

The Sportsbook House Rules were last updated on January 9, 2020

## General Rules

1. Betfred Sports customers are responsible for familiarizing themselves with all the Betfred Sportsbook House Rules ("House Rules") prior to placing a wager. By placing a wager the customer acknowledges reading and understanding the House Rules.
2. Betfred Sports reserves the right to amend the House Rules at any time subject to the approval of the IRGC. Any revisions will be effective immediately and bets accepted post changes being applied shall be governed by the amended House Rules so long as the amended House Rules have been made publicly available.
3. Betfred Sports reserves the right to refuse wagers or suspend any or all markets on a game at any time without notice.
4. For all events the maximum payout limit applies on a daily basis. If a bet is placed where the payout exceeds the maximum limit on any event the maximum payout limit still applies. The maximum payout is the total actual return of the bets excluding the customer's original bet.
5. Betfred Sports determines and controls the maximum and minimum wagers across all markets and events and may impose limits on those wagers in its sole discretion.
6. All wagers are accepted on the basis that they are on behalf of the individual placing the bet and not for any other person.
7. Prohibited persons, as defined below, may not place wagers or collect winnings.
8. No bets - telephonic, electronic or otherwise - will be accepted from outside the State of Iowa.
9. Customers shall validate that all the information on their ticket is accurate before leaving the betting kiosk, window or terminal. No ticket can be altered or voided prior to the start time of any given event unless this is authorized at the discretion of Betfred Sports and agreed upon by both parties.
10. Betfred Sports is not responsible for lost, stolen or illegible tickets.
11. In the event of a lost or stolen ticket, if the rightful owner can be substantiated a payment will be processed.
12. Winning tickets are deemed void 365 days after the conclusion of final event to which they relate.
13. Winning tickets can also be redeemed via mail. The address for this purpose is:  
PO Box 19027  
Las Vegas, NV 89132
14. Betfred Sports settles all markets relating to an event in accordance with the official ruling of the relevant governing body.
15. When ambiguity or uncertainty exists around any result Betfred Sports reserves the right to suspend settlement of any market until any doubt can be removed to the reasonable satisfaction of the company. Betfred Sports reserves the right to void any market if the uncertainty regarding settlement cannot be resolved.
16. Payouts in excess of \$400,000 could be delayed until the next banking day and may be processed by electronic bank transfer or by check.
17. In the event that a customer has a dispute involving the way in which a bet or market type has been settled, the customer should contact Betfred Sports customer service at 702-410-9901 or [customer.service-us@betfred.com](mailto:customer.service-us@betfred.com). If the grievance cannot be resolved in a satisfactory manner via this channel, the customer should file a dispute with the Iowa Racing and Gaming Commission by calling 1-515-271-7352 or emailing them at [irgc@iowa.gov](mailto:irgc@iowa.gov)

## **Prohibited Persons**

1. Persons under the age of 21
2. Persons placing a wager on behalf of somebody else
3. Any individual on the Iowa self- exclusion list
4. Coaches, athletic trainers, officials, , players, or other individuals who participate in an authorized sporting event that is the subject of sports wagering; and
5. Persons employed in a position of with direct involvement with a coach, athletic trainer, official, player, or other individual who participates in an authorized sporting event that is the subject of sports wagering.

## **Cancellations, Postponements**

Some markets have sports specific rules regarding cancellations and postponements, but in the absence of these rules, the following applies in the case of a cancellation or postponement:

1. If the event is not completed within 24 hours after the originally scheduled completion date, all bets on markets for the event will be void, except for bets on any markets that have been unconditionally determined; and,
2. If the scheduled duration or event conditions change after a wager is placed but prior to the start of the event, all bets will be void.

## **Change of venue**

Some markets have sports specific rules regarding cancellations and postponements, but in the absence of these rules, the following applies in the case of a change of venue:

1. In relation to all team sports, if the scheduled venue is changed after a wager is placed all bets will be void only if the new venue is a home ground of the original away team (All bets will be void for international matches if there is a change in country of the venue);
2. In all events other than team sports if the scheduled venue is changed all bets will stand; and,
3. If there is a change in the type of surface (for example an NFL game grass to synthetic surface) all bets will stand.

## **In-Play**

If a market is not scheduled or intended to be turned in-play after a start time, but Betfred Sports fails to suspend the market, all bets after that scheduled start time will be void.

In the event that Betfred Sports accepts a wager on a market where the outcome has already been determined that bet shall be deemed void.

## **Dead heats**

Unless stated in the sport specific rules, a Dead Heat Rule applies to bets on a market where two or more selections are joint winners in an event. If a dead heat between two selections is declared on any event, half the bet is applied to the selection at full odds and the other half is lost. If more than two dead heats are declared, the bet is proportioned accordingly.

## Specific Sports Rules

### Football

#### **1. General Rules**

The following bullet points are general rules applicable to all types of bets on Football, unless expressly stated to be otherwise:

- a. The Maximum Pay-Out which applies to Football is \$1,000,000.
- b. At least 55 minutes of play must elapse for bets to have action.
- c. Overtime counts for all markets unless otherwise stated.
- d. Abandoned or postponed matches are void unless played in the same scheduling week, with the exception of the Super Bowl final when all bets will stand whenever the game is played.
- e. Results shall be determined by the official governing bodies for the relevant game/s.
- f. When there is a 'push' result, bets on straight/single bets are returned, and on parlays the selection is treated as no action/non-runner, and the bet will be settled on the remaining selections.
- g. Propositions or 'props' are additional betting opportunities offered on the game. They can cover a wide range of results and occurrences within the game.
- h. All proposition bets are accepted single bets only, unless stated otherwise.
- i. In-play markets may be closed at any time.

#### **2. Money Line**

Both teams are priced to win the full game with no handicaps applied. When wagering on the 'money line' your team must win the game in order for you to win your bet. It will be a 'push' result if the scores are tied after overtime.

#### **3. Point Spread**

A 'point spread' is a bet on a team to win the game with the handicaps applied. The favorite is indicated by a minus points handicap and the underdog by plus points handicap. At the end of the relevant period of play, the relevant handicap is added to, or subtracted from the selected team's score to determine the point spread result. When scores are tied after accounting for any handicap it will be a 'push' result.

#### **4. Game Totals**

A game total line is offered on the predicted total number of points scored. Prices are offered for the actual score to be over or under this predicted total. The result is the combined total points for both teams at the end of the relevant period of play. When the combined scores of both teams equals the game total line exactly, it will be a 'push' result.

## 5. Quarter/1st Half Bets

The relevant quarter or half must be completed for bets to be valid. The 4th quarter does not include overtime.

## 6. 2nd Half Bets

The 2nd half must be completed in full to be valid. Overtime is included in 2<sup>nd</sup> half bets.

## 7. Point Spread/Total Points In-Play

This market is offered on selected games with point spread lines available and is updated while the game is in-play. The Total Points quoted is for the whole game including overtime, if played, and the result is the combined total points for both teams. Push rules apply except where the spread in-play contains a "tie" option.

## 8. Game Propositions

- a. The period of play necessary for bets to be valid may vary from prop to prop. Customers are advised to check with customer service if they are unsure.
- b. 'Team to score first' – Prices are offered on each team to score first. In the event that no team scores bets will be void.
- c. 'Team to score last' – Prices are offered on each team to score last. In the event that no team scores bets will be void.
- d. 'Double result' – Based on predicting the result of the game at half time and the result of the game at the end of the 2nd half. Overtime does not count.
- e. 'Winning margin' – A market offered on a game to predict the winning team and the margin of victory.
- f. 'Highest scoring quarter' – A market offered on which quarter of the game will produce the highest score. At least 60 minutes of game play must have elapsed for bets to be valid. Overtime does not count. Dead Heat Rules apply.
- g. 'First scoring play' – A market offered on which team will record the first score of the game and what the play will be.
- h. 'Team totals' – At least 55 minutes of game play must have elapsed for bet to be valid, unless a team's total has already gone 'over' the number quoted.
- i. 'Time of first score' – At least 55 minutes of game play must have elapsed for bets to be valid, unless a team has already scored.
- j. 'Half with most points' – Overtime does not count.
- k. The following additional game props will require at least 55 minutes of game play for bets to be valid and include overtime, if played (regardless of whether or not the prop has gone over or under the number quoted before 55 minutes has been played):
  - 1) Total plays
  - 2) Total offensive yards
  - 3) Total first downs
  - 4) Total rushing yards
  - 5) Total rushing attempts
  - 6) Total passing yards
  - 7) Total pass attempts
  - 8) Total pass completions
  - 9) Total sacks

- 10) Total turnovers
- 11) Total penalties
- 12) Total punts
- 13) Total field goals made
- 14) Team to score longest touchdown
- 15) Team to score longest field goal

## **9. Player Props/Match-ups/Performances**

- a. Please note that as with all in-play betting markets, the market may be closed at any time.
- b. All player props/match-ups/performance bets are accepted as single bets only, unless stated otherwise.
- c. Player props/performances are valid if that player plays in at least one 'down'. Wagering is available on the performance of a named player in a variety of achievements, e.g., pass yards, receptions, tackles and assists. Individual player performance is matched for betting purposes in a player match-up. Handicaps may be used and are applied to each player's actual performance to determine the result. Push rules will apply where the performance is exactly on the line, for example, if the prop is under/over 6 receptions and the player catches 6 passes then this would be a Push result.
- d. 'First touchdown scorer' – Forecast the name of the scorer of the first touchdown in the game, or whether no touchdown will be scored. Players must be active (as per the official NFL Game Book) for bets to be valid.

## **10. Weekly Props**

These betting propositions may be offered across games played in the same week. They can cover a range of results and occurrences across multiple games, e.g., total points scored (Grand Salami), total punts, field goals made, which quarterback will throw for most yards, etc.

## **11. Season Props**

- a. All season props are based on the regular season matches only. All 16 regular season games must be played for the bet to be valid.
- b. Propositions or 'props' are additional betting opportunities offered on the season. They can cover a wide range of results and occurrences over the length of the season, e.g. total regular season wins per team, total regular season rushing yards, which quarterback will throw for most yards, etc.
- c. Players' statistics stand, irrespective of any trades during the regular season.

## **12. Futures**

- a. NFL regular season wins and match-ups are based on teams completing all 16 regular season games.
- b. American Football Conference (AFC) / National Football Conference (NFC) winners are determined by the teams progressing to the Superbowl.
- c. NFL Divisional winners are determined by games won during the regular season (NFL tie break rules apply) based on teams completing all 16 games.

## 13. Outright Betting

Prices are offered on teams or players to be outright winners of a given tournament or competition.

## 14. Conference/Division Betting

Teams participating in an outright tournament may be grouped in conferences and/or divisions. Prices are offered for each participating team to win their respective conference and/or division.

## Baseball

### 1. **General Rules**

- a. Please note that the Maximum pay-out which applies to Baseball is \$1,000,000.
- b. Baseball (Pro, College, all others) – Winners and losers of games are official after 5 innings of play. If the home team is leading, the game is official after 4 ½ innings. When wagering on total runs, proposition bets or run lines, the game must go 9 innings (8 ½ innings if the home team is ahead) to have action. Thereafter, if a game is called or suspended, the final score is determined after the last full inning unless the home team scores to tie or take the lead in the bottom half of the inning, in which case the score is determined by the score at the time the game is called. For baseball totals and run lines, listed pitchers must start for betting action. Baseball wagers are accepted in the following manner:
  - 1) Action – Team against team, regardless of the starting pitcher.
  - 2) One Specified Pitcher – A wager on or against one specified pitcher, regardless of the other starting pitcher. Specified pitcher must start, or wager is deemed 'No Action'.
  - 3) Both Specified Pitchers – A wager that specifies both starting pitchers. Any variation constitutes 'No Action'.
  - 4) Each team's starting pitcher is defined, for wagering purposes, as the pitcher that throws the initial pitch in their respective half of the first inning.
  - 5) In the event of a pitching change prior to the start of a baseball game, money odds may be adjusted. If one scheduled pitcher starts against an unscheduled pitcher, 'Action' and live 'One specified pitcher' wagers are computed at the opening price established with the new pitcher.
  - 6) First Five (5) Full Innings Wagering
- d. All wagers on the first 5 full innings will be decided on the basis of the score at the end of 5 full innings. If a game does not go 5 full innings, all first 5 full innings wagers will be cancelled. Once 5 full innings have been completed, all wagers on the first 5 full innings will stand. All wagers on the first 5 full innings must have listed pitchers or wagers will be cancelled.
- e. All games must start on the scheduled date (local time) for bets to be valid.

- f. If a baseball game is postponed or cancelled before its scheduled start time, all bets are invalidated.
- g. Propositions or props are additional betting opportunities offered on the game. They can cover a wide range of results and occurrences within the game, e.g., team to score first, most hits, game saves, total team runs etc. Both listed pitchers, at the time the bet is placed, must throw 1st pitch of game or bets are void.
- h. Any special game proposition bets offered are accepted single bets only, unless otherwise specified.

## 15. General Proposition Rules

- a. 8½ Innings Rule
- b. The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets to be valid, unless otherwise specified.

## 16. Daily Props – Grand Salami

- a. Prices offered on Home Runs vs Away Runs and Total Runs scored.
- b. All games must go to at least 8 ½ innings or bets are void.
- c. No listed pitchers are used for this market.

## 17. In Play Betting Rules

- a. All bets are valid regardless of pitching changes and extra innings count. Money Line/Total/Run-line require that the game must go at least 8 ½ innings otherwise bets are void.
- b. For 'Who will win the next inning' bets, both the top and bottom of the innings must both be completed.

## 18. Futures

- a. 'Regular season wins/match-ups' – team must complete at least 160 regular season games for bets to be valid.
- b. 'To win Division' – team must complete at least 160 regular season games for bets to be valid. Major League Baseball (MLB) tie break rules apply.
- c. 'To win Pennant' – team must complete at least 160 regular season games for bets to be valid. The team that progresses to the World Series will be deemed the winner of the Pennant.

## 19. Outright Betting

Prices are offered on teams or players to be the outright winner of a given tournament or competition.

## 20. League/Pennant Betting

Teams participating in an outright tournament may be grouped in conferences or leagues. For example, MLB is grouped into two leagues (American League and National League). Prices are offered for each participating team to win their respective League.

## Basketball

### 1. General Rules

- a. The Maximum Pay-Out which applies to Basketball is \$1,000,000.
- b. All basketball games must start on the scheduled date for bets to be valid.
- c. At least 43 minutes of play must elapse for an NBA game to be deemed to have had action.
- d. At least 35 minutes of play must elapse for a WNBA, NCAA, European, World or any other basketball game to be deemed to have had action.
- e. Any period of overtime is included in the final result to determine winning team and total score, unless otherwise specified.
- f. All results are recorded per the official governing body.
- g. Push result – Bets on straight/single bets are returned, and in parlays/multiples the selection is treated as no action/non-runner, and the bet will be settled on the remaining selections.
- h. Propositions or props are additional betting opportunities offered on the game. They can cover a wide range of results and occurrences within the game.
- i. All proposition bets are accepted single bets only, unless stated otherwise.

### 2. Money Line

Both teams are priced to win the game with no handicaps applied. For settlement purposes overtime counts.

### 3. Point Spread

A point spread bet is a bet on a team to win the game with handicaps applied. The favorite is indicated by a minus points handicap and the underdog by plus points. At the end of the game the relevant handicap is added to or subtracted from the teams' score to determine the point spread result. When scores are equal after the handicaps are applied, a 'push' results.

### 4. Game Totals

A total line is offered by the bookmaker on the predicted total number of points scored in the game. Prices are offered for the actual score to be over/under this quote. The game total result is the combined total of points for both teams at the end of the game, including overtime. When the combined scores of both teams equals the totals line exactly, a 'push' results.

### 5. 1st Half Betting

The 1st half must be completed for bets to be valid.

### 6. 2nd Half Betting

The 2nd half must be completed in full for bets to be valid and includes any overtime.



## 7. Game Props

- a. An NBA game must go at least 43 minutes for props betting markets to be valid, all other basketball must consist of at least 35 minutes for bets to have action:
- b. 'Highest scoring quarter' – excludes overtime. Dead Heat rules apply.
- c. 'Winning margin' – includes overtime. A market offered on a game to predict the winning team and the margin of victory.
- d. 'Double result' – (result at half-time, plus result at the end of the game, including overtime). A market offered on a game to predict the 'result' at half time and the result of the game, including overtime.
- e. 'Team with the highest scoring quarter' – excludes overtime.
- f. 'Highest scoring half' – includes overtime.
- g. 'Team totals' – includes overtime.
  - 1) Game must go at least 43 minutes for this betting market to be valid unless a team has already scored 20 points at the time the game is suspended. Overtime is included.
- h. 'First scoring play' –A market offered on which team will record the first score of the game and what the play will be.

## 8. Daily Props

- a. These are betting propositions offered across basketball games played on the same day. They can cover a range of results and occurrences across multiple games, e.g., most team points, highest team score, most individual points, etc.
- b. All relevant games must go at least 43 minutes (NBA) or 35 minutes (all other Basketball) for the following betting markets to be valid. Overtime is included.

## 9. Player Match-ups/Performances

- a. 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.
- b. Players must see court-time, for bets to be valid. Overtime counts for any player props, unless otherwise specified.
- c. Individual player 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.

## 10. Mythical Matches

- a. For both teams, games must go at least 43 minutes for bets to be valid. Overtime is included.
- b. Mythical matches are imaginary games pairing teams across the daily schedule for betting purposes. The teams' total point scores in their actual games are matched to give an imaginary result. Handicaps are applied to each team's score to determine the mythical match result. Push rules apply.

## 11. In-Play Betting

Any money line, spread or total quoted is for the whole game, unless otherwise specified. Overtime is Included.

## 12. Futures

- a. 'Regular season wins/match-ups' – team must complete at least 80 regular games for bets to be valid.
- b. 'To win Division' – team must complete at least 80 regular season games for bets to be valid. NBA tie break rules apply.
- c. 'To win Conference' – team must complete at least 80 regular season games for bets to be valid. The team that progresses to the NBA Championship will be deemed the winner of the Conference.

## 13. Conference/Division Betting

Teams participating in an outright tournament may be grouped in conferences and/or divisions

## Hockey

### 1. General Rules

- a. Please note that the Maximum Pay-Out which applies to Ice-Hockey is \$1,000,000
- b. National Hockey League (NHL)
  - 1) All ice hockey games must start on the scheduled date for bets to be valid.
  - 2) All games must go at least 55 minutes of play for bets to be valid.
  - 3) Any period of overtime is included in the final result to determine winning team and total score, unless otherwise specified.
  - 4) Results are determined per the official governing body.
- c. European/Other Ice Hockey
  - 1) Bets on Puck Line and Total Goals market will include overtime for settling purposes.
  - 2) In the event of the Puck Line market being a tie after regulation time, bets on this market will be void.
  - 3) In the event of the Total Goals market finishing on the quoted line after regulation time, bets on the market will be void.

### 2. Money Line

Both teams are priced to win the game with no handicaps applied. When wagering on the money line the team bet must win the game. For settlement purposes overtime counts.

### 3. Puck Line

A puck line bet is a bet on a team to win the game with handicaps applied. The favorite is indicated by a minus handicap and the underdog by a plus handicap. At the end of the game the relevant handicap is added to or subtracted from the selected team's score to determine the puck line result.

### 4. Game Totals

- a. A total line is offered on the predicted total number of goals scored in the hockey game. Prices are offered for the actual score to be over or under this number. The

game total is the combined total goals for both teams at the end of the match, including overtime. Shootouts count for 1 goal only in favor of the winning team.

- b. Push result – When the combined score of both teams equals the totals line exactly, it is a 'push' result. Bets on straight/single bets are returned, and in multiples the selection is treated as no action and the bet will be settled on the remaining selections.

## 5. Period Betting

The relevant period must be completed for bets to be valid. The third period excludes overtime.

## 6. Period Totals

This is a bet on the total goals scored in one single period only. Lines are offered for the total goals scored in that period. The result used for settling is the combined total goals scored by both teams in the relevant period. Overtime does not count.

## 7. Daily Props

These are betting propositions offered across games played on the same night. They can cover a range of results and occurrences across multiple games.

## 8. In-Play Betting

General game rules apply and overtime counts. Any money line, puck-line or total quoted is for the whole game, unless otherwise specified.

## 9. Futures

- a. 'Regular season points/match ups' – team must complete at least 80 regular season games for bets to be valid.
- b. 'Outright betting' – Prices are offered on teams or players to be the outright winners of a given tournament or competition. For example, the Stanley Cup is the outright tournament in NHL. Prices are offered for each team participating.
- c. 'Conference/division betting' – Teams participating in an outright tournament may be grouped in conferences and/or divisions.
- d. 'To win Division' – team must complete at least 80 regular season games for bets to be valid. NHL tie – break rules apply.
- e. 'To win Conference' – team must complete at least 80 regular season games for bets to be valid. The team that progresses to the Stanley Cup will be deemed the winner of the Conference.

## Boxing

### 1. General Rules

- a. Results will be settled on the official result at ringside. If the verdict is a "Technical Draw" the result will be deemed as a draw.
- b. Results are not official until verified by officials at the venue.

- c. Should an official body overturn a result retrospectively based on an appeal, drug testing or sanctions this will not be recognized for betting purposes and the original result will be final.

## 2. Money Line/ Match Winner

Money Line bets where no draw selection is offered will be made void if the match ends in a draw.

## 3. Round Betting

- a. If, for any reason, a points decision is awarded before the full number of rounds are completed, bets will be settled on the round in which the bout was stopped. Bets placed 'to win on points' will only be deemed winners if the full number of rounds are completed.
- b. If a boxer fails to answer the bell, the bout will be deemed to have ended in the previous round, irrespective of what the official decision may be.
- c. If, for any reason the selected number of rounds on which betting is offered is changed, all round by round betting will be void, but match bets will stand.
- d. Bets will be settled on the official result immediately following the end of the bout. Announcements or inquiries after this result will not affect settlement.
- e. Prices may be offered for a bout to be won by KO (includes TKO, disqualification), decision (includes Technical Decision) or draw. Bets placed 'to win by decision' will only be deemed winners if the full number of rounds are completed.

## 4. Postponed/cancelled bout

If a contest is postponed and rescheduled to take place within 24 hours of the original start time, bets on that contest will stand unless cancelled by mutual consent. If the contest does not take place within 24 hours bets will be void returned unless included in a parlay or other multiple bet in which case the selection will be treated as no action/non-runner and the bet will run onto the remaining selections in the bet.

## 5. Under/Over Round Betting

- a. For settlement purposes where a half round is stated then 1 minutes 30 seconds of the respective round will define the half to determine Under or Over.
- b. If a bout is stopped during a round, before 1 mins 30 seconds it will be deemed as Under with anything after that time deemed as over.
- c. For Example: If Total Rounds 7.5 (Under/Over) is quoted, then the midway point in round 8 is the Under/Over line.
- d. If the bout is stopped at exactly 1 minutes 30 seconds in the round, all bets will be void.

## Mixed Martial Arts (MMA)

### 1. Money Line

The result as declared at the end of the fight will be used for settlement purposes and any subsequent alterations to that result will not be taken into account. With respect to 2 Way betting if the fight is declared a draw all bets will be returned as void.

## 2. Round Betting

- a. If, for any reason, a points decision is awarded before the full number of rounds are completed, bets will be settled on the round in which the fight was stopped. Bets placed 'to win on points' will only be deemed winners if the full number of rounds are completed.
- b. If a fighter fails to answer the bell, the fight will be deemed to have ended in the previous round, irrespective of what the official decision may be.
- c. If, for any reason the selected number of rounds on which betting is offered is changed, all round by round betting will be void, but match bets will stand.
- d. Bets will be settled on the official result immediately following the fight. Announcements or inquiries after this result will not affect settlement.
- e. Prices may be offered for a fight to be won by Knock out (KO) (includes Technical Knockout (TKO), disqualification), decision (includes Technical Decision), Submission or draw. Bets placed 'to win by decision` will only be deemed winners if the full number of rounds are completed.

## 3. Postponed/cancelled bout

If a contest is postponed and rescheduled to take place within 24 hours of the original start time, bets on that contest will stand unless cancelled by mutual consent. If the contest does not take place within 24 hours bets will be void and bets returned unless included in a parlay or other multiple bet in which case the selection will be treated as no action/non-runner and the bet will run onto the remaining selections in the bet.

## 4. Under/Over Round Betting

- a. For settlement purposes where a half round is started then 2 minutes 30 seconds of the respective round will define the half to determine Under or Over.
- b. If a fight is stopped during a round before 2 mins 30 seconds it will be deemed as Under with anything after that time deemed as Over.
- c. For Example: If Total Rounds 2.5 (Under/Over) is quoted, then the midway point in round 3 is the Under/Over line.
- d. If the fight is stopped at exactly 2 minutes 30 seconds of the round, all bets will be void.

## Soccer

### 1. Match Betting

- a. Unless otherwise stated all soccer bets are settled on scheduled match time play only.
- b. Schedule match time play is deemed to be the match including any injury time added by the referee but not any 'extra-time', 'golden/silver goal' or penalties.
- c. Draw No Bet – schedule match time play only, if the match is a draw bets are void. Bets are also void if match is abandoned.
- d. There is no limit to the maximum bets that can be made.
- e. It is the customer's responsibility to be aware of scheduled match times as these may vary; 70, 80, 90 minutes etc.

- f. If any match is not scheduled to be played for at least 80 minutes, or for anything other than two halves, then all bets on that match will be void.

## 2. Correct Score

- a. Bets are accepted on scheduled match time play only. Extra time does not count.
- b. We offer separate prices for domestic and European/International matches and if domestic prices are given in error for European/International matches bets will be settled at the correct price for European/International matches.

## 3. Double Result

- a. Bets are accepted on scheduled match time play only. Extra time does not count.
- b. Double result betting is available on most matches upon request, singles and upwards are accepted. Customers must select both the result at half-time and at full-time, with selections being void if the match is abandoned prior to scheduled match time play being completed.

## 4. Abandoned Matches/Postponed Matches/Change of Venue

- a. Where a match is postponed or abandoned all bets will be valid if the match is played within 24 hours of the originally scheduled date and time with the exception of 'first goal scorer' bets which will stand providing the first goal has been scored. Half-time bets will stand as long as the first half has been completed.
- b. If a change of venue takes place all bets will stand unless the change of venue leads to the away team becoming the home team in which case all selections on the match will be deemed void.

## 5. Related Bets

With the exception of 'scorecasts' (where a specific price is offered) related bets may not be combined where the result of one selection influences the outcome of the others.

## 6. Scorecasts (First/Last Goalscorer/Correct Score Double)

- a. Bets are accepted on scheduled match time play only. Extra time does not count.
- b. Scorecasts are accepted on all matches where prices are available. If a selected player does not play the bet will be settled on the correct score at the appropriate odds.
- c. If the only goal(s) of a match are own goals, all scorecast bets will be settled on the correct score at the appropriate odds.

## 7. Wincasts (Goalscorer to Score at any time/Match Result Double)

- a. Bets are accepted on scheduled match time play only. Extra Time does not count.
- b. Wincasts are accepted on all 'live' matches, Premier League and Champions League. If a selected player does not play the bet will be deemed 'void and bets returned'.

## 8. First/Last Goalscorer

- a. Bets are accepted on scheduled match time play only. Extra time does not count.

- b. Should a match be abandoned before the scheduled match playing time has been completed 'first goalscorer' bets will stand provided a definitive result for the market has already been determined prior to abandonment. 'Last goalscorer' bets will be deemed void. Own goals do not count.
- c. In the event of any dispute as to the first/last goalscorer all bets will be settled using Press Association statistics only and no other results source.
- d. Refunds for all 'first goalscorer' bets on players having taken no part or having come on after the first goal has been scored will be given.
- e. All players who have started a match are deemed 'runners' whether they are on or off the pitch at the time the first goal is scored.
- f. A player who takes any part in the official scheduled match time is deemed a 'runner' for 'last goalscorer' settlement purposes.
- g. Own goals do not count for settlement purposes.

## 9. To Score at Anytime

- a. Bets are accepted on scheduled match time play only. Extra time does not count.
- b. If the match is abandoned bets are refunded unless the chosen player has scored.
- c. Player must take part at some point during the scheduled match time otherwise bets are refunded.
- d. Own goals do not count.

## 10. First Goal Time

- a. The 10 minute bands that the first goal shall be scored. The time bands are as follows:
  - 1) 0-10th minute – between kick off and 9.59
  - 2) 11th-20th Minutes – between 10.00 - 19.59
  - 3) 21st-30th Minutes – between 20.00 – 29.59
  - 4) 31st-40th minutes – between 30.00 – 39.59
  - 5) 41st-50th minutes – between 40.00 – 49.59
  - 6) 51st-60th minutes – between 50.00 – 59.59
  - 7) 61st-70th minutes – between 60.00 – 69.59
  - 8) 71st-80th minutes – between 70.00 – 79.59
  - 9) 81st+ - until full time
- b. This is also applicable for the First Home Goal Time and First Away Goal Time markets.

## 11. Football in-play rules for next goalscorer

Own Goals do not count; bets will be settled on the next goalscorer.

## 12. Player to Score 2 or More Goals

Designated player must score two or more goals in the scheduled match time only. If the match is abandoned bets are void unless the chosen player has already scored two or more goals. Player must take part at some point during the scheduled match time or bets are refunded.

## 13. Score a Hat-trick

Designated player must score three or more goals in the scheduled match time only. If the match is abandoned bets are void unless the chosen player has already scored three or more goals. Player must take part at some point during the scheduled match time or bets are refunded.

## 14. Both Teams to Score

Both teams must score in the scheduled match time only. If match is abandoned before both teams have scores the market will be void, if both teams have scored the market will be settled as a winner.

## 15. Score a Penalty

The designated team must score a penalty in the scheduled match time only including injury time.

## 16. Cards Markets

- a. All Card Markets are scheduled match time only, Extra Time does not count.
- b. Points are 10 for a yellow card and 25 for a red card. The maximum points per player per match is 35 (25 + 10) regardless of whether a player is shown two yellow cards and then a red card.
- c. Note: A red or yellow card issued to a player after he has been substituted or issued to a substitute who has not been used, or issued to coaching staff, will not count for settling purposes.
- d. 1st Card - 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. Only Players who are on the pitch at the time count.

## 17. Half Time Betting

Any bets placed on the Half Time Market will be settled on the result at the end of the First Half. If a match is abandoned after the end of the first half, all bets will stand.

## 18. Half Time Correct Score

The first half must be completed for bets to stand on this market, if the match is abandoned before half time all bets will be void.

## 19. 2nd Half Result

Bets placed on this market will be settled on the result of the second half only, if the match is abandoned all bets will be void. Scheduled match time only

## 20. Half Most Goals

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

## 21. Win Both Halves

The designated team must score more goals than the opposition in both halves of the match. Scheduled match time only



**22. Score in Both Halves**

The designated team must score in both halves of the match. Scheduled match time only

**23. Win Either Half**

The designated team must win either the first half or the second half. Scheduled match time only

**24. Win to Nil**

The designated team must win the match without conceding a goal. Scheduled match time only

**25. Win From Behind**

The designated team must win the match after being behind at any stage of the match. Scheduled match time only

**26. Football Specials**

All specials, boosts and enhanced bets are singles only unless otherwise stated.

**27. Boosts/Enhanced bets**

If any enhanced boosts, doubles, trebles or accumulators have a match that is postponed or abandoned, the bet will revert to the last available match result odds for the remaining selections.

**28. Anytime Goalscorer Multiples**

If any player in an anytime goalscorer multiple fails to start irrespective of whether they score or not, all bets on that multiple will be void.

**29. Next Manager Markets**

All Manager Markets are for next permanent manager, in the case of a caretaker or interim manager being appointed they must complete at least 10 competitive games and they will then be deemed the permanent manager for settlement purposes.

**30. Transfer specials**

Loan deals do not count, player must sign permanent contract.

**31. Odd or Even Total Goals**

Any match resulting in 0-0 will be settled as even number of goals. Scheduled match time only. All bets void if match is abandoned.

**32. Under/Over Goals**

In the event of a match being abandoned before scheduled match time has been played then all bets will be void unless settlement of bets is already determined.

**33. 1st Half Under/Over Goals**

In the event of a match being abandoned before scheduled first half has been played then all bets will be void unless settlement of bets is already determined.

## 34. Total Corners

This will be settled on the official Press Association total for the match, scheduled match time only.

## 35. 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.

## 36. 1st Corner

In the event of a match being abandoned bets will be void unless there has been a corner in the match.

## 37. Double Chance

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

## 38. Top Team Goalscorers

Goals scored in scheduled match time and extra-time count. Penalty shootout goals do not count. Dead-heat rules apply. This market is for the whole tournament, not just for the group stage.

## 39. Season Match Bets

Bets will be settled on final league position, play offs do not count. Points deductions will count for season match bets. Singles only accepted.

## 40. Relegation

If a team is removed from a league or liquidated, bets on that team will be void. If this happens before the start of the season the whole market will be void and a new book will be opened. Points deductions will count in relegation markets.

## 41. Outright bet

Point's deductions will count in all outright betting.

## 42. Promotion

If a team is removed from a league or liquidated, bets on that team will be void. If this happens before the start of the season the whole market will be void and a new book will be opened. Point's deductions will count in Promotion markets. Play offs do count.

## 43. Season Handicaps

Team end of season totals are added to the handicap and whoever has the highest total is the winner of the market, points deductions count in this market. If a team is removed from a league or liquidated, bets on that team will be void. If this happens before the start of the season the whole market will be void and a new book will be opened. Play offs don't count. Dead heat rules apply.

## Tennis

### 1. General Rules

- a. All bets will stand in the event that any one of the following occurs:
- b. Change of venue
- c. Change of surface

### 2. Outright

Non-runners: Bets will be refunded on players or teams withdrawn prior to the start of an event.

### 3. Match Betting

If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for its full duration. Bets on all other markets will be voided in the event of a retirement unless the outcome of the wager has been unequivocally determined prior the retirement.

### 4. Set Betting

All sets must be completed in a match, otherwise all set bets are void.

### 5. Handicap Betting

- a. 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.
- b. For the purposes of this market a tie-break is counted as one game.
- c. 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.

### 6. Total Games

In the event of a match not being completed, all bets on this market 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.

### 7. In-Play Markets

For bets on who will win the match, if a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for its full duration.

## Golf

### 1. Futures

Any bets placed prior to the Monday of the tournament will be deemed action and if the player subsequently does not take part all bets on that player will be deemed losers.

### 2. Abandoned / Postponed / Shortened Tournaments

- a. If a golf tournament is abandoned or shortened from the advertised number of holes, then the trophy presentation will determine settlement for the following markets - Outright, Place, Top 10, Matches, Groups, Top Nationalities and any other 54/72 hole markets provided the following conditions have been met.

- b. 36 Holes of any Professional Golfers' Association (PGA) Tour / European Tour / Champions Tour / Ladies Professional Golf Association (LPGA) Tour event must have been completed.
- c. For any event played over 2 or more courses then all players must have completed an equal number of holes on each course and at least 36 holes overall.
- d. Should no further play take place after a bet is placed then that bet will be deemed void.
- e. All bets will stand on a postponed tournament until the tournament is completed (subject to the above conditions).

### **3. Outright Betting**

- a. No action no bet, bets will be refunded.
- b. Once a player tees off that player is deemed to have taken part in the tournament and is deemed a loser if they retire/withdraw or are disqualified.
- c. Play Offs will determine win bets.
- d. If a bet is placed and there is no further play, or further play does not count for the official result, those bets will be made void.

### **4. Tournament Match Betting (54 or 72 Holes)**

- a. In the event of a tie the bet will be refunded.
- b. Play Offs do not count and if two players shoot the same tournament score then the tie will be declared the winner.
- c. If one player misses the cut then the other player is deemed to have won. If both players miss the cut then the player to shoot the lowest pre-cut score will be the winner. If a player is disqualified/withdraws prior to the cut or after both players have made the cut then they are deemed to have lost. If a player is disqualified/withdraws after making the cut but the opponent has already missed the cut then the player to make the cut is the winner.
- d. If a tournament is abandoned for any reason then bets will stand providing an official result is announced (and subject to the number of rounds stipulated above being completed), however any bets placed, after which no further play takes place will be deemed void and bets returned.

### **5. Groups (Inc. Top Nationalities etc.)**

- a. Play Offs will determine win bets.
- b. If applicable a playoff will count in determining the winner but otherwise Dead Heat rules may apply.
- c. The player shooting the lowest score in that group is deemed to be the winner.
- d. If a player misses the cut then that selection is deemed a loser.
- e. If all players in a particular group miss the cut the player shooting the lowest score prior to the cut is deemed to be the winner. Any player that withdraws/dissqualified is deemed a loser.

### **6. Place Betting / Top 10 Betting / Top 4 / Top 5 / Top 10 and Top 20 Betting**

- a. See 'Outright Betting' rules, Dead Heat Rules Apply
- b. If the stipulation "Ties Included" is added then this means that dead heat rules do not apply on that particular market.

### **7. 1st Round Leader Betting**

See 'Outright Betting', Dead Heat rules apply.

## **8. 2 Ball and 3 Ball Betting (including Mythical 2 Balls and 3 Balls)**

- a. The player that records the lowest score over 18 holes will be the winner.
- b. A tie is offered in 2 Ball betting and therefore in the event of a tie both players will be losers.
- c. If a 3 ball results in a tie then Dead Heat rules apply.
- d. A player is deemed a runner once they have teed off. If a player withdraws prior to teeing off then the 2 Ball or 3 Ball will be deemed void.
- e. In "Tie No Bet" markets bets will be void in the event of a Tie
- f. If a 2 Ball or 3 Ball is rearranged all bets will stand as per the original groupings.

## **9. Make / Miss the Cut**

- a. Players disqualified or who withdraw prior to the cut are deemed to have missed the cut.
- b. "Made Cut/Did Not Finish" (MDF) (modified cut rules on the PGA Tour) will be settled as making the cut.
- c. If a tournament is shortened and there is no cut then all bets will be void.

## **10. Sixshooters**

The player who shoots the lowest score of the round is deemed the winner. Dead Heat rules apply. Any player disqualified/ withdraws is deemed a loser.

## **11. Individual Players Score**

Prices may be offered on a player's score during a nominated round. If the round in question is not completed then all bets will be void.

## **12. Next Hole Winner - 2 Balls**

The player who scores the lowest score on the hole is the winner. Prices are offered for each player and a tie, therefore if the final scores are level all bets on either player are settled as losers. If the players do not tee off from the correct hole, all bets are void.

## **13. Next Hole Winner - 3 Balls**

The player who scores the lowest score on the hole is the winner and Dead Heat rules will apply in the event of a tie.

## **14. Next Hole/Selected Player's Score Total**

Prices are offered on a named player to score either under, over or exactly a number of shots. If the hole is not completed, all bets will be void.

## **Motor Sports - Formula 1**

### **1. General Rules**

All results are settled on the official classification at the time of the podium presentation.

### **2. Outright Team/Driver Championship Betting**

All in complete or not. Bets will be determined by the number of points accumulated immediately following the podium presentation of the final race of the season and will not be affected by subsequent inquiries.

### **3. Individual Race Betting**

All in complete or not. In the event of a disqualification, the podium presentation will count as the 'weigh-in' and determine the settlement of bets. The start of any motor race is defined as the signal to start the warm-up lap.

#### **4. Fastest Qualifier**

Bets settled on the driver who is announced as qualifying on pole immediately following the end of the qualifying session. Any subsequent demotion or disqualification does not affect the result.

#### **5. Podium/Points Finish**

Bets settled on the drivers who finish the race in the podium/points positions, with the podium presentation counting as the 'weigh in'. Subsequent inquiries will not affect the result for settlement purposes.

#### **6. Fastest Lap**

Bets settled on the driver who is officially declared to have completed the fastest lap of the race.

#### **7. Match Betting**

- a. Two drivers are paired together for betting purposes. This can either be over the duration of the season, which works on a points system or on an individual race basis (who finishes first). If a driver retires or both fail to complete the race the one completing the most laps is the winner. If the same number of laps is completed then all individual match bets are void.
- b. Prices are also offered for qualifying match bets, which work on the same basis as the individual match bets; however the driver with the fastest qualifying time is declared the winner. If both fail to qualify, the bets are void. If either driver fails to start a lap in the official race qualifying session, then all qualifying match bets are void.

#### **8. Dual Forecast**

Prices are quoted for drivers to finish first and second in a Grand Prix in any order. Both drivers must finish in the first two. Result is based on the podium presentation and any subsequent amendments do not count. If a driver does not start the warmup lap then all bets containing that selection are void.

#### **9. Pole Position**

Pole position applies to position at the end of qualifying practice. If qualifying practice does not take place all bets on pole position are void.

### **Motor Sports - NASCAR**

#### **1. General Rules**

Race winner will be official for wagering purposes by results at the end of the race as announced by the sanctioning body regardless of laps completed. Any altered results due to post race inspection or postrace penalties are not recognized for wagering purposes.

### **Athletics**

#### **1. General Rules**

No action/Non-runners: bets will be refunded on players or teams withdrawn prior to the start of an event. The medals ceremony determines the placings for betting purposes, in the case of no ceremony taking place, bets will be settled on a 'First Past the Post' basis. Any subsequent disqualifications do not affect how the bets were settled.

## Cycling

### **1. General Rules**

All-in compete or not. The final podium position counts as the placing for settlement purposes and any subsequent disqualifications will not count.

### **2. Head to Head**

Head to heads will be won by the rider achieving the highest place in the relevant event/stage. Both riders must cross the start line for bets to stand. If both riders start an event/stage and both fail to finish, all bets will be void. If both riders start and one fails to finish the rider that finished will be deemed the winner.

## Cricket

### **1. First Class/Test Cricket**

#### **a. Pre-match Test Match Markets**

- 1) If any match is abandoned due to outside interference, all bets will be deemed void, except for any in-play markets that have already been completed.
- 2) All bets will be settled on the official result, as long as one ball has been bowled.
- 3) In the event of a tie, Dead Heat rules will apply.
- 4) Top Run Scorer/Wicket Taker
- 5) Any Top Run Scorer/Wicket Taker bets placed on any player(s) not in the starting eleven will be void
- 6) Top Batsman/Wicket Taker bets placed on any player(s) that are in the starting eleven, but do not bat or bowl, will be settled as losers.
- 7) In Test matches affected by weather, a minimum of 50 overs must be bowled, unless the team is all out, otherwise all Top Run Scorer/Wicket Taker bets will be deemed void.
- 8) Unless otherwise stated, all Top Run Scorer/Wicket Taker bets will only be settled on the First Innings scores.

#### **b. First Innings Lead**

- 1) Bets will only stand if both teams have completed their first innings, having been bowled out or in the event of a declaration.

#### **c. Batsman Match Bets**

- 1) All Batsman match bets will stand providing both players are in the starting eleven and face at least one ball unless run out or given out obstructing the field.
- 2) All Batsman match bets are valid for the first innings only, unless otherwise stated.

#### **d. Wicket Taker Match Bets**

- 1) All Wicket Taker match bets will stand providing both players are in the starting eleven and bowl at least one ball.

- 2) All Wicket Taker match bets are valid for the first innings only, unless otherwise stated.
  - 3) Highest Opening Partnership
  - 4) Bets will stand as long as both opening partnerships are completed or a result has been determined.
- e. Series Betting
- 1) All correct score series bets will be subject to the following rule if the correct number of Tests are not played. For example: England v South Africa – 5 match series. South Africa are leading 4-0 and the last match is abandoned. Only customers who have backed South Africa to win the series 5-0 or 4-1 are potential winners - all other bets are losers.
  - 2) Series bets will be settled in accordance with the official result.
  - 3) Player Total Runs Markets - all Batsmen must play at least one Test match for bets to stand.
  - 4) Top Series Run Scorer/Wicket Taker – as long as players quoted play at least one match all bets will stand.
- f. In-play Test Match Markets - Innings Runs
- 1) A minimum of 50 overs must be bowled, for bets to stand, unless a team is all out.
  - 2) Session Runs
  - 3) Each day's play is divided into the following three 'Sessions' as described below:
    - 4) Session 1 – from the start of the day until lunch.
    - 5) Session 2 – from lunch until tea.
    - 6) Session 3 – from tea until close of play.
  - 7) As long as a minimum of 20 overs are bowled in a stated session, the result shall be settled on the accumulative score of one or more innings within that session. In the event of 20 overs not being completed, all bets will be settled as void. An example of this can be found below:
  - 8) At start of play – England 150 for 7. During the first session England are bowled out for 200, Australia bat and at lunch are 50 for 1. The markets would therefore be settled as follows:
    - 9) Session runs = 100
  - 10) Bad Weather/Abandonments
  - 11) If the match is shortened by the weather, bets will be governed by the official competition rules. However, should there be no further play (defined as one ball being bowled) after a bet is placed all bets are void. Similarly, if a match is abandoned for reasons other than weather all bets will be void.
- g. Pre-match County Championship Markets
- 1) If any match is abandoned due to outside interference, all will be deemed void.
  - 2) In the event of a drawn match all bets will be declared void, unless a price has been quoted for the draw.
- h. In-Play County Championship Markets
- 1) Any live County Championship matches will be subject to the same rules as Test matches.



## 2. Limited Overs Cricket

### a. Pre-match One Day Markets

- 1) In matches affected by adverse weather, bets will be governed by the official competition rules as indicated by the governing body of that particular competition. For example an English domestic competition is governed by the England and Wales Cricket Board (ECB).
- 2) Where no price is quoted for the tie and the official competition rules do not determine a winner, Dead Heat rules apply.
- 3) If any match is abandoned due to outside interference, all bets will be deemed void, except for any 'in-play' markets that have already been completed.
- 4) Top Run Scorer/Wicket Taker
- 5) Any Top Run Scorer/Wicket Taker bets placed on any player(s) not in the starting eleven will be void.
- 6) Top Run Scorer/Wicket Taker bets placed on any player(s) that are in the starting eleven, but do not bat or bowl, will be settled as losers.
- 7) In one day cricket matches affected by weather, a minimum number of overs (as specified below) must be bowled, unless the team is all out, otherwise all Top Batsman/Wicket Taker bets will be deemed void.
- 8) 50 over ODI/Domestic matches – 20 overs
- 9) 20 over International/Domestic matches – 6 overs
- 10) If two or more players take the same number of wickets, dead heat rules will apply. If no wickets are taken then the market will be voided.

### b. Batsman Match Bets

- 1) All Batsman match bets will stand providing both players are in the starting eleven and each face at least one ball.

### c. Wicket Taker Match Bets

- 1) All Bowler match bets will stand providing both players are in the starting eleven and each bowl at least one ball.

### d. In-play Limited Overs Markets - Innings Runs

- 1) All bets will be declared void if the intervention of rain or any other delay results in less than 90% of the scheduled overs being bowled, unless the settlement of the bet is already determined.
- 2) For the settlement of this market, any penalty runs for slow play/over rate will not count towards a team's total.
- 3) First 15 Overs Runs (in 50 Over Matches)/First 6 Overs Runs (in 20 Over Matches)
- 4) All 15/6 overs must be completed or all bets will be declared void, unless settlement of bet(s) is already determined or the team has been bowled out.

### e. Highest Opening Partnership

- 1) Bets will stand as long as both opening partnerships are completed, or a result has been determined.

### f. Total Run Outs

- 1) If either team's innings in a limited overs match is reduced due to external factors then bets on this market will be void unless the result was already unequivocally determined before any reduction in overs was announced. Bets

will stand if either innings is shortened due to it reaching its natural conclusion.

- g. Team to Score the Most 4s/6s
  - 1) If either team's innings in a limited overs match is reduced due to external factors then bets on these markets will be void unless the result was already unequivocally determined before any reduction in overs was announced. Bets will stand if the innings is shortened due to it reaching its natural conclusion.
- h. Series Betting - Top Series Run Scorer/Wicket Taker
  - 1) As long as players quoted play at least one match all bets will stand.
  - 2) Where no price is quoted for a drawn series, and the official competition rules do not determine a winner, dead heat rules apply.
  - 3) Should the designated number of matches not be completed, all bets will be subject to the following rule. For example: England v South Africa – 5 match series. South Africa are leading 4-0 and the last match is abandoned. Only customers who have backed South Africa to win the series 5-0 or 4-1 are potential winners - all other bets are losers.
- i. Series Betting - Tie/Dead Heat
  - 1) For ALL markets, where the tie is not quoted, Dead Heat rules apply except where the competition rules provide a winner e.g. Super Over, Bowl off or any other form of progression.

## Volleyball

### 1. General Rules

- a. In the case a match is abandoned before a result is reached, all bets on that match are void, except for those markets that have been unconditionally determined.
- b. If a match is postponed and rescheduled to take place within 24 hours of the original start time, your bet on the match will stand unless cancelled by mutual consent. However, if a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony.
- c. In the event of a match not taking place or if a player/team is given a walkover, bets on that match are void.

## Handball

### 1. General Rules

- a. All bets will be settled on the result after regulation time unless otherwise stated.
- b. Should a match be postponed or abandoned it will be settled as a non-runner unless played within 24 hours of the original start time.
- c. Should a venue for a match change all bets will be deemed void and bets refunded.

## Darts

### 1. Outright Betting

All in compete or not unless otherwise specified.

### 2. Pre-Game Match Betting

In the event of a match starting but not being completed, the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. For Premier League darts events, match betting may be offered in the form of 3-Way, and 2 -Way markets. For settlement purposes the 3-Way market includes the Tie option. Bets will be void in the 2-Way market if the match result is a tie.

**3. In-Play Betting**

Bets on any match market abandoned before the full completion of the statutory number of legs/sets will be void, except for those bets the outcome of which has already been determined at the time of abandonment. For example, Total Legs quote has been exceeded at the time of abandonment.

**4. Handicap 2-Way and 3-Way Set/Leg Betting**

In the event of the statutory number of sets/legs not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if match is not completed.

**5. Individual Player Averages**

All bets void if the match is not completed. Bets settled from results on official Professional Darts Corporation (PDC) Website: [www.pdc.tv/](http://www.pdc.tv/).

**6. Individual Player Checkouts**

If match is not completed then all bets are void unless the quoted line has already been exceeded.

**7. First Leg Winning Double - Colour**

The Bull counts as red. The leg must be completed for bets to stand.

**8. First Leg Winning Double - Value**

The Bull does not count as a double. The leg must be completed for bets to stand.

**9. Highest Checkout 3-Way**

If match is not completed then all bets are void unless the quoted line has already been exceeded.

**10. Total Legs**

If match is not completed then all bets are void unless the quoted line has already been exceeded.

**11. Most 180s**

All bets void if match is not completed.

**12. 170 Finish in Match**

All bets void if match is not completed, unless the outcome has already been determined.

**13. 180s Markets**

All bets void if the match, or relevant leg/set is not completed.

**14. First Dart Markets**

Settlement is on the first dart or set of darts thrown in a specified leg/set. Where the first dart is a Bounce Out it is deemed as the first dart and a loser for settlement purposes. In a match format where Double In is used, the market will be void if offered in error.

**15. Total 180s in a Match**

All bets void if match is not completed unless total 180s has already exceeded the quote.

**16. Highest Checkout in a Selected Match**

All bets void if match is not completed unless highest checkout has exceeded the quote.

**17. Will Selected Player Record a 9 Dart Finish in a Match**

All bets void if match is not completed unless a 9 dart finish already achieved.

**18. Will Selected Player Record a 9 Dart Finish in the Tournament**

Player must throw 1 dart in the tournament for bets to stand.

**19. Will There Be a 9 Dart Finish in the Tournament**

Tournament must be completed. Bets stand regardless of player withdrawals.

## Winter Sports

**1. Void Events**

- a. If an event is suspended or postponed, bets remain valid provided that the event is completed on the same run within 36 hours. If the event takes place on a different run, bets will be made void and bets returned.
- b. Participants must pass starting line/gate for bets to be valid – otherwise bets will be void.

**2. Final Result**

- a. The result for settlement is at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.
- b. Dead Heat rules apply.

**3. Match Betting**

- a. Both participants must leave the start gate for bets to stand. If the event has more than one round and one participant fails to qualify for the next round, the other participant will be deemed the winner.
- b. If a player is disqualified or withdraws after starting, either prior to the completion of the first round or after both players have qualified for a further round, the other player is deemed the winner.
- c. If a player is disqualified during a subsequent round, when the other player in the match bet has already not qualified for that round, the disqualified player is deemed the winner for betting purposes.
- d. If both participants fail to qualify for the next round or qualify for the next round but neither completes the event, the winner will be deemed to be the participant with the highest placed finish.

## Rugby

**1. General Rules**

All bets are settled on 80 minutes play, unless otherwise stated. This includes any stoppage time but not extra time or kicking competition.

## 2. Outright

Prices are offered for divisions and tournaments. Each-way bets are accepted subject to relevant place terms.

## 3. Abandoned and Postponed Matches

- a. In the case of void matches, accumulative bets stand on the remaining selections. When the venue of an arranged match is reversed, bets will be void. However, if a match is changed to a neutral venue all bets stand.
- b. If a match is abandoned before the end of 80 minutes play, match bets will be void, however First Tryscorer and First Scoring Play will stand providing a relevant score has been made.
- c. If a rugby match is postponed, bets will stand provided it is played the same week (Monday to Sunday).
- d. If there is a change of opponent, all match bets will be void.

## 4. Handicap

- a. To even the match for betting purposes the favourite gives the underdog a points start. A favourite is indicated by a minus points handicap and the underdog by plus points. At the end of the game the relevant handicap is added to or subtracted from the teams score to determine the point spread result. A price for the tie is also quoted.
- b. On occasions some handicaps may be given in terms of half points; eradicating the possibility of a draw, therefore only a price for either side is quoted.
- c. The winner is the team who has the most points after the adjustments have been made.

## 5. Winning Margins

A market offered on a game to predict the winning team and the margin of victory. All bets based on 80 minutes play.

## 6. Half Time/Full Time

Predict the score at 'half time' and the result at 'full time'. 80 minutes only.

## 7. First Tryscorer Betting

Penalty tries do not count. If a player does not take part in the game before the first try is scored then bets will be refunded. If no tries are scored all bets are losers provided the player has taken part in the game as a price for no try scorer is quoted. Should a match be abandoned, first try scorer bets will stand if a try has been scored. All bets are settled on 80 minutes play only.

## GAA

### 1. Settlement of Bets

All bets will be settled on 60/70 minutes play respectively at the prices advertised. The term '60/70 minutes play' refers to the period of play which included time added by the match officials for stoppages, but not scheduled extra time. Any subsequent enquiries into the match result or later match disqualification will be ignored for settlement of match bets which will be settled on that day's match result.

## 2. Void Matches

- a. Any match which is abandoned before the completion of the match, i.e., 60/70 play will be void. This ruling does not apply to first goalscorer bets which will stand provided a goal has been scored prior to abandonment. Number of points bets or number of goal bets will be void unless the maximum quote has been obtained and the result of the bet determined at the time of abandonment in which case bets will stand.
- b. Any postponed matches will be void for betting purposes.

## 3. Extra Time

Extra time does not count unless otherwise stated.

### Pay Schedules

#### 1. Parlay Card

Number of Teams	Payout
2	13/5
3	6/1
4	11/1
5	22/1
6	45/1
7	90/1
8	180/1
9	330/1
10	640/1

No Parlays from 1st Half to same game

No Parlays from Run Line to same game

#### 2. ½ Point Teaser Card

3 for 3	13 for 5
4 for 4	7 for 2
5 for 5	5 for 1
6 for 6	7 for 1
7 for 7	10 for 1
8 for 8	15 for 1
9 for 9	22 for 1
10 for 10	30 for 1
11 for 11	45 for 1
12 for 12	70 for 1
13 for 13	100 for 1
14 for 14	150 for 1
15 for 15	200 for 1

16 for 16	300 for 1
17 for 17	500 for 1
18 for 18	700 for 1
19 for 19	1000 for 1
20 for 20	1500 for 1

### 3. Super Teaser Parlay Prices

4 for 4	11 for 5
5 for 5	13 for 5
6 for 6	7 for 2
7 for 7	9 for 2
8 for 8	11 for 2
9 for 9	7 for 1
10 for 10	9 for 1
11 for 11	11 for 1
12 for 12	14 for 1
13 for 13	18 for 1
14 for 14	24 for 1
15 for 15	30 for 1
16 for 16	33 for 1
17 for 17	48 for 1
18 for 18	64 for 1
19 for 19	75 for 1