Try Scored option.

Player Match-Ups

Predict the player who will score most points. Both players must start the match or bets void. In the event of a tie all stakes will be refunded. Bets stand on regulation time only.

Player Performances/Points

Player must start the match or bets void. Bets stand on regulation time only.

Will There Be a Sin-Binning/Drop Goal

Will be settled on regulation time only. For settlement purposes drop goal must be successful.

Number of Tries - Team Tries/To Score a Try/Team To Score 1st Try

Penalty tries count. Bets stand on regulation time only.

Total Team Tries (including Alternatives)

Penalty tries count. Bets stand on regulation time only.

More Tries or Converted Penalties/Team to Score More Tries or Penalties

Penalty tries count. Penalties must be successfully converted.

Team to Win Both Halves/To Win Both Halves/Team to Win Either Half

Both halves must be completed for bets to stand.

Will Either Team Score 3 Unanswered Tries

Either team must score 3 tries in the game without the opposition scoring a try in between. Penalty tries count.

Team to Trail in Match

Predict whether the named team will trail on points at any time during a specified match.

Team to Score Last

Includes extra-time if played.



Highest/Lowest Scoring Team

Only highlighted teams count. Dead-heat rules apply.

Either Team to Win To Nil

Predict whether or not a match ends with either team failing to register a point.

1st Try Converted

Predict whether or not the first try of the match will be successfully converted. Penalty tries count.

1st Video Referee Decision

Settlement based on the 1st decision made by the Video Referee relating to a try. In the event of a match having no Video Ref Decision relating to a try bets will be void.

1st Stoppage

The incident that produces the first referee designated stoppage will be used for settlement purposes.

Man of the Match

If no announcement is made during the live broadcast on the relevant channel or on the broadcaster's official Website within 24 hours of the result then all bets on this market will be void. Highest Scoring Team - Handicap All scheduled games must be completed for bets to stand. Settlement will include the handicap added to the selected team's score. Dead-heat rules apply. Market will be settled by applying the mythical handicap to each team's total points scored in the current week's round of matches. The team with the highest adjusted points total will be deemed the winner. Both games must be completed for bets to stand.

Season Betting

Top Tryscorer - Settled on regular season only (playoffs do not count). To Finish Bottom - Settled on team finishing bottom of table (regardless of whether they are relegated or not). Most Losses (Regular Season) - Settled on the team recording the most losses during the regular season. In the event of two or more teams recording the same number of losses, the winner will be determined as the team with the worst for and against differential. Regular Season must be completed for bets to stand.

World Cup / Other Championship or Tournament Specials

Top Rugby Championship Team and Top Six Nations Team - Bets will be settled on the furthest progressing team in the competition. In the event of two or more teams reaching the same stage of the competition then dead-heat rules will apply. The below markets include extra-time (if played in any games) for settlement purposes e.g. If a red card is awarded in extra-time in a tournament fixture, this will count towards the total tournament tally. For 'try' related markets, penalty tries count for settlement purposes. Total Tournament Red Cards/Total Tournament Tries/Total Tournament Yellow Cards/Total Tournament Points/Total Tournament Successful Drop Goals/Total Team Tournament Points/Total Team Tournament Tries.

Six Nations Specials

To Win the Triple Crown - Any of the home nations (England, Ireland, Scotland or Wales) must win all three games against the others. To Win the Grand Slam - Any participant must win all their five matches. To Win the Six Nations Outright - If two teams finish joint top of the Six Nations league on the same number of points then official competition rules will determine the winner for settlement purposes. All matches must be completed otherwise bets are void. Total Team Points and Total Tries - Team must complete all 5 Six Nations matches for bets to stand, unless the outcome is already determined. If any match is postponed or abandoned then bets are void, unless the outcome is already determined. Tournament Top Try Scorer - All-in, play or not. Dead-heat rules apply. Team Total Wins and Team Total Wins 2-Way - Team must complete all 5 Six Nations matches for bets to stand, unless the outcome is already determined. Straight Forecast - This consists of a single bet that requires you to predict which teams will finish 1st and 2nd in the Final Table in the correct order.

Settlement of Wagers



Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

Rugby Sevens

Match betting applies to regular time only. Extra time does not count for settlement purposes.

Super Rugby Head to head

The winner of the Super Rugby Head to Head's will be based on log points at the end of the regular season and not on final log position. For example, if Waratahs end on 44 points at the end of the regular season and end 3rd on the final log due to the nature of the conference set-up, but the Chiefs end up with 49 points but end 5th on the final log (due to the nature of the conference set-up), Chiefs will win that specific head to head. It is simply based on log points at the end of the regular season.

Soccer

If the wrong price is laid on any event, the correct price will automatically be calculated and the bet adjusted.

90 Minutes Play

All match markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.

The exceptions to this rule are in relation to friendly matches, where all match markets will be settled based on the actual result when the game finishes (excluding any extra-time), irrespective of whether the full 90 minutes is played, and Beach Soccer where markets are specifically settled on 36 minutes play only.

For matches listed specifically as Youth, for the purpose of reference, "Youth" is a generic term we use for Soccer matches played between teams where the players are aged below 23 years old.

Extra-Time In-Play Markets

Bets are settled on the official statistics for the extra-time period. Any goals or corners that were taken or scored during regulation time do not count.

Matches Postponed, Brought Forward or Abandoned

An unplayed, abandoned or postponed match will be treated as a non-runner for settling purposes unless it is played within 24 hours. In this case the bet will stand unless cancelled by mutual consent.

If a match is rescheduled from the weekend to a Monday night for the purpose of live TV coverage then all bets on that match will stand.

Should any match be played prior to the date or kick-off time denoted then any such match may be included provided the wager is placed not later than the revised kick-off time.

Any match abandoned before the completion of 90 minutes play will be void except for those bets the outcome of which has already been determined at the time of abandonment. The market must be fully determined for



bets to stand. For example, first player to score or time of the first goal bets will stand provided a goal has been scored at the time of abandonment.

The only exception to the above abandoned match rule, is for all South American club matches where Full-Time Result and Double Chance markets (both pre-game and In-Play) will be settled on the score at the time of the abandonment providing the relevant league allows the result to stand.

Matches not Played as Listed

If a match venue is changed (other than to the away team's ground) 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 (e.g. match is played at the original away team's ground) then bets placed based on the original listing will be void.

We will endeavour to identify on our Website all matches played at a neutral venue. For matches played at a neutral venue (whether indicated on our site or not), bets will stand regardless of which team is listed as the home team.

If an official fixture, lists different team details to those listed on our Website then bets will be void e.g. official fixture specifies in the team name, Reserves/Age Group e.g. Under 21's/Gender e.g. Women.

In all other cases bets stand, including instances where we list a team name without specifying the term 'XI' in the name.

Settlement of Wagers

Statistics provided by the Press Association (PA) will be used to settle wagers. Where PA statistics are not provided or there is significant evidence that the PA statistics are incorrect, we will use independent evidence to support bet settlement.

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

Bets on a match or qualification are not affected if a team is subsequently disqualified from, or re-instated to, the competition.

First/Last Player to Score

Bets are accepted on 90 minutes play only.

Every effort will be made to quote first/last player to score odds for all possible participants. However, players not originally quoted will count as winners should they score the first/last goal. Bets on players not taking part in the match will be void as will bets on first player to score where the selection comes on after the first goal is scored. All players that take part in a match will be considered runners for last player to score betting.

Each-Way First Goal Scorer Betting - We pay 1/3 odds for unlimited places in 90 minutes play.

Subsequent enquiries by official bodies will not be considered for settlement purposes.

Please note that own goals do not count in the settlement of bets.

Correct Scores

Predict the score at the end of normal time. Own goals count.

Scorecasts - First Player to Score/Correct Score Doubles

If a player takes the field after a goal has been scored or does not take part in the game then such bets will be



settled as a single on the correct score market at the relevant odds quoted at match kick-off time. If a match is abandoned after a goal has been scored then all bets will be settled as singles on the first goal scorer market at the relevant odds quoted at match kick-off time. Should the first goal of the match be an own goal then bets will be settled on the next goal scorer and the correct score markets. If the only goals in the match are own goals then all bets will be settled as singles on the correct score market at the relevant odds quoted at match kick-off time.

Scorecasts - Last Player to Score/Correct Score Doubles

If a player does not take part in the game then such bets will be settled as a single on the correct score market at the relevant odds quoted at match kick-off time. If a player takes the field when it is not possible that the correct score part of the bet can be achieved, then such bets will be settled as a single on the last goal scorer market at the relevant odds quoted at match kick-off time. If a match is abandoned after a goal has been scored then all bets will be settled as singles on the last goal scorer market at the relevant odds quoted at match kick-off time. Should the last goal of the match be an own goal then bets will be settled on the second to last goal scorer and the correct score market. If the only goals in the match are own goals then all bets will be settled as singles on the correct score market at the relevant odds quoted at match kick-off time.

Team First/Last Goal Scorer

Bets on players not taking part in the match will be void. Bets where the selection comes on after the first goal is scored for that team will be void regardless of whether the selected player scores in the game. Own goals do not count.

In-Play Next Goal Scorer

Every effort will be made to quote odds for all possible participants. However, players not originally quoted will count as winners should they score the next goal. Bets on players not taking part in the match will be void as will bets on first player to score where the selection comes on after the first goal is scored. All players that have been on the field of play before the next goal is scored will be deemed runners.

Subsequent enquiries by official bodies will not be considered for settlement purposes.

Own goals do not count.

Player to Score at Any Time

All players who take part in a match will be considered 'runners'.

Any selections taken from a match that is not completed will be treated as a non-runner.

Please note that own goals do not count in the settlement of bets.

Goal Scorer Match Bets

Both players must start the match for bets to stand.

Time of the First Goal

If a match is abandoned after the first goal is scored then all bets stand.

If a match is abandoned before the first goal is scored then all bets accepted for time bands that have been completed will be considered losing bets and any other time band which included the time band of the abandonment will be void and treated as non-runners.

Injury Time

Bets on the amount of injury time are settled on the time indicated by the fourth official's board, rather than the actual time played.



10 Minute Events

Events must happen between 0:00 and 09:59 to be classed in the first 10 minutes (e.g. a corner awarded in this period but only taken after 10:00 will not count).

Time of First Corner

Bets are settled on what time the corner is actually taken (not the time it is awarded).

Half Time Scorecast (Half Time Correct Score and Player to Score First)

If a player enters the field after a goal has been scored; takes no part in the 1st half; or the only 1st half goals are own goals, then such bets will be settled as a single on the half time correct score market at the relevant odds quoted at match kick-off time.

Anytime Scorecast (Correct Score and Player to Score Anytime)

If player does not enter the field during 90 minutes or the only goals scored are own goals, then bets will be settled as singles on the correct score market at the relevant odds quoted at match kick-off time.

Wincast (Team to Win and Player to Score First)

If a player enters the field after a goal has been scored; takes no part in the game; or the only goals are own goals, then such bets will be settled as a single on the full time result market at the relevant odds quoted at match kick-off time.

Timecast (Time of First Goal and Player to Score First)

Players must start for bets to stand, otherwise bets involving that player will be void (regardless of when the first goal is scored). If the only goals scored are own goals, then bets will void.

Handicap Betting, Including In-Play (3-Way)

Settlement will be at the odds displayed using the actual score in the match adjusted for the handicap.

Half-Time Result, Including In-Play

Bets will be void if the match is abandoned before half-time.

Half-Time Correct Score

Bets will be void if the match is abandoned before half-time.

Half with Most Goals

Bets will be void if the match is abandoned unless settlement of bets is already determined.

1st Half Goals

Bets will be void if the match is abandoned before half time unless settlement of bets is already determined.

Team Highest Scoring Half

Predict which half of a match that more goals will be scored in, by a specified team. Bets will be void if the match is abandoned unless settlement of bets is already determined.

1st Half Corners, Including In-Play

Bets will be void if the match is abandoned before half-time unless settlement of bets is already determined.

Corners awarded but not taken do not count.

2-Way Corners In-Play

Settled on total number of corners in the match, in the event of an abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined. Corners awarded but not taken do not count.

Most Corners In-Play

Settled on the team who receives the most corners in the match, in the event of an abandonment then all bets are void. Corners awarded but not taken do not count.



Race to X Corners In-Play

Settled on the team who reach the quoted number of corners first, in the event of an abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined. Corners awarded but not taken do not count.

Result After 10/20/30/40 Etc Minutes In-Play

Settled on the result at the specified time in the match. E.g. 10 minutes result is settled on the result in the match after 10:00 minutes of play. In the event of an abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined.

Half-Time - Full-Time Double Result

Bets will be void if the match is abandoned. Extra-time and penalty shootouts do not count.

Mythical Matches

These are imaginary games pairing two teams in a round of fixtures, for betting purposes only. The team which scores the most goals in their actual match is deemed the winner. Bets will be settled as a draw if both teams score the same number of goals. If either team's match is postponed or abandoned bets will be void.

Match Specials

Unless otherwise stated player specials are void if the player takes no part in the game.

Bets are settled on the result at the end of 90 minutes play. Extra-time, golden goals or penalty shootouts do not count unless otherwise stated.

Where more than one participant is quoted in a special, and non-runners are involved, the bet stands on the remaining participant(s) if a price is available.

To Score the Team's Winner - The player's team must win by exactly one goal and the nominated player must score the last goal.

To Win Both Halves - The team must score more goals than the opposition in both halves of the match.

Team to Win From Behind - Team must be losing at any stage during the match but subsequently go on to win the match in 90 minutes.

Team to Score/Miss a Penalty - All bets are 90 minutes play only.

Man of the Match

Bets will be settled based on the result announced by the organizing authority (e.g. FIFA for World Cup matches). If there is no official result then bets will be settled based on the player presented with the man of the match award on Sky TV. If the match is not covered live by Sky then bets will be settled based on the player presented with the award by UK terrestrial TV (or other relevant broadcaster). If there is no live presentation then all bets will be made void irrespective of whether any player is indicated by the programme's presenter or pundits.

Players who take any part in the match will be deemed 'runners'. Players who take no part in the match will be void. In the event of the award being presented to more than one player then dead-heat rules will apply.

Prices will be available upon request for players not quoted. An unquoted player will count as the winner should they receive the man of the match award.

Double Chance

The following options are available:



1 or X - If the result is either a home or draw then bets on this option are winners.

X or 2 - If the result is either a draw or away then bets on this option are winners.

1 or 2 - If the result is either a home or away then bets on this option are winners.

If a match is played at a neutral venue the team listed first is deemed the home team for betting purposes.

ASIAN HANDICAPS

Please refer to the following examples regarding settlement of bets:

Handicap Line 0 Ball

If either team wins by any margin they (the winning team) are to be settled as the winning selection. In the event of a draw all bets are void and stakes are refunded.

Handicap Line 0,0.5 Ball

Team giving a 0,0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - Half the stakes are refunded on this selection. The other half of the stake is classed as a loser.
- Lose by any score - All bets on the selection are losers.

Team receiving 0,0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.
- Lose by any score - All bets on the selection are losers.

Handicap Line 0.5 Ball

Team giving a 0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - All bets on this selection are losers.
- Lose by any score - All bets on this selection are losers.

Team receiving a 0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - All bets on this selection are winners.
- Lose by any score - All bets on this selection are losers.

Handicap Line 0.5,1 Ball

Team giving a 0.5,1 ball start:

- Win by 2 or more - All bets on this selection are winners.
- Win by exactly 1 - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.



- Draw or lose by any score - All bets on this selection are losers.

Team receiving a 0.5,1 ball start:

- Draw or win by any score - All bets on this selection are winners.

- Lose by exactly 1 - Half the stake is refunded to the customer. The other half is classed as a loser.

- Lose by 2 or more - All bets on this selection are losers.

Handicap Line 1 Ball

Team giving a full ball start:

- Win by 2 or more - All bets on this selection are winners.

- Win by exactly 1 - All bets on this selection are void and refunded to the customer.

- Draw or lose - All bets on this selection are losers.

Team receiving a full ball start:

- Win by any score or draw - All bets on this selection are winners.

- Lose by exactly 1 - All bets on this selection are void and refunded to the customer.

- Lose by 2 or more - All bets on this selection are losers.

Asian Handicap In-Play (Including 1st/2nd Half Bets)

All bets on the Asian Handicap In-Play market are settled according to the score-line for the remainder of the game/half after the bet has been struck, e.g. any goals prior to the bet being placed are ignored for settlement purposes.

Asian Corner Handicaps

Whole corner or half corner handicaps - at the end of the match the handicap is applied to the final corner count and the team with the most corners after adjusting for the handicap is deemed the winner for settlement purposes. If the number of corners for each team is equal after the handicap is applied, all bets will be void and stakes returned.

Quarter corner handicaps - as an example 0.5, 1 is a $\frac{3}{4}$ corner handicap, with your stake equally divided between half corner and whole corner.

Example:

Arsenal v Man Utd, the Asian corner handicap is 0.5, 1 with Arsenal as the favourite:

You bet on Arsenal. You win if Arsenal get 2 or more corners than Man Utd's corner count. If Arsenal get exactly 1 more corner, half your stake wins and the other half is returned. Otherwise your entire stake is lost.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

In the event of a corner having to be re-taken (e.g. for a foul in the box) then only one corner will be counted. Corners awarded but not taken do not count.



1st/2nd Half Asian Handicap

Bets settled on the relevant half result only.

Extra-Time Asian Handicap In-Play

Normal In-Play Asian Handicap rules apply but only goals in extra-time count. The score at the start of extra-time is deemed to be 0-0.

Asian Total Cards

Predict the total number of cards in a match. The card line will either be a quarter-card, half-card or whole-card with bet settlement as follows:

Card line of 4.5 - If you bet over 4.5, your bet wins if there are more than 4 cards in the match. Otherwise your stake is lost. If you bet under 4.5, your bets wins if there are less than 5 cards in the match. Otherwise your stake is lost.

With a card line of a whole number, if the total number of cards in the match is the same as the card line, your stake is returned.

Card line of 5.5, 6 - If you bet over, your stake is equally divided between over 5.5 cards and over 6 cards. Your bet wins if there are more than 6 cards in the match. If there are 6 cards exactly, half your stake wins and the other half is returned. Otherwise your entire stake is lost. If you bet under, your stake is equally divided between under 5.5 cards and under 6 cards. Your bet wins if there are less than 6 cards in the match. If there are 6 cards exactly, half your stake is lost and the other half is returned. Otherwise your entire stake is lost.

Yellow card counts as 1, red card counts as 2. Second yellows are ignored for settlement purposes (e.g. maximum card count per player is 3).

Settlement will be made with reference to all available evidence to cards shown during the scheduled 90 minutes play. Any card shown after the full time whistle has been blown will be disregarded.

Cards shown to non-players (e.g. managers or substitutes who play no subsequent part in the game) do not count towards the total.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

Asian Total Corners

Predict the total number of corners in a match. The corner line will be either a quarter-corner, half-corner or whole-corner with bet settlement as follows:

Corner line of 8.5 - If you bet over 8.5, your bet wins if there are more than 8 corners in the match. Otherwise your stake is lost. If you bet under 8.5, your bets wins if there are less than 9 corners in the match. Otherwise your stake is lost.

With a corner line of a whole number, if the total number of corners is the same as the corner line, your stake is returned.

Corner line of 8, 8.5 - If you bet over, your stake is equally divided between over 8 corners and over 8.5 corners. Your bet wins if there are more than 8 corners in the match. If there are 8 corners exactly, half your stake is lost and the other half is returned. Otherwise your entire stake is lost. If you bet under, your stake is equally divided between under 8 corners and under 8.5 corners. Your bet wins if there are less than 8 corners in



the match. If there are 8 corners exactly, half your stake wins and the other half is returned. Otherwise your entire stake is lost.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

In the event of a corner having to be re-taken (e.g. for a foul in the box) then only one corner will be counted. Corners awarded but not taken do not count.

Asian Corners In-Play

Settled as pre game Asian corners, in the event of an abandonment before 90 minutes have been played, then all bets will be void unless settlement is already determined

1st Half Asian Corners In-Play

Settled as pre-game Asian corners except result is settled on total at half-time, in the event of an abandonment before half time then all bets will be void unless settlement is already determined.

GOAL LINE

In the event of a game being abandoned before 90 minutes have been played all bets are void unless settlement of bets is already determined. Please refer to the following examples regarding settlement of bets:

Extra-Time Goals In-Play

Only goals in extra time count. In the event of a match being abandoned before extra-time has finished then all bets will be void unless settlement of bets is already determined.

Goal Line 2

Goal line under 2

- Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly then the stake is returned. Bets lose if there are three or more goals scored in the match.

Goal line over 2

- Bets win if there are three or more goals scored in the match. If there are two goals exactly the stake is returned. Bets lose if there is 0 or 1 goal scored in the match.

Goal Line 2,2.5

Goal line under 2,2.5

- Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly half the stake will win and half will be returned. Bets lose if there are three or more goals scored in the match.

Goal line over 2,2.5

- Bets win if there are three or more goals scored in the match. If there are two goals exactly half the stake will be returned and half will be lost. Bets lose if there is 0 or 1 goal scored in the match.

Goal Line 2.5

Goal line under 2.5

- Bets win if there are 0, 1 or 2 goals scored in the match. Bets lose if there are three or more goals scored in the match.

Goal line over 2.5



- Bets win if there are three or more goals scored in the match. Bets lose if there are 0, 1 or 2 goals scored in the match.

Goal Line 2.5,3

Goal line under 2.5,3

- Bets win if there are 0, 1 or 2 goals scored in the match. If there are three goals exactly half the stake will be returned and half will be lost. Bets lose if there are four or more goals scored in the match.

Goal line over 2.5,3

- Bets win if there are four or more goals scored in the match. If there are three goals exactly half the stake will win and half will be returned. Bets lose if there are 0, 1 or 2 goals scored in the match.

Goal Line 3

Goal line under 3

- Bets win if there are 0, 1 or 2 goals scored in the match. If there are three goals exactly then the stake is returned. Bets lose if there are four or more goals scored in the match.

Goal line over 3

- Bets win if there are four or more goals scored in the match. If there are three goals exactly, the stake is returned. Bets lose if there are 0, 1 or 2 goals scored in the match.

Goal Line In-Play

For In-Play bets all goals are considered regardless of whether they are scored before or after the bet is placed.

TOURNAMENT BETTING

Top Team Goal Scorer

Goals scored in 90 minutes and extra-time count. Penalty shootout goals do not count. Dead-heat rules apply. Team quoted is for reference purposes only.

Top Club Goal Scorer

Goals in 90 minutes and extra-time count. Goals scored in penalty shootouts do not count. Dead-heat rules apply. If no club goal scorer then all stakes are returned.

Top Goal Scorer

Goals scored in 90 minutes and extra-time count. Penalty shootout goals do not count. Dead-heat rules apply (rather than the player receiving the Golden Boot etc). Team quoted is for reference purposes only.

For the FA Cup, goals count from the 1st round proper onwards.

Tournament Totals/Specials

Total Tournament Cards - The maximum number of cards per player per match is one yellow and one red (e.g. a second yellow card leading to a red card does not count). Cards awarded in extra-time do not count. Only players on the pitch count (e.g., if a manager or a substitute on the bench is shown a card, it will not count for these markets).

Tournament Total Goals, Team Total Goals, Highest Scoring Team - For markets applying to the whole tournament, goals scored in 90 minutes or in extra-time will count. For markets referring to a particular set of fixtures on a given date(s), only goals scored in 90 minutes count. Goals scored in penalty shootouts do not count.



If a game is postponed, Total Goals (for a group of games on given date(s)) will be made void. Highest Scoring Team needs 50% of games to be played for bets to stand, and Rule 4 (Deductions) may apply in cases of postponed matches.

Tournament Penalties Missed/Converted - Penalties taken in 90 minutes, extra-time and penalty shootouts all count. If a penalty has to be re-taken the previous disallowed penalty(ies) do not count.

Tournament Corners - Only corners taken in 90 minutes count.

Team To Go Unbeaten - Team must complete the tournament without losing any game or any two-legged tie. A loss via away goals, extra-time or penalty shootout will mean the market is settled as No.

Tournament and Top Goal Scorer Doubles

A special price will apply to predict the Tournament Winner and the Tournament Top Goal Scorer. Dead-heat rules apply.

Golden Ball

This market is settled on the winner of the Golden Ball (the best player of the tournament as declared by FIFA).

Golden Glove

This market is settled on the winner of the Golden Glove (the best goalkeeper of the tournament as declared by FIFA).

Club Goal Scorer Match Bet

Both players must take some part in the tournament for bets to stand. In the event of a tie then all stakes are refunded. Goals scored in extra-time count. Goals scored in penalty shootouts do not count.

Furthest Progressing Team

Based on the round a team exits a competition - regardless of extra-time, replays etc. A team winning the final would be deemed furthest progressing. Dead-heat rules apply. All-in, play or not.

Qualification Match-Ups

Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be made void for that tie.

Top Continental Team

Settlement based on the round a team exits the competition, regardless of extra-time. A team winning the final would be deemed the top team. Dead-heat rules apply.

ANTEPOST

Season Specials

Bets settled on final league position/points total. Playoff points do not count except where specifically mentioned in the individual special.

Player Scorer Specials - Bets are settled on the number of relevant goals scored for the club(s) and in league(s) indicated in the market title.

To Reach Playoffs

The 4 teams which finish in the playoff positions and proceed into the playoff competition will be settled as winners for this market. E.g. those teams gaining automatic promotion, plus all other teams outside of the 4 playoff positions will be deemed losers.

To Finish in the Top/Bottom Half

Bets are settled based on the official finishing positions at the end of the season.



Relegation Betting

If a team is removed from the league before the season has started, then all bets on that market will be made void, and a new relegation book will be opened.

Transfer Specials

Club of player refers to club to which the player is permanently contracted. Loan deals do not count.

Season Handicap Winner

Settlement is determined after handicap points have been added to all teams' final league points total. Dead-heat rules apply (goal difference is disregarded).

Divisional Betting

For settlement purposes, in divisional betting the finishing position of teams at the end of the scheduled programme of matches will determine placing (dead-heat rules apply in the event of two or more teams tying in the standings (according to official competition rules)), and there will be no allowance for playoffs or subsequent enquiries by the respective leagues. Bets will stand on any team which does not complete all of its fixtures. The only exception to this is for South American leagues, where a playoff is played to determine the league winner when teams are tied 1st on points. In this case, we will deem the league winner to be the winner of the subsequent playoff.

Top Goal Scorer

Only goals scored within the quoted division are counted for this market irrespective of the team (within that division) for which they are scored. The team quoted alongside the player is for reference only. Only league goals count - excluding playoff matches. Own goals do not count. Dead-heat rules apply.

Season Match Bets/Team Points Totals

If any team does not complete all its fixtures then all match bets and team points total bets involving that team will be made void - win or lose.

Next Permanent Manager

Bets are settled on the next permanent manager as announced by the club. Caretaker bosses and interim managers do not count for this market. In the event of the person appointed not being called manager then settlement will be based on the individual chosen to pick the first team.

Managers to Lose Their Positions by the End of the Season

The end of the season is defined as the time when the league programmes, including any playoff matches, have been completed.

Next Manager to Lose Their Position (Sack Race)

If no manager has left his position by the end of the last scheduled league fixture (including any playoff matches) then the No Manager to Leave option will be deemed the market winner.

SOCCER STATISTICS

Team Goals

Number of goals scored by named team. 90 minutes play only, extra-time and penalties do not count.

Player Total Goals

Player must take some part in the tournament for bets to stand. Goals in 90 minutes and extra-time count. Goals scored in penalty shootouts do not count.

First Team Headed Goal

If no headed goal then all stakes are returned.

Total Corners, Corners in Second Half

Corners awarded but not taken do not count. Please note that this applies to all corner markets.



In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

In the event of a corner having to be re-taken (e.g. for a foul in the box) then only one corner will be counted.

Extra-Time Corners In-Play

Only corners in extra-time count. In the event of a match being abandoned before extra-time has finished then all bets will be void unless settlement of bets is already determined.

Multi-Corners

The multi-corners result is calculated by multiplying the number of match corners taken in the first half by the number taken in the second half.

Corner Handicap

Corners awarded but not taken do not count. Handicap is applied to final corner count for each team to determine handicap winner. Bets will be void if the match is abandoned.

Alternative Corners

Settlement of Alternative Corners market is based on the total corner count at the end of the match.

Total Goals/Number of Goals in Match/Alternative Total Goals In-Play

In the event of a match being abandoned before 90 minutes have been played all bets will be void unless settlement of bets is already determined.

Extra-Time Goal Line In-Play

Normal In-Play Goal line rules apply but only goals in extra-time count. The score at the start of extra-time is deemed to be 0-0.

Ten Minute Events In-Play

Bets are settled on the number of events occurring in the specified ten-minute time period. Time periods 41-50 and 81-90 include any added time. Events only count within the period they are taken - not awarded. In case of abandonment any bets on uncompleted time periods will be made void unless settlement of bets is already determined. Note that for the 10 minute free-kicks market a penalty does not count as a free-kick. Corners, throw-ins, goal-kicks and free-kicks that have to be re-taken only count as 1. Foul throw-ins do not count.

Goals Odd/Even

Any match resulting in 0-0 will be settled on an even number of goals. For Team Odd/Even markets, if the specified team does not score then we will settle on an even number of goals. In the event of an abandoned match then bets for that match will be void.

Both Teams to Score

In the event of a match being abandoned after both teams have scored then 'Yes' bets will be settled as winners and 'No' bets as a loser. Otherwise, if the match is postponed or abandoned without both teams scoring, all bets will be void.

Both Teams to Score in 1st and/or 2nd Half

Predict if both teams will score in the 1st half and if both teams will score in the 2nd half of the match. Bets will be void if the match is abandoned unless settlement of bets is already determined.

Home/Away Team to Score in 1st/2nd Half

Predict if a team will score in the 1st Half or 2nd Half of a match. Bets will be void if the match is abandoned unless settlement of bets is already determined. If a match is played at a neutral venue the team listed first is deemed the home team for betting purposes.



Half Time Result/Both Teams To Score

Predict the result of the 1st half of the match and if both teams will score in the 1st half. Bets will be void if the match is abandoned unless settlement of bets is already determined.

Half Time Result/Total Goals

Predict the result of the 1st half of the match and the number of 1st half goals. Bets will be void if the match is abandoned unless settlement of bets is already determined.

Divisional Goals

A minimum of four matches must be played for bets to stand. Abandoned or postponed matches will be attributed 2.5 goals.

Quickest Goal

Predict the team to score the quickest goal relative to each team's actual kick-off time. Dead-heat and Rule 4 (Deductions) rules apply. Settlement is determined by the minute in which the first goal is scored. Matches with delayed kick-offs count providing the match is played the same day.

Goals Over/Under

Predict whether there will be under or over 2.5 goals in a match. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

Total Goal Minutes

Predict the aggregate time of all goals scored in the match, e.g. goals in the 24th, 51st and 59th minutes make up at 134 minutes. Any goals scored in first half added time count as 45. Any goals scored in second half added time count as 90. Should a dispute arise as to the time of any goal then the time provided by the PA will be deemed the time for settlement purposes.

If a match is abandoned then all bets will be made void apart from those that have already made up (e.g. goals in minutes 40, 45 and 60 and abandonment in 65th minute - bets predicting over 140 total goal minutes will be paid out as winners whilst under and bracket bets will be losers).

Number of Cards in Match

Yellow card counts as 1, red card counts as 2. Second yellows are ignored for settlement purposes (e.g. maximum card count per player is 3).

Settlement will be made with reference to all available evidence to cards shown during the scheduled 90 minutes play. Any card shown after the full-time whistle has been blown will be disregarded.

Cards shown to non-players (e.g. managers or substitutes who play no subsequent part in the game) do not count towards the total.

In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

First Card Received / 1st Player Booked

In the event of two or more players receiving a card for the same incident then the player who is first shown a card by the referee will be deemed the winner for settlement purposes. Both yellow and red cards count for these markets.

Time of First Card

Both yellow and red cards count for this market.

First Team Card/Next Card Betting

Only players on the pitch count.



In the event of two or more players being booked for the same incident the player who is first shown a card by the referee will be deemed as the winner for settlement purposes.

For betting purposes, a red card is counted as 2 cards. For example, following 2 yellow cards and 1 red card, the next card is deemed to be the 5th card.

Next Goal Method

Free-kick - Goal must be scored directly from the free kick. Deflected shots count provided the free-kick taker is awarded the goal. Also includes goals scored directly from a corner kick.

Penalty - Goal must be scored directly from the penalty, with penalty taker as named scorer.

Own Goal - If goal is declared as an own goal.

Header - Last touch of the scorer must be with the head.

Shot - All other goal-types not included above.

No Goal

Total Shirt Numbers

If any goal is an own goal, the shirt number of the scorer of the own goal will count. It will count towards the side which is credited with the goal. Note, this is different from the ruling for First Player to Score.

For the purposes of any bet on shirt numbers a player will be deemed to wear throughout the game the shirt worn at the start of play (or, in the case of a substitute, when he comes on to the pitch).

Any player whose shirt bears no number on his first joining the field of play will be allocated number 12.

In the event of a match being abandoned before 90 minutes have been played, all bets will be void, unless settlement of bets is already determined.

Supremacy

Where a goal supremacy market is offered on a group of matches (e.g. a home goals versus away goals market) if one or more matches are abandoned then all bets on that market will be void.

Team to Score First/Second/Next Goal

Own goals count to the side credited with the goal.

Team to Score Last

Bets will be void if the match is abandoned.

Team Performances

90 minutes play only. Points awarded/deducted for each individual team as follows:

Win the match = 25 pts

Draw the match = 10 pts

Each goal scored = 15 pts

Each corner gained and taken = 3 pts

Keep a clean sheet = 10 pts

Score before the 20th minute = 10 pts extra (maximum 10 points per team)



Each yellow or red card received = 5 pts and 15 pts deducted respectively (maximum 20 points per player)

In the event of the match not being completed then all bets are void.

Last Penalty Score/Miss

Predict whether the last penalty awarded in the shootout be scored or missed - if match does not go to penalty shootout all bets will be void.

Penalty Shootout to Go to Sudden Death

Predict whether shootout will go to sudden death or not (e.g. 11 or more penalties taken) - if match does not go to penalty shootout all bets will be void.

Team Next Penalty

Predict whether the next team penalty will be scored or missed - if match does not go to penalty shootout or team does not take designated penalty all bets will be void.

Team Penalties Converted

Predict the total number of penalties a team scores in a penalty shootout - if match does not go to penalty shootout all bets will be void.

Team to Take Last Penalty

Predict which team will be awarded the last penalty in the shootout - if match does not go to penalty shootout all bets will be void.

Total Converted Penalties (Goal Line)

Predict the total number of penalties scored in a penalty shootout - if match does not go to penalty shootout all bets will be void.

Shootout - Asian Handicap

All bets on the Shootout Asian In-Play market are settled according to the score-line for the remainder of the shootout after the bet has been struck, e.g. any converted penalties prior to the bet being placed are ignored for settlement purposes. If match does not go to penalty shootout all bets will be void.

Total Converted Penalties (Over/Under)

Predict the total number of penalties scored in a penalty shootout - if match does not go to penalty shootout all bets will be void.

Sportbladet Zoom (Which Player Will Cover Most Metres)

All-in, play or not. Only listed players count. Bets are settled on the official Sportbladet Zoom statistics.

Tennis

In the event of any of the following circumstances all bets will stand:

A change of schedule and/or day of match

A change of venue

A change from indoor court to outdoor court or vice versa

A change of surface (either before or during a match)

Outright Betting/Without Favourite Betting/Quarter Betting/Half Betting



Non-runner no-bet. Markets may be subject to a Rule 4 (Deductions).

Winning Quarter/Winning Half

Name the tournament quarter the winner will come from (1st/2nd/3rd/4th). Name the tournament half the winner will come from (Top/Bottom).

The specified tournament must be completed in full for bets to stand.

Name The Finalists/Final Forecast/Reach The Final

Non-runner no-bet. The specified tournament must be completed in full for bets to stand.

Match Betting Including In-Play

In the event of a match starting but not being completed then all bets will be void unless after the start of the match a player is disqualified in which case the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

Tournament Match Betting

Both players in a specified match-up must play 1 point in the tournament for bets to stand. If players progress to the same round of the tournament bets will be void.

Set Betting

Bets are void if the statutory number of sets are not completed, or are changed.

Race to 3 Games (Pre-Game)

Either player must win 3 games for bets to stand.

First Set Winner

In the event of the first set not being completed bets will be void.

Tie-Break in First Set

In the event of the first set not being completed bets will be void, unless the score has reached 6-6 in which case the market will be settled as Yes.

Tie-Break in Match

In the event of the match starting but not being completed all bets are void unless a tie-break has already occurred, or it is impossible for a tie-break to occur e.g. during the final set of a Wimbledon Match

Double Result

Prices may be offered on a named player to Win or Lose the 1st set and then go on to Win or Lose the match. In the event of match starting but not being completed all bets are void.

Total Sets

Both 2-Way and 3-Way markets may be offered. 3-Way has 'Exactly' as an option. Bets are void if the statutory number of sets are not completed, or are changed.

Most Aces

In the event of a disqualification or retirement all bets will be void, unless settlement of the bet has already been determined. Bets settled from official tournament statistics.



1st Service Game

2-Way market offered for a named player to hold or break on the 1st Service Game of the match. The 1st Service Game must be completed in full for bets to stand.

1st Break Of Serve

Name the first player to break serve in the match. If there is no break of serve in the match, bets will be settled as a push.

Number of Sets Including In-Play

In the event of a disqualification or retirement all bets will be void unless the final set has begun or the settlement of the bet has already been determined.

Markets Based on Total Games/Handicap Games Including In-Play

These general rules apply to Games in Individual Sets, Games in Match, Player Games, and Handicap Betting (based on games won). In the event of forfeited points/games, these will count for final settlement.

For the purposes of all such markets a tie-break or Match tie-break is counted as one game.

In the event of retirement, disqualification or change of surface mid-match, bets will be void unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

E.g. (1) A set is abandoned at 4-4: bets on Over/Under 9.5 games or fewer in the set are settled as winners/losers respectively, since any natural conclusion to the set would have at least 10 games; bets on Over/Under 10.5 games or more are void.

E.g. (2) A best-of-3 sets match is abandoned at 6-4 2-6: bets on Over/Under 23.5 games or fewer in match will be settled as winners/losers respectively, since any natural conclusion to the match would have at least 24 games; bets on Over/Under 24.5 games or more are void.

E.g. (3) A best-of-3 sets match is abandoned at 6-4 4-6 5-5: bets on either player with a handicap of +2.5 or more will be settled as winners, bets on either player with a handicap of -2.5 or less will be settled as losers, and bets on the tie with a handicap of +/- 3 or more will be settled as losers. All bets on handicaps ranging from -2 to +2 will be void.

The Handicap, Total Games In Match and Player Games markets are based on a statutory number of sets (see related Set Betting). In the event of the statutory number of sets being changed or differing from those offered for betting purposes then all bets are void.

At the end of the match all of the games each individual player wins are totalled and the handicap applied to determine the handicap winner.

Nationality of Winner

Nationality as displayed by the sport's governing body. Bets stand irrespective of withdrawals.

Fastest Serve Tournament

Player must serve 1 ball for bets to stand. Bets will be settled on official tournament results.

Number of Aces/Double Faults



In the event of a disqualification or retirement all bets will be void, unless settlement of the bet has already been determined. Bets settled from official tournament statistics.

How Many Sets Will Player Drop During Tournament

In the event of the player retiring from the match/not starting a match (forfeit) it will count as a loss of 2 sets for best-of-3 matches and 3 sets for best-of-5 matches.

Stage of Elimination

Player must play 1 point in the tournament for bets to stand.

Winning Seed

Predict whether the winner will be seeded odd or even. If an unseeded player wins the tournament then all bets will be void.

Match Tie Breaks

In some competitions, matches that reach one set all are decided by a Match tie-break.

If a match is decided by a Match tie-break then the Match tie-break will be considered to be the 3rd set. Set Betting will be settled as 2-1 to the winner of the Match tie-break.

Any bets taken in error for the Correct Score or Number of Games in the 3rd set will be void.

In-Play Game Markets (Current and Next)

The player who serving in the relevant game is denoted by (Svr).

If the wrong player is indicated as (Svr), then any bets taken on Current or Next Game, Current or Next Game Score, Current or Next Game to Deuce, Point Betting or Next Game First Point will be void, regardless of the result.

In the event of the next scheduled game being a tie-break or Match tie-break all bets on that game will be void, with the exception of Next Game First Point.

Game to Deuce will be settled as Yes if the score reaches 40-40 at any stage.

If any game includes the awarding of a penalty point(s) by the umpire, all bets on that game will stand. If the umpire awards a penalty game, or in the event of a game not being completed through player injury, all bets on that game will be void, with the exception of Game to Deuce if settlement has already been determined. In the event of forfeited points/games, these will count for final settlement.

In-Play Race Markets

Bets are settled based on the first player to reach the nominated number of games in the relevant set. In the event of neither player reaching the number of games required (because of abandonment) then bets on that market will be void. In the event of forfeited points/games, these will count for final settlement.

If the relevant set is not played then all race markets for that set will be void.

In-Play Set Betting

Match must be completed for bets to stand. In the event of a disqualification or retirement all bets will be void.

In-Play Set Winner (Current and Next)



In the event of a set starting but not being completed then all bets will be void unless settlement of bets is already determined.

In-Play 3rd/4th/5th Set Yes/No

In the event of a set starting but not being completed then all bets stand as long as one point of the specified set is played.

In-Play Set Score (Current and Next)

If no next set played then bets on that set will be void. The nominated set must be completed for bets to stand. In the event of forfeited points/games, these will count for final settlement.

In some competitions matches that reach one set are decided by a Match tie-break.

If a match is decided by a Match tie-break then the Match tie-break will be considered to be the 3rd set. Set Betting will be settled as 2-1 to the winner of the Match tie-break, and 3rd set winner will also be settled accordingly. Any bets taken on Next Game Winner or Next Game Score will be void if the next game turns out to be a Match tie-break, though any bets on Next Game First Point will stand. Any bets taken in error for the Correct Score or Number of Games in the 3rd set will be void.

In-Play Total Games in Next Set

If no next set played then bets on that set will be void. See also the general rules on Total Games markets. In the event of forfeited points/games, these will count for final settlement.

In-Play Point Betting

Bets are offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void. In the event of forfeited points, these will count for final settlement.

If the nominated point is awarded as a penalty point, all bets on that point will be void.

Bets stand regardless of whether or not a point takes place in a tie-break.

In-Play Tie-Break Markets (Including Match Tie-Breaks)

If a tie-break is not played in the nominated set, all bets on these markets are void. All bets stand irrespective of whether or not the tie-break includes the awarding of a penalty point.

If the umpire awards the tie-break as a penalty game prior to the game starting, all bets on the tie-break will be void.

If the tie-break is awarded as a penalty game whilst in progress, bets on tie-break winner will stand, but bets on tie-break score will be void (unless the only way the tie-break could be won was Any Other.) Bets on tie-break total points will only be settled if the tie-break has already exceeded the relevant line or would have to exceed the line in order to reach a natural conclusion.

In the event of the tie-break not being completed through disqualification or retirement, all bets on the tie-break will be void, with the exception of tie-break total points as detailed above.

If the official outcome of a tie-break is unspecified (e.g. either awarded as a penalty game or via disqualification) then all bets on the tie-break will be void, with the exception of tie-break total points as detailed above.

In-Play - Player to be Broken During Match



In the event of disqualification or retirement, bets will be void if the player has not yet been broken (unless there is no conceivable opportunity for them to serve again - in which case bets will be settled on the player having not been broken).

In-Play - Incorrect Server

If the wrong player is indicated as (Svr), then any bets taken on Current or Next Game, Current or Next Game Score, Point Betting or Next Game First Point will be void, regardless of the result.

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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

Volleyball

Pre-Match

The following markets will be void if the match is not completed, unless the specific market outcome is already determined:

- To Win Match
- Match Total Odd/Even
- Correct Set Score
- Double Result (Outcome of 1st Set and Match)
- Match Handicap - Sets
- Match Handicap - Points
- Total Points
- Team Total Points

For individual set markets, in the event of the set not being completed bets will be void, unless the specific market outcome is already determined:

- First Set Winner
- First Set Total Odd/Even
- First Set Handicap
- First Set Total Points
- First Set Winning Margin
- First Set Correct Score
- First Set to Go to Extra Points
- Score After 2/3 Sets

In the event of referee enforced point deductions, official results will be used for settlement purposes, on all markets.



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 play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.

For competitions where two legged ties have a Golden Set to decide which team progresses (in the event of the tie being tied in matches won), then for settlement purposes the Golden Set does not count.

To Qualify will be settled on the team progressing to the next round of the specified competition, and includes the outcome of a Golden Set if played.

An unplayed or postponed match will be treated as a non-runner for settling purposes unless it is played within 48 hours of the original start time.

In-Play

The following markets will be void if the match is not completed, unless the specific market outcome is already determined:

To Win Match/Set Betting/Total Match Points/Team Total Match Points/Handicap Set Betting

For individual set markets, in the event of the set not being completed bets will be void, unless the specific market outcome is already determined.

For In-Play Point Betting, bets are offered for a team to win the nominated point. In the event of the point not being played, due to the game or set ending, all bets on that point will be void.

Current/Next Set Leader After: If the quoted number of points is not reached in the specified set, then the team who wins the set will be settled as the winner.

In the event of referee enforced point deductions, official results will be used for settlement purposes, with the exception of Race to Markets and Point Betting that have already been determined.

For competitions where two legged ties have a Golden Set to decide which team progresses (in the event of the tie being tied in matches won), then for settlement purposes the Golden Set does not count, with the exception of the following markets:-

Tie Winner (Golden Set only counts if played)/Golden Set Total/Golden Set Handicap/ Golden Set Odd/Even/Golden Set Extra Points/Golden Set Race To 5-10/ Golden Set Lead After 10-20/Golden Set Winning Margin/Golden Set Correct Score

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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

Poker



Outright Betting/Top Female/Final Table/Top Nationality/To Win Bracelet

Non-runner no-bet. Markets may be subject to a Rule 4 (Deductions).

To Make Final Table

A price will be offered for selected participants to make the Final Table of a specified tournament. Non-runner no-bet. If the named participant qualifies for the Final Table but fails to take any further part, then such bets will be deemed to have won.

Player Match-Ups

Both named participants must take part in the specified tournament or bets will be void. The winner is deemed the highest placed competitor in the final official tournament rankings.

Nationality Of Winner

Settlement will be determined by the nationality of the player officially registered with the specified tournament.

To Make the Top 20

Settlement will be determined by the final official tournament rankings.

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

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

Lucky Numbers

All lotto bets are based on the numbers that are drawn from the respective lotto. Bonus Ball(s) will be included if the option is selected at the time that the bet is placed.

The Power Ball number does not form part of the qualifying numbers in the Power Ball Draws.

The dates and times on our website are in local time (South African time).

All lotto bets for a specific draw must be placed and confirmed before the first number is drawn. If, for any reason, a bet is placed after the first number is drawn, the bet will be void and the stakes returned, win or lose.

If a lotto draw time is re-scheduled to another time within 24 hours of the advertised time of the draw all bets on that draw will stand unless the bets placed are late.

If a lotto draw time is re-scheduled by more than 24 hours of the advertised time of the draw all bets on that draw will be deemed void and stakes returned.



If, for any reason, GMB Gaming (Pty) Ltd is unable to obtain all the details necessary to settle any market for a specific draw within 48 hours, then all bets on that market will be void.

All of your selected numbers need to be drawn to win.

Maximum payout per customer per lotto event is R100,000, regardless of the number of bets taken on that event.

Mixed Martial Arts

MMA / UFC / EFC

To Win The Fight - In the event of a draw bets will be void.

Total Rounds - For settlement purposes where a half round is stated then 2 minutes 30 seconds of the round will determine over or under.

Futsal

Match Markets

All match markets will be settled on regulation time, unless otherwise stated. Regulation time must be completed for bets to stand.