



Terms & Betting Rules

General Terms

The following general terms detail conditions under which participation in betting games with fixed odds will be organized, accepted, and settled by the NATIONAL LOTTERY plc, hereinafter referred to as “the Organiser”.

These rules regulate all issues concerning the organization and the holding of fixed odds betting games, as organized and operated by the Organiser. They also regulate the relationship between the Organiser and the player who participates in these games. These rules and regulations apply to all betting games with fixed odds, whether these are team or individual sports and other non-sporting events, which by their very nature can have bets placed on their outcome.

Participation in sports betting which is in excess of Eur 50 is subject to mandatory player registration. Kindly refer to the General Terms and Conditions of the Organiser for more information and applicable terms on the player registration. Nevertheless, the rules stated in these general terms apply to all betting games, irrespective of the Eur 50 threshold and regardless of player registration.

Your participation in fixed odds betting games can only be held through self-service betting terminal or any ancillary equipment located in the Organiser’s Licensed Point of Sale or at any other premises or location determined by the Organiser.

Financial administration of fixed odds betting games (payout to the players, cash vouchers, bonuses, refunds etc.) is the exclusive responsibility of the Organiser.

IZIBET Sports Betting is operated and managed by National Lottery plc, a public liability company registered and incorporated in Malta with company registration number C100229 and having its registered office at Portomaso Business Tower, Level 11, St. Julian’s STJ4011, Malta.

National Lottery plc is licensed and regulated by the Malta Gaming Authority (herein after referred to as “MGA”) (www.mga.org.mt) with Licence number: MGA/B2C/003/2022 issued on 5th of July 2022.

These general terms shall be governed by and interpreted in accordance with the laws of Malta.

1.1 Managing of Fixed Odds Betting

Betting with fixed odds can take place through the System on the self-service betting terminal or any ancillary equipment that includes all events available for betting in the Sports Betting Engine. This includes Sports betting events, dates, and time of said events, odds and other details and information concerning these events aiming to assist your participation.

The data and pricing feeds is made available through the Organiser’s authorized System on the self-service betting terminals and by any other means decided by the Organiser. In case where data or specific information regarding offered events is missing from the System on the self-service betting terminals or mistakes are noticed, the Organiser has the right to communicate this data in any other way possible. The bet acceptance period for the events offered in the System starts with the activation of betting transactions in the Sports Betting Engine and ends with the commencement of the last event stated in the System.

Bets are accepted only on the events included in the System and up to the date and time of the first betting event chosen by you, as validated by the Sports Betting Engine. Live In-Play Betting starts with the beginning of the event for which Live In-Play Betting is offered. Bets in Live In-Play Betting can be accepted during the time period when the event is being played.

In any case regarding the validity of bets, data registered in the Sports Betting Engine prevails over any other data.

Fixed odds betting games are the selections you can choose as a possible outcome for each of the offered events or group of events, as well as the quantity of events you can choose in order to create a betting line (column). The Organiser is responsible for deciding and publishing the value of a betting column.

Fixed odds betting games are offered with fixed odds for every selection separately or for a combination as chosen by yourself. Odds are presented in decimal format with two decimal points. The Organiser has the right to continuously change odds at any given time.

1.2 Participating in Fixed Odds Betting

Participation in fixed odds betting games is open to everyone, except individuals under the age of 18 (eighteen) and self-excluded patrons, under the condition that you accept these General Rules and Regulations completely and unconditionally, and also accept special rules and conditions decided by the Organiser periodically which will be communicated on the self-service betting terminals or broadcasted via other communication channels at varying times.

In order to participate in fixed odds betting games it is necessary to create at least one column, to make a payment either for the value of the column or columns produced, or if desired to multiply this value many times. Payment is finalized after the Sports Betting Engine has validated the bet, the validity of which can be proven by a printed ticket (betting slip) from the self-service betting terminal or any ancillary equipment. This printed ticket may contain your predictions, the odds that were valid at the moment of validation; it may also contain other data which are necessary to render the bet unique.

It is the Organiser's responsibility to determine and inform you through the self-service betting terminal or other communication of the maximum amount of payment per bet combination or combinations for participating in a single fixed odds betting game. In case the value of the bet exceeds the maximum amount determined by the Organiser, the bet will not be accepted.

In some fixed odds betting games, it is possible to use "systems", represented by a combination of columns.

1.3 Acceptance of Bets

The Organiser has the right to accept or reject any bet, at any time, without obligation to justify his decision. In order to participate in fixed odds betting system, the Organiser determines that the maximum bet per ticket are in conformity with the Player Protection Directives.

If according to the Organiser's discretion there are special reasons, a special acceptance procedure through the self-service betting terminal or any ancillary equipment will apply, which implies

possible changes of your initial selections as a result of the Organiser's proposals and your agreement. The final bet accepted by the Organiser is certified by the validation of that bet by the Sports Betting Engine.

A column that contains an event, which was postponed or called off, will be accepted only under conditions stated in these Rules.

1.4 Cancellation of Bets

A bet can be cancelled within a period of up to 5 (five) minutes after it was validated.

If for any reason cancellation of the bet cannot occur because the Sports Betting Engine cannot automatically recognize the bet that is meant to be cancelled, then the cancellation will not take place and the Organiser bears no responsibility for this.

When a bet is cancelled all combinations included in the bet are cancelled as well, and the payment for the bet is returned to you.

For Live In-Play Betting cancellations are not allowed.

1.5 Events and Game Results

The successful predictions of your selections are based on the official results announced by the Organiser through the self-service betting terminal or any ancillary equipment for all events in the System, that are organized in accordance with the rules and the official regulations of the game. The Organiser ensures that these results are always the official results as announced by the governing body of the respective Sports.

In the case of postponement or cancellation of one or more events, for which bets have been accepted, and before these changes were known and had been entered in the Sports Betting Engine, the results of the events offered are determined on the basis of rules contained within these regulations.

1.6 Winning Bets, Validation of Winnings

Each column entered in the Sports Betting Engine, is a winning one, when all selected outcomes have been successfully predicted. In this case a winning prize is paid to you and is equal to the value of the stake multiplied by the odds for all the selections included in the column. The odds are the ones valid at the time of validation of the bet. In the case of odds offered for the whole combination chosen by you, the winning prize paid to you is equal to the value of the stake multiplied by the odds given for this combination. The odds are the ones valid at the time of validation of the bet

Pay-out of winnings, in accordance with the previous paragraph, is done only after all events included in the bet have finished and after there is confirmation of the respective record in the Sports Betting Engine. The winning amount, which should be paid to you after all calculations have been completed, is calculated to the second digit. The decimal value for all the odds is always given as a rounded decimal and the rounding of the third digit is calculated at .5. Therefore, if the third decimal is either 0, 1, 2, 3 or 4, a round down will take place and if decimal is either 5, 6, 7, 8, or 9 a

round up will take place. The final rounding of the odds is reflected on the 'Total Odds' on the printed ticket.

The Organiser determines the maximum amount of winnings paid out are in conformity with the Player Protection Directives. In the case that there is an obvious mistake in the odds of the events on the basis of which the amount of winnings of a winning bet is calculated, the Organiser reserves the right to calculate the amount of winnings taking into account the correct odds and to pay you as a winning prize the amount produced by that calculation, retaining the maximum pay out as stipulated by the Player Protection Directives.

The Organiser may offer Cash Out option to the player for an open ticket which already contains winning bets and which the winning bets will be calculated at a percentage determined by the Betting Engine.

If for whatever reason winning bets cannot be automatically recognized, the Organiser can apply special procedures, assuming the Sports Betting Engine can recognize these winning bets in some way.

In case of loss, complete or partial destruction of the betting receipt if such is provided, or in general, when it is not possible to recover the winning bet, the Organiser relinquishes all responsibilities to the pay out of winnings, or to provide any other form of compensation. Winnings from bets that were placed must be collected within 60 days from the end of the valid period of the respective System.

The player is prohibited from selling, transferring and/or acquiring tickets to/from other players.

In the case where the Organiser determines there is reasonable doubt that the outcome of an event has been tampered with, thus breaking rules and official regulations governing such events, or in the case where there is evidence questioning the credibility of an event, the Organiser reserves the right to suspend pay out of winnings.

Prior to the payment of winnings, the Organiser may take such time as is reasonably necessary for the purposes of ensuring that the player played in a fair manner, verifying his/her identity, conducting security and other internal procedures, ensuring that the rules and regulations relating to the game or event have been complied with by the player, and carrying out customer due diligence measures in terms of Anti-Money Laundering ("AML") legislation, or any other regulatory instrument.

Whenever requested or directed by the Organiser, the player is required to abide by the instructions and fulfil any customer due diligence measures, including the submission of any necessary documentation on the identity and/or source of funds or source of wealth. Until this documentation is submitted by player, the Organiser has the right to disallow withdrawal of winnings by the player, if applicable.

1.7 Maximum Winnings

The Organiser determines the maximum winnings per bet and / or per bet type and this is announced in the self-service betting terminal or any ancillary equipment. If a certain player or group of players, placed identical or similar bets in order to avoid the special procedure for bet acceptance of paragraph 2, section 1.3 of these Rules, and the regulation as stated in the present article, the Organiser in this case, has the right to apply the maximum winnings, as defined within this article, to the total of the above bets.

1.8 Disputes and Complaints

Someone who presents a validated winning bet claiming this is not recognized as winning by the Sports Betting Engine or registers the winnings as lower than what they should be, has the right to submit a complaint to the Organiser within 60 days from the time when the results for all events of the Programme were entered into the Sports Betting Platform.

Any player who wishes to file a query and/or complain may do so by submitting the dispute via the following channels:

- Organiser Authorised Points of Sale;
- Organiser Support Centre on +356 2600 7777;
- Via email through:
 - support@lottery.mt - for queries addressing game related and operational matters); or
 - info@lottery.mt for corporate related matters and queries from the General Public.
- Via telephone at Head Office on +356 2600 7000;
- By post addressed to the Head Office at National Lottery plc, Portomaso Business Tower, Level 11, Vjal Portomaso, San Giljan, STJ 4011, Malta.

If the player remains unsatisfied with the resolution of his/her complaint by the Organiser or if a complaint cannot be resolved by the Organiser, then the complainant may refer the dispute to the appointed ADR entity which is MADRE (Maltese Alternative Dispute Resolution Entity), the Alternative Dispute Resolution entity ("ADR") chosen by the Company.

- Players can file a claim by going to the following link <https://madre-online.eu/file-a-claim/> and filling in the requested information. Otherwise, MADRE may be contacted at:

Suite 7, San Michel Building
110, St. George's Street
St. Julian's, STJ3203 – Malta
<https://madre-online.eu/>

- According to Section 10 (2) of the Malta Gaming Authority ADR Directive (Directive 5 of 2018), should the customer opt to submit a claim to the ADR entity the value of which is up to €5,000, this submission shall be mandatory to the Organiser. Any conclusions of the ADR entity on such cases shall be binding upon both NL plc and the complainant.
- It is not NL plc's policy to offer ADR services to settle claims over €5,000.
- In the event that the player considers the gaming service to be conducted in a way that is unlawful, not safe, fair or transparent he/ she may also bring such cases to the attention

of the Malta Gaming Authority by email on: support.mga@mga.org.mt or alternatively via MGA's portal. MGA will not be able to decide the merits of the disputes since this function is reserved for MADREas the approved ADR entity for handling disputes.

- Players can also visit <https://www.mga.org.mt/support/> or call +356 2546 9000 for more information.

1.9 Force Majeure, The Organiser's Responsibility

In cases of force majeure, which makes it impossible to hold fixed odds betting games and impossible to pay out winners, the Organiser bears no responsibility towards you, except in cases where automatic recognition of bets is possible, and in those cases the amount paid by you is refunded.

Force Majeure covers events that are beyond the control of the Organiser and which were unforeseeable and unavoidable. Any planning or application of defence measures by the Organiser cannot have possibly prevented these events. Force Majeure covers events such as, but not limited to, natural disasters (acts of God), floods, earthquakes, fires, war, strikes, embargo, acts of terror, etc.

The Organiser does not bear any responsibility for damages caused by any loss, totally or partially destroyed betting receipt, if such is provided, or for failure to retrieve or recover betting data.

1.10 Backoffice Data Storage

Data on all transactions entered into the Sports Betting Backoffice are kept for 10 years at the Organiser's responsibility.

1.11 Communication of Rules

These rules as well as all terms and conditions for the holding of fixed odds betting games, and the further detailed description of fixed odds bet types specific rules displayed on the self-service betting terminals, are made known to you in every possible way, (broadcasts, other printed or electronic material), and from the moment of announcement are considered as an integral part of the official rules of the game.

Significant Game Rules

2.1 General Provisions

For each possible outcome, stated in the System, odds are offered with which you can calculate your winnings. Odds available in the System or announced in any possible way, are starting odds and the Organiser reserves the right to change them whenever it is deemed necessary.

The Organiser decides and makes available in the System the rules concerning different types of bets. A betting column can include a number of predictions of event results, not related to the same event, depending on the Organiser's decision of minimum number of events that you can choose in one betting column. This information is inserted in the System.

The event times and dates indicated in the System are the times and dates that are valid in the country / location that the System has been indicated for. In all cases of event cancellation, postponement, and suspension the local time refers to the time of the country / location where the event takes place.

You make your predictions according to the instructions given by the Organiser. These instructions are announced in any possible way (System, published materials and any other means).

The possibility and method of combining in the same betting column a type of bet with another type of bet, provided that these bets are not for the same event, are made available in the System. The possibility of combining in the same betting column bet types on the same event will be stated in the System.

Regarding team sports, the team, determined by the Organiser as the home team, is on the left side of the event, while the away team is on the right side of the event.

In case the winning outcomes are more than the expected ones (case of dead heat), then the odds for each winning outcome will be calculated according to the rules for the specific bet type, described in the specific Sports Betting Rules. The odds to be paid to you, as a result of applying the present rule, cannot be less than 1.00.

The exact duration of the Live In-Play Betting offer is based on the Organiser's decision. The winning outcome / outcomes for this type of bet will be officially announced by the Organiser, based on the announcements made by the organising body of the event regarding the results produced during the event. All bet types on football matches are offered for regular duration play, which includes time added on by the referee in respect of injuries and other possible stoppages.

For all bet types on sporting events the following is valid, unless otherwise is stated in the relevant paragraphs with the rules for any specific bet type:

If a match is cancelled or postponed and the actual date the game is finally played (in the event's local time) is beyond the next day from the date stated in the System (date of the initial announcement) or if a game was suspended and the time left from the suspension until the regular end of the game is played on a date (based on the event's local time) beyond the next day from the date stated in the system (date of the initial announcement) or if there is change of venue, or there is a change of opponents after it is made available in the System, then in all these circumstances your bets will be given odds of one (1.00), unless at the moment of suspension there is a winning

outcome (an outcome or result that could not be changed even if the game was continued and completed).

In certain particular circumstances for which the Organiser may feel there are special reasons, certain bets offered, will be given odds of one (1.00). This is within the Organiser's exclusive rights.

The Organiser has the right to offer any other bet type apart without any other additional rules, under the condition that these bet types are not in contradiction with the above general rules and regulations

GENERAL BETTING PROVISIONS

1. Pricing

All prices are subject to change and may, on occasion, be restricted to certain stake levels. The prices offered via our different business channels may vary. Prices on all selections change regularly to reflect fluctuations in the market or changes in the events themselves, such as a goal being scored. Changes to the odds do not have any bearing upon bets that have already been placed and confirmed.

Prices offered on live betting are not guaranteed to be available through an event and a user placing a bet on an in-play event accepts further in play bets on the event may not be available.

2. Abandoned/Postponed Events

Unless otherwise specified in the rules for a specific sport, all bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. All markets which have been decided at the time of interruption or abandonment will be settled according to the result at time of interruption or abandonment.

3. Venue Changes

If a team is no longer playing at the venue advertised, bets on the match will stand as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country). However, "Client name" reserves the right to void any bet where it is considered that a change of venue has had a significant impact on the prices of the match.

4. Errors

The Organiser makes every effort to ensure that bets are accepted without errors. However, if as a result of human error or system problems a bet is accepted at a price (which includes the odds, handicap provisions, and other terms and conditions or details of the bet) that is materially different from those available in the general market at the time the bet was made then the Organiser reserves the right to void all affected selections. Bets placed and accepted in good time may not be revoked

or changed. It is therefore the user's sole responsibility to ensure that all of the details of his/her bets are correct.

5. Related Contingencies

Accumulator/Multiple bets are not accepted where the outcome of one part of the bet contributes to the outcome of another. If taken in error, the selection with the lower odds will be voided.

If the related selections have different settlement dates, the result with the later settlement date will be voided (e.g., Driver to win the British Grand Prix and the same Driver to win the Championship).

6. Late Bets

Bets can only be placed on the outcome of future events. If an outcome is already known and not reflected in the odds, bets on these markets are void (e.g., a First Goalscorer bet is accepted after the first goal is scored"). If the bet is placed after the beginning of the betting event or the stake was not paid in time, the bet is void (this does not include in-play betting).

7. Settlement

For settlement purposes the initial official result, published by the official governing body immediately after the match/event is finished, will be considered final, following an event's closure. Unless a specific sport's rules state otherwise this rule will apply to all events.

Any subsequent change to results, whether due to disciplinary hearings or otherwise, will be disregarded.

If the official result of a sporting event is not available, the result will be determined at the sole discretion of the Organiser with reference to all accessible evidence.

The Organiser reserves the right to apply a dead heat reduction on any event where more winners are declared than were originally specified. Dead heat rules apply to any market where more winners are declared than originally specified.

8. Live Score Data

Please be aware that data such as current scores, time elapsed and match duration that is displayed on the self-service betting terminals is sourced from a 'live feed' provided by a third party and may be subject to delay and/or be inaccurate. Any customer relying on this data to place bets, does so entirely at their own risk and the Organiser accept no responsibility for any loss (direct or indirect) suffered as a result of live score data.

9. Collusion

Clients must register their bet requests as individuals. Repeated requests containing the same selections may be subsequently deemed void. Bet selections may be deemed void if the the Organiser believes that clients are acting in collusion or as a syndicate or the bets in question have been placed by one or more clients within a short period of time.

10. Rigging

In the event that the company suspects any event manipulation it withholds the right, in its absolute discretion, to:

suspend the offering of any event or series of events in any of its markets; and

delay and/or withhold payment on any event or series of events in any of its markets, until the integrity of such event or series of events has been confirmed by the relevant sports federation.

Further, in the case of active event manipulation being confirmed as having taken place on any event or series of events by the appropriate sport's governing bodies, the company withholds the right, in its absolute discretion, to suspend any bets placed on such events, either by any individual identified as having possessed insider betting knowledge or information or by any other individual who in the reasonable opinion of the company is connected to, acting in conjunction with or in any way involved with such individual.

11. Ineligible Bettors

Bets on events in which the bettor is participating ("participating" includes persons involved as a sportsperson, athlete, as an owner, trainer, or functionary of a participating club) or those which are commissioned by any person participating, are not permitted. In addition, bets on league, cup or other events in which the respective club/organisation is participating may not be placed or commissioned by those persons considered to be participating in the respective event. In the case of violation of these regulations, the company reserves the right to refuse payment of any winnings and invested stakes as well as to cancel any bets. The company takes no responsibility for knowing if the user is a participant as described above. Accordingly, the Organiser is entitled to reclaim monies at any time using any necessary measures after an ineligible bettor or connected parties become known to the Organiser and to report such business to the relevant sports authorities.

Betting Rules By Sport

1 American Football

1.1 General Rules

All sports, including those played in North America, are listed as Home Team vs. Away Team.

1.1.2 Settlement

Unless specified otherwise, all markets are settled after overtime.

If a result is a draw, but no odds were offered for that result, all bets on this market are void. E.g., If a match ends in a draw (after OT), all bets on the market "Money Line", will be void.

1.1.3 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. All markets which have been decided at the time of interruption or abandonment will be settled according to the result at time of interruption or abandonment. E.g., all bets on Total Points where the value (e.g., 34.5) has already been reached will be settled. All bets on markets with undecided results will be void.

1.2 Money Line

Select the winner of the game. If the Result is a draw at the end of overtime, bets will be void.

Overtime counts.

Possible selections: Home Team, Away Team.

1.3 Fulltime Result (excl. OT)

Select the result of the match at the end of regular time, not including overtime.

Possible selections: Home Team, Draw, Away Team.

1.4 Point Spread

Select the winner after handicap spread has been applied to the official end result.

Overtime counts.

Possible selections: x.5-spread for Home Team, x.5-spread for Away Team.

1.5 1st Half – Result

Select the result at half time.

Possible selections: Home Team, Draw, Away Team.

1.6 1st Half - Points Spreads

Select the winner of the first half, after handicap spread has been applied to the 1st half – result.

Possible selections: x.5-spread for Home Team, x.5-spread for Away Team.

1.7 Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct.

Overtime does not count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw / Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

1.8. Total Points

Select the total number of points scored in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Overtime counts.

Possible selections: Over x.5 points, Under x.5 points.

1.9. 1st Half - Total Points

Select the total number of points scored in the first half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams for this period will be combined.

Possible selections: Over x.5 points, Under x.5 points.

1.10. Highest Scoring Quarter

Select the quarter which will contain the highest number of points scored. Overtime does not count.

Possible selections: 1st Quarter, 2nd Quarter, 3rd Quarter, 4th Quarter, Equals.

Quarters are equals, if at least two quarters share the highest amount of points.

1.11. Will there be overtime?

Select if there will be overtime in the match.

Possible selections: Yes, No.

1.12. Odd/Even (incl. OT)

Select the total number of points scored in the match to be either odd or even. The score of both teams will be combined.

Terms & Betting Rules

Overtime counts.

Possible selections: Odd, Even.

1.13. Odd/Even (excl. OT)

Select the total number of points scored in the match after regular time to be either odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

1.14. 1st Half - Odd/Even

Select either the number of total points scored in the first half will be odd or even. Score of both teams will be accumulated.

Possible selections: odd, even.

1.15. Quarter x - Result

Select the result of the specified quarter. A draw is possible. Overtime does not count for betting on the 4th Quarter.

Possible selections: Home Team, Draw, Away Team.

1.16. Which team wins race to X points

Select which team will score a specific (x) number of points first.

If neither teams scores this number (x) of points, bets will be void.

Overtime counts.

Possible selections: Home Team, Away Team.

1.17. Double Chance (1X - 12 - X2)

Select one of three options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Overtime counts.

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

1.18. Home team – Total Points

Select the total number of points scored in the match for the home team to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

Overtime counts.

Possible selections: Over x.5 points, Under x.5 points.

1.19. Away team – Total Points

Select the total number of points scored in the match for the home team to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void.

Overtime counts.

Possible selections: Over x.5 points, Under x.5 points.

1.20. Outrights

Select which team will win a Championship/ League/ Cup.

Possible selections: All teams which have the chance to win the Championship/ League/ Cup.

1.21. Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all outright bets on this team are void.

The time declared on self-service betting terminal may not correspond with the planned end of the competition.

2 Aussie Rules

2.1 General Rules

2.1.1 Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description.

2.1.2 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

2.2 Match Betting

Select which team will win the match.

Possible selections: Home Team, Away Team.

2.3 Outrights

Select which team will win a League/ Premiership.

Possible selections: All teams which have the chance to win the League/ Premiership.

2.4 Settlement

All bets will be settled according to the official result after the last match of the League/Premiership.

Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all outright bets on this team are void.

The time declared on the self-service betting terminal may not correspond with the planned end of the competition.

3 Badminton

3.1 General Rules

3.1.1 Settlement

All markets are settled according to the official end result of the match. The match must be completed for bets to stand. Bets will be voided in the event of a disqualification, retirement, or other form of non-completion. If a market already has been established before a match has been abandoned (e.g., Winner of the 1st Set), all bets on this markets will stand.

If the total number of sets to be played is changed, match bets will stand, but bets on Correct Score, Total Sets and Total Points will be void.

3.1.2 Abandoned/Postponed Information

If a match is postponed or re-scheduled, the bets will stand provided the match is completed before the end of the competition.

Interrupted or postponed matches, which do not take place within a tournament (e.g., exhibition matches), will be declared invalid if not resumed and completed within 24 hours.

3.1.3 Match Betting

Select which player will win the match.

Possible selections: Player 1, Player 2.

3.2 Winner Set X

Select which player will win the current set.

Possible selections: Player 1, Player 2.

3.3 Set Betting

Select the final result of the match in sets.

Possible selections: 2:0, 2:1, 1:2, 0:2.

3.4 Total Sets

Select how many sets will be played in the match.

Possible selections: 2, 3.

3.5 Xth Set - Race to Y Points

Select which participant will be the first one to score a specific (Y) number of points in the specified Set.

If neither participant scores this number (Y) of points, bets will be void.

Possible selections: Player 1, Player 2.

3.6 Xth Set – Total Points

Select the number of points scored in the specified set to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both players in this set will be combined.

Possible selections: Over x.5 points, Under x.5 points.

3.7 Xth Set – Odd/Even Points

Select whether the total number of points scored in the specified set will be odd or even. The score of both teams will be combined.

Possible selections: odd, Even.

4 Bandy

4.1 General Rules

4.1.1 Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description.

4.1.2 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

4.2 Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

5 Baseball

5.1 General Rules

All sports, including those played in North America, are listed as Home Team vs. Away Team.

Bets will be offered without pitcher names. Bets stand regardless of pitcher changes.

5.1.1 Settlement

If not specified otherwise, all markets are settled after extra-inning.

5.1.2 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and completed within the same day (local time at the venue). In this case, bets will stand.

If a double header or more games are scheduled between the same two teams on the same day (local time at the venue), bets are related to the game with the applicable official starting time.

5.2 Money Line (2way)

Select which team will win the match.

Extra innings are included.

Possible selections: Home Team, Away Team.

5.3 Run Line

Select the winner after the handicap spread has been applied to the official end result.

Extra innings are included.

Possible selections: x.5-spread for Home Team, x.5-spread for Away Team.

5.4 Total Runs

Select the total number of runs scored in the match to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Extra innings are included.

Possible selections: Over x.5 runs, Under x.5 runs.

5.5 Total Runs - Odd/Even

Select whether the total number of runs will be odd or even. The score of both teams will be combined.

Extra innings are included.

Possible selections: Odd, Even.

5.6 Extra Innings Yes/No?

Select if there will be an extra inning(s) in the match or not.

Possible selections: Yes, No.

5.7 Winning Margin

Select the margin by which the specified team wins the match.

Extra innings are included.

Possible selections: Home Team > 4, Home Team 3-4, Home Team 1-2, Away Team 1-2, Away Team 3-4, Away Team > 4.

5.8 Fulltime Result (excl. Extra Innings)

Select the winner of the match after 9

Innings. Extra Innings do not count.

Possible selections: Home Team, Draw, Away Team.

5.9 To win the rest of the match

Select the winner of the period from the time the bet was placed until the end of the match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current score in reality. Only runs scored after bet placement will count. Any runs scored prior to the time of bet placement do not count for the purpose of this wager.

Extra Innings are included.

Possible selections: Home Team, Draw, Away Team.

5.10 Race to x runs

Select which team will score a specific (x) number of runs first.

If neither team scores this number (x) of runs, bets will be void.

Extra innings are included.

Possible selections: Home Team, Away Team.

5.11 Who wins Inning x?

Select the result of the xth Inning.

Possible selections: Home Team, Draw, Away Team.

5.12 Total Runs for xth Inning

Select the total number of runs scored in the specified inning to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void. The score of both teams for this inning will be combined.

Possible selections: over x.5 runs, under x.5 runs.

5.13 Highest Inning Total Runs

Select the total runs of the highest scoring Inning. The score of both teams will be combined.

Possible selections: 1, 2, 3, 4 and 5+.

5.14 Outrights

Select which team will win a Championship/League

Possible selections: All teams which have the chance to win the Championship/League.

5.14.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/League.

Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all outright bets on this team are void.
The time declared on self-service betting terminals may not correspond with the planned end of the competition.

6 Basketball

6.1 General Rules

All sports, including those played in North America, are listed as Home Team vs. Away Team.

6.1.1 Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description. The length of each quarter is not stated on the self-service betting terminal. In the event of a match being abandoned, if a market result has already been determined prior to the abandonment e.g., Winner of the 1st quarter, all bets on these markets stand.

If the result of a 2-Way market is a draw or tie, bets will be void unless odds are quoted for the draw or tie.

6.1.2 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

6.2 Match Betting

Select the team which will win the match.

Overtime counts.

Possible selections: Home Team, Away Team.

6.3 Fulltime Result (excl. OT) Select the full-time result of the match.

Overtime does not count.

Possible selections: Home Team, Draw, Away Team.

6.4 Point Spread

Select the winner after the handicap spread has been applied to the official end result.

Overtime counts.

Possible selections: x.5-spread for Home Team, x.5-spread for Away Team.

6.5 Winning Margin

Select the margin by which the specified team wins the match including overtime.

Possible selections: Home Team 1-5, Home Team 6-10, Home Team 11 or more, Away Team 1-5, Away Team 6-10, Away Team 11 or more.

6.6 Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct.

Overtime does not count.

Possible selections: Home Team/Home Team, Home Team/Draw, Home Team/Away Team, Draw/Home Team, Draw/Draw, Draw/Away Team, Away Team/Home Team, Away Team/Draw, Away Team/Away Team.

6.7 Total Points

Select the total points scored in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Overtime counts.

Possible selections: Over x.5 points, Under x.5 points.

6.8 Odd/Even Points

Select whether the total number of points scored in the match will be odd or even. The score of both teams will be combined.

Overtime counts.

Possible selections: Odd, Even.

6.9 Will there be Overtime?

Select if there will be overtime in the match or not.

Possible selections: Yes, No.

6.10 Highest Scoring Quarter

Select the quarter which will contain the highest number of points scored. Overtime does not count.

Possible selections: 1st Quarter, 2nd Quarter, 3rd Quarter, 4th Quarter, Equals.

Quarters are 'equals' if at least two quarters share the highest amount of points.

6.11 Race to X Points

Select which team will score a specific (x) number of points first.

If neither team scores this number (x) of points, bets will be void.

Overtime counts.

Possible selections: Home Team, Away Team.

6.12 1st Half - Money Line

Select which team will win the first half.

Possible selections: Home Team, Away Team.

6.13 1st Half - Point spreads

Select the winner of the first half, after the handicap spread has been applied to the 1st half – result.

Possible selections: x.5-spread for Home Team, x.5-spread for Away Team.

6.14 1st Half – Total Points

Select the total number of points scored in the first half to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 points, Under x.5 points.

6.15 1st Half – Odd/Even

Select whether the total number of points in the first half will be odd or even. The score of both teams for this period will be combined.

Possible selections: Odd, Even.

6.16 1s Quarter – Winner

Select which team will win the first quarter. Bets will be void if the score is tied at the end of the first quarter.

Possible selections: Home Team, Away Team.

6.17 1st Quarter– Total Points

Select the total number of points scored in the first quarter to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams for this period will be combined.

Possible selections: over x.5 points, under x.5 points.

6.18 1st Quarter - Odd/Even

Select whether the total number of points scored in the first quarter will be odd or even. The score of both teams for this period will be combined.

Possible selections: Odd, Even.

6.19 2nd Quarter – Winner

Select which team will win the second quarter. Bets will be void if the scores for the second quarter only finish tied.

Possible selections: Home Team, Away Team.

6.20 2nd Quarter – Total Points

Select the total number of points scored in the second quarter to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams for this period will be combined.

Possible selections: Over x.5 points, Under x.5 points.

6.21 2nd Quarter - Odd/Even

Select either the number of total points scored in the second quarter will be odd or number. Score of both teams will be accumulated.

Possible selections: odd, even.

6.22 3rd Quarter – Winner

Select which team will win the third quarter. Bets will be void if the scores for the third quarter only finish tied.

Possible selections: Home Team, Away Team.

6.23 3rd Quarter– Total Points

Select the total number of points scored in the third quarter to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams for this period will be combined.

Possible selections: Over x.5 points, Under x.5 points.

6.24 3rd Quarter - Odd/Even

Select whether the total number of points scored in the third quarter will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

6.25 4th Quarter – Winner

Select which team will win the fourth quarter. Bets will be void if the scores for the fourth quarter only finish tied.

Possible selections: Home Team, Away Team.

6.26 4th Quarter– Total Points

Select the total number of points scored in the fourth quarter to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams for this period will be combined.

Possible selections: Over x.5 points, Under x.5 points.

6.27 4th Quarter - Odd/Even

Select whether the total number of points scored in the fourth quarter will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

6.28 Outrights

Select which team will win a Championship/League/Cup.

Possible selections: All teams which have the chance to win the Championship/League/Cup.

6.29 Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not take part on the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals must not accord with the planned end of the competition.

6.30 Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/ Championship/ League/ Cup.

6.31 Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all place-bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the

competition.

Possible selections: Home Team, Away Team.

6.32 2nd Quarter – Total Points

Select the total number of points scored in the second quarter to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams for this period will be combined.

Possible selections: Over x.5 points, Under x.5 points.

6.33 2nd Quarter - Odd/Even

Select either the number of total points scored in the second quarter will be odd or number. Score of both teams will be accumulated.

Possible selections: odd, even.

6.34 3rd Quarter – Winner

Select which team will win the third quarter. Bets will be void if the scores for the third quarter only finish tied.

Possible selections: Home Team, Away Team.

6.35 3rd Quarter– Total Points

Select the total number of points scored in the third quarter to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams for this period will be combined.

Possible selections: Over x.5 points, Under x.5 points.

6.36 3rd Quarter - Odd/Even

Select whether the total number of points scored in the third quarter will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

6.37 4th Quarter – Winner

Select which team will win the fourth quarter. Bets will be void if the scores for the fourth quarter only finish tied.

Possible selections: Home Team, Away Team.

6.38 4th Quarter– Total Points

Select the total number of points scored in the fourth quarter to be over (more than) or under (less

than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams for this period will be combined.

Possible selections: Over x.5 points, Under x.5 points.

6.39 4th Quarter - Odd/Even

Select whether the total number of points scored in the fourth quarter will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

6.40 Outrights

Select which team will win a Championship/League/Cup.

Possible selections: All teams which have the chance to win the Championship/League/Cup.

6.41 Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not take part on the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals must not accord with the planned end of the competition.

6.42 Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/ Championship/ League/ Cup.

6.43 Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all place-bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

Possible selections: Home Team, Away Team.

6.44 2nd Quarter – Total Points

Select the total number of points scored in the second quarter to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams for this period will be combined.

Possible selections: Over x.5 points, Under x.5 points.

6.45 2nd Quarter - Odd/Even

Select either the number of total points scored in the second quarter will be odd or number. Score of both teams will be accumulated.

Possible selections: odd, even.

6.46 3rd Quarter – Winner

Select which team will win the third quarter. Bets will be void if the scores for the third quarter only finish tied.

Possible selections: Home Team, Away Team.

6.47 3rd Quarter– Total Points

Select the total number of points scored in the third quarter to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams for this period will be combined.

Possible selections: Over x.5 points, Under x.5 points.

6.48 3rd Quarter - Odd/Even

Select whether the total number of points scored in the third quarter will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

6.49 4th Quarter – Winner

Select which team will win the fourth quarter. Bets will be void if the scores for the fourth quarter only finish tied.

Possible selections: Home Team, Away Team.

6.50 4th Quarter– Total Points

Select the total number of points scored in the fourth quarter to be over (more than) or under (less

than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams for this period will be combined.

Possible selections: Over x.5 points, Under x.5 points.

6.51 4th Quarter - Odd/Even

Select whether the total number of points scored in the fourth quarter will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

6.51.1 Outrights

Select which team will win a Championship/League/Cup.

Possible selections: All teams which have the chance to win the Championship/League/Cup.

6.51.2 Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not take part on the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals must not accord with the planned end of the competition.

6.51.3 Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/ Championship/ League/ Cup.

6.51.4 Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all place-bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

7 Beach Soccer

7.1 General Rules

7.1.2 Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description.

7.1.3 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled within the next 24 hours. In this case, bets will stand. If a winning market has already been established prior to abandonment e.g. over 0.5 goals, all bets on this markets stand.

7.1.4 Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

7.2 Total Goals

Select the total goals scored in the match to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

7.3 Handicap

Select the winner after the European Handicap (three-way) spread has been applied to the official fulltime result.

Possible selections: Home Team, Draw, Away Team.

7.4 Outrights

Select which team will win a Championship/League/Cup.

Possible selections: All teams which have the chance to win the Championship/League/Cup.

7.4.2 Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

7.5 Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/Championship/League/Cup.

7.5.2 Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all place-bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

8 Beach Volleyball

8.1 General Rules

8.1.2 Settlement

All markets are settled according to the official end result of the match unless otherwise stated in the market description. In the event of an abandonment, if a market has already been determined before a match has been abandoned (e.g. Winner of the 1st Set), all bets on these markets will stand.

If the total number of sets to be played is changed, match bets will stand, but bets on Correct Score, Total Sets and Total Points will be void.

8.1.3 Abandoned/Postponed Information

If a match is postponed or re-scheduled, all bets will stand provided the match is completed before the end of the competition.

Interrupted or postponed matches, which do not take place within a tournament (e.g. exhibition matches), will be declared invalid if not resumed and completed within 24 hours.

8.2 Match Betting

Select which team will win the match.

Possible selections: Home Team, Away Team.

8.3 Set Betting

Select the final result of the match in sets.

Possible selections: 2:0, 2:1, 1:2, 0:2.

8.4 Total Sets

Select how many sets will be played in the match.

Possible selections: 2, 3.

8.5 Total Points

Select the total number of points played in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 Points, Under x.5 Points.

8.6 Winner Set X

Select which Team will win the specified set.

Possible selections: Home Team, Away Team.

8.7 Xth Set - Race to Y Points

Select which team will be the first one to score a specific (Y) number of points in the specified Set.

If neither team scores this number (Y) of points, bets will be void.

Possible selections: Home Team, Away Team.

8.8 Xth Set – Total Points

Select the total number of points scored in the specified set to be over (more than) or under (less than) the given points value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 points, Under x.5 points.

8.9 Xth Set – Odd/Even Points

Select whether the total number of points scored in the specified set will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

9 Cricket

9.1 General Rules

Sort order of the participating Teams = Home Team vs. Away Team

9.1.2 Settlement

All markets are settled according to the official end result of the match with the exception of tiebreakers such as bowl-offs or Super Overs used in Limited Overs matches.

In the event of a tied test match (i.e., where all innings have been completed and both teams have the same score), the dead heat rule will apply and stakes on the draw will be lost.

9.1.3 Abandoned/Postponed Information

If a match is abandoned due to outside interference, and no official result is declared, bets will be made void. Where a reserve day has been scheduled and a match is played and completed on this day, all bets will stand.

9.2 Match Winner

Select the winner of the game.

Possible selections:

For 3/4/5-day matches (including County Championship and Test Matches): Home Team, Draw, Away Team.

For Limited Overs matches (including One-Day Internationals and T20 matches): Home Team, Away Team.

9.3 Total Runs (Over/Under) (in xth Inning)

Select the total runs scored by the listed team in the specified innings to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the score is equal to this value, bets will be void. Innings refers to one team only.

Possible selections: Over x.5 runs, Under x.5 runs.

9.4 Total Runs (in xth Inning), 3-way

Select the total runs scored by the listed team in the specified innings to be over (more than), under (less than) or between (inclusive) the run values listed. Innings refers to one team only.

Possible selections: Over x.5 runs, Between x and x runs, Under x.5 runs.

9.5 Fall of the xth wicket

Select whether the next wicket will fall over or under a specified runs score.

Possible selections: Wicket Z over x.5, Wicket Z under x.5.

9.6 Player Runs xth Inning, 2-way

Select the number of runs scored in the specified innings by the named player to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the score is equal to this value, bets will be void. If the player does not bat, then this market is void. Possible selections: Player Y over x.5, Player Y under x.5.

9.7 Next Man Out

Select the next man out from the two named players. Both players must be at the crease at the same time for bets to stand. If neither player is dismissed or, one player retires hurt before the next wicket falls, bets will be void.

Possible Selections: Player X, Player Y.

9.8 Player Match Bet

Select the player scoring more runs than his opponent. For bets to stand, both batsmen must face at least one ball. If scores for the named players are equal, bets will be void.

Possible Selections: Player X, Player Y.

9.9 Dismissal Method Xth wicket

Select the method of dismissal for the listed wicket. If no wicket falls, bets are void.

Possible Selections: Bowled, Caught, LBW, Other.

9.10 Player Runs, 2-way

Select the number of runs scored by the named player in the specified innings to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the score is equal to this value, bets will be void. If the player does not bat, then this market is void. Possible selections: Over x.5 runs, Under x.5 runs.

9.11 Player Runs, 3-way

Select the number of runs scored by the named player in the specified innings to be over (more than), under (less than) or between (inclusive) the run values listed.

Possible selections: Over x.5 runs, Between x and x runs, Under x.5 runs.

9.12 Runs in the Xth over

Select the number of runs to be scored in the specified over.

Possible selections: Over x.5 runs, Under x.5 runs.

9.13 Runs in Xth over (3-way)

Select the number of runs to be scored in the specified over.

Possible selections: Over x.5 runs, Between x and x runs, Under x.5 runs.

9.14 Runs in Overs x-y (3way)

Select the number of runs to be scored in the specified overs.

Possible selections: Over x.5 runs, Between x and x runs, Under x.5 runs.

9.15 Player to score 100

Select if the named player will score 100 runs in one innings or not.

Possible results: Yes, No.

9.16 Player to score 50

Select if the named player will score 50 runs in one innings or not.

Possible results: Yes, No.

10 Curling

10.1 General Rules

10.1.2 Settlement

All markets are settled according to the official end-result unless otherwise stated in the market description.

10.1.3 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and completed within the next 24 hours. In this case, bets will stand.

10.1.4 Match Betting

Select which team will win the match.

Possible selections: Home Team, Away Team.

10.2 Outrights

Select which team will win a Championship/League/Cup.

Possible selections: All teams which have the chance to win the Championship/League/Cup.

10.2.2 Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

10.3 Placebet 1-3

Select which team will finish the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/Championship/League/Cup.

10.3.2 Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all place-bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

11 Cycling

11.1 General Rules

11.1.2 Settlement

Bets will be settled according to the podium ceremony after the race. Any subsequent changes to the result will not affect the ticket settlement. Dead Heat Rule applies where applicable.

11.1.3 Abandoned/Postponed Information

If an event is abandoned or postponed and no official result is declared bets are void.

11.1.4 Tour Winner

Predict the Winner of a Tour.

11.2 Classification Winner

Predict the Winner of a Classification (Mountain, Points, Young Rider, etc).

11.3 Stage Winner

Select the winner of the stage.

11.4 Podium Finish

Select the rider who will finish the race on the podium (Places 1-3).

12 Darts

12.1 General Rules

12.1.2 Settlement

All markets are settled according to the official end-result unless otherwise stated in the market description.

In league matches where odds are quoted for the draw, all bets on players to win will be treated as losing selections if the match is drawn.

If the result of a 2-Way market is a tie, bets will be void.

12.1.3 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and completed within the next 24 hours. In this case, bets will stand.

12.2 Match Betting (2way)

Select the winner of the match.

Possible selections: Player 1, Player 2.

12.3 Match Betting (3way)

Select the winner of the match.

Possible selections: Player 1, Draw, Player 2.

12.4 Handicap

Select the winner after the handicap spread has been applied to the official end result. Handicaps may be based on legs or sets depending upon the format of the tournament.

Possible Selections: Participant 1 (-x.5 legs), Participant 2 (+x.5 legs)

12.5 Leg Winner

Select the player which will win the specified leg.

Possible selections: Participant 1, Participant 2.

12.6 Total 180s, 2-way

Select the total number of 180s scored in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total is equal to this value, bets will be void. The number of 180s of both participants will be combined.

Possible selections: Over x.5, Under x.5.

12.7 Total 180s, 3-way

Select the total number of 180s scored in the match to be over (more than), under (less than) or between (inclusive) the given values. The number of 180s of both participants will be combined.

Possible selections: Over x, Between x and x, Under x.

12.8 Player 180s, 2-way

Select the number of 180s scored in the match by the named player to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total is equal to this value, bets will be void.

Possible selections: Over x.5, Under x.5.

12.9 180s Match Bet

Select which player will have more 180s in the match than his opponent.

Possible selections: Participant 1, Draw, Participant 2.

12.10 Leg X – 180s Match Bet

Select the player that will have more 180's in the specified leg than his opponent.

Possible selections: Participant 1, Draw, Participant 2.

12.11 180's Match Bet Handicap

Select which player will have more 180s in the match after the handicap spread has been applied to the actual scores.

Possible Selections: Participant 1 (-x.5), Participant 2 (+x.5).

12.12 Checkout Match Bet

Select which player will have the highest checkout in the match.

Possible Selections: Participant 1, Participant 2.

12.13 Leader after 4 Legs

Select the player which will lead after the first four legs.

Possible Selections: Participant 1, Draw, Participant 2.

12.14 Correct Score

Select the correct score. If the full number of sets/legs is not completed, bets are void.

Possible selections: Any possible outcome.

12.15 Score after 4 Legs

Select the score after four legs. If four legs are not completed, bets are void.

Possible selections: Any possible outcome.

12.16 Highest Match Checkout, 2-way

Select the highest Checkout score in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the high checkout score is equal to this value, bets will be void. The checkout scores for both players count for this market.

Possible selections: Over x.5, Under x.5.

12.17 Player Highest Checkout, 2-way

Select the highest Checkout score for the named player to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the high checkout score is equal to this value, bets will be void.

Possible selections: Over x.5, Under x.5.

12.18 Legs Odd/Even

Select the total number of legs played in the match to be odd or even.

Possible selections: Odd, Even

12.19 Total Legs, 2-way

Select either the total number legs played in the match are over (more than) or under (less than) the value you choose. If exactly the value is the score, bets will be void.

Possible selections: over x.5 legs, under x.5 legs.

12.20 Race to 3 Legs

Select the player who will be first to win three legs.

Possible selections: Participant 1, Participant 2.

12.21 Outright Winner

Select which player will win the tournament.

Possible selections: All participants which have the chance to win the tournament.

12.21.2 Settlement

All bets will be settled according to the official result after the last match of the tournament.

Subsequent changes in any manner will not affect the settlement.

If a team/participant does not take part in the tournament, all outright bets on this team/participant are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

13 Field hockey

13.1 General Rules

13.1.2 Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description.

13.1.3 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled within the next 24 hours. In this case, bets will stand.

13.2 Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

13.3 Total Goals

Select the total goals scored in the match to be over (more than) or under (less than) the given goals value. If a whole number is offered as the given points value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

13.4 Outrights

Select which team will win the tournament.

Possible selections: All teams which have the chance to win the tournament.

13.4.2 Settlement

All bets will be settled according to the official result after the last match of the tournament.

Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

13.5 Placebet 1-3

Select which team will finish the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the tournament.

13.5.2 Settlement

All bets will be settled according to the official result after the last match of the tournament.

Subsequent changes in any manner will not affect the settlement.

If a team does not take part in the tournament, all place-bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

14 Floorball

14.1 General Rules

14.1.2 Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description. If a winning market has already been established prior to abandonment e.g. over 0.5 goals, all bets on this markets stand.

14.1.3 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

14.2 Fulltime Result

Select which team will win the match in the regular match time.

Possible selections: Home Team, Draw, Away Team.

14.3 Total Goals

Select the total number of goals scored in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

15 Futsal

15.1 General Rules

15.1.2 Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description.

15.1.3 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. If a winning market has already been established prior to abandonment e.g., over 0.5 goals, halftime result etc., all bets on this markets stand.

15.2 Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

15.3 Total Goals

Select the total number of goals scored in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

15.4 Handicap

Select the winner after the handicap spread has been applied to the official end result.

Possible selections: Home Team, Draw, Away Team.

15.5 Draw No Bet

Select which team will win the match.

Possible selections: Home Team, Away Team.

15.5.2 Settlement

If the match ends with a draw, all bets on this market are void.

15.6 To win the rest of the match

Select the winner of the period from the time the bet was placed until the end of the match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is

the current score in reality. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

15.7 Next Goal

Select which team will score next. Only regular match time after bet placement counts and 'no goal' is an option.

Possible selections: Home Team, No Goal, Away Team.

15.8 Double Chance

Select one of three options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

15.8.2 Settlement

The bet is won if one of the two results occurs.

15.9 Goals Home Team

Select how many goals will be scored by the home team in regular match time.

Possible selections: 0 or 1 goal, 2 or 3 goals, 4 or 5 goals, 6 or more goals.

15.10 Goals Away Team

Select how many goals will be scored by the away team in regular match time.

Possible selections: 0 or 1 goal, 2 or 3 goals, 4 or 5 goals, 6 or more goals.

15.11 Both Teams To Score

Select whether or not both teams will score in regular match time. If only one team scores, this is settled as 'No'.

Possible selections: Yes, No.

15.12 Total Goals – Odd/Even

Select whether the total goals in regular match time will be odd or even.

Possible selections: Odd, Even.

15.13 1st Half – Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

15.14 1st Half – Total Goals

Select the total number of goals scored in the 1st half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

15.15 1st Half - Who wins the rest

Select the winner of the period from the time the bet was placed until the end of the first half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current score in reality. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

15.16 1st Half - Next Goal

Select a team that will score next in the first half.

Possible selections: Home Team, No Goal, Away Team.

15.17 Overtime – 3Way

Select the team that will win the overtime period. Penalty shoot-outs do not count. Only goals scored within overtime will count.

Possible selections: Home Team, Draw, Away Team.

15.18 Overtime – Totals

Select the total number of goals scored in overtime to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Only goals scored within the overtime will count.

Possible selections: Over x.5 goals, Under x.5 goals.

15.19 To Win the Rest of the OT

Select the winner of the period from the time the bet was placed until the end of overtime. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current score in reality. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Penalty shootouts do not count for the purposes of this wager.

Possible selections: Home Team, Draw, Away Team.

15.20 Next Goal during overtime

Select which team will score next in overtime. Goals in penalty shoot-outs do not count.

Possible selections: Home Team, No Goal, Away Team.

16 Golf

16.1 General Rules

Once a player has teed off, he is deemed to have participated in the tournament.

16.1.2 Settlement

In the case of a player withdrawing after having teed off, bets on outright, match and group betting are lost.

16.2 3balls

Select which player will achieve the lowest score over eighteen holes. In case of a 3ball being re-arranged, bets will be settled in the original group. In the case of a non-participant, the 3ball will be void. In the case of a tie Dead Heat Rule will apply.

16.3 2balls

Select which player will achieve the lowest score over eighteen holes. In the case of a 2ball being re-arranged, bets will be settled on the original pairing. In the case of a non-participant, the 2ball will be void. A tie is possible.

16.4 Outright Winner

Select which player/team will win a tournament. Playoffs count.

Possible selections: All teams/players who participate in the tournament.

16.4.2 Settlement

All bets will be settled according to the official result after the last hole of the tournament. Subsequent changes in any manner will not affect the settlement.

If there is more than one winner, Dead Heat Rule applies.

If a team/player does not participate in the tournament, all outright bets on this team/player are void.

The time declared on self-service betting terminals must not accord with the planned end of the competition.

16.5 Place Markets (Top 4, Top 5 etc)

Select the player that will finish within the listed number of placing's.

16.5.2 Settlement

All bets will be settled according to the official result after the last hole of the tournament. Subsequent changes in any manner will not affect the settlement.

If there are more players in the relevant number of placings than listed in the market title, the Dead Heat Rule applies to those which go beyond the total. E.g., in a Top 5 market, if two players are tied for fifth, then players finishing first, second, third and fourth will be paid out in full, but the players tied for fifth will be paid as a two-way dead-heat. In a Top 5 market with four players tied for third, players finishing first and second will be paid out in full, with the players tied for fifth (four) paid out dead-heat for the remaining three places – 75% of ticket value in this case.

If a team/player does not take part in the tournament, all outright bets on this team/player are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

17 Handball

17.1.2 General Rules

17.1.3 Settlement

All markets are settled according to the official result after regular match time (60 minutes) unless otherwise stated in the market description.

17.1.4 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and completed within the next 24 hours. In this case, bets will stand. If a winning market has already been established prior to abandonment e.g., over 0.5 goals, all bets on this markets stand.

17.1.5 Match Betting

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

17.1.6 Handicap

Select the winner after handicap spread has been applied to the official end result.

Possible selections: x.5-spread for Home Team, x.5-spread for Away Team.

17.1 Handicap (3way)

Select the result of the match after the Handicap is applied to the score at fulltime.

Possible selections: Home Team, Draw, Away Team.

17.2 Draw No Bet

Select which team will win the match.

Possible selections: Home Team, Away Team.

17.5.2 Settlement

If the match ends in a draw, all bets on this market are void.

17.3 Double Chance

Select one of three options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

17.6.2 Settlement

The bet is won if one of the two results occurs.

17.4 Winning Margin

Select the winning team and their goals superiority over their opponents.

Possible selections: Home Team by more than 10 goals, Home Team by 6 to 10 goals, Home Team by 1 to 5 goals, Draw, Away Team by more than 10 goals, Away Team by 6 to 10 goals, Away Team by 1 to 5 goals.

17.5 Halftime/Fulltime

Predict the result at half-time and fulltime. Both results have to be correct.

Overtime does not count.

Possible selections: Home Team / Home Team, Home Team / Draw, Home Team / Away Team, Draw / Home Team, Draw / Draw, Draw / Away Team, Away Team / Home Team, Away Team / Draw, Away Team / Away Team.

17.6 Total Goals

Select the total number of goals scored in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be accumulated.

Possible selections: Over x.5 goals, Under x.5 goals.

17.7 Total Goals – Odd/Even

Select whether the total goals in regular match time will be odd or even.

Possible selections: Odd, Even.

17.8 Highest Scoring Half

Select in which half, more goals will be scored.

Possible selections: 1st Half, 2nd Half, equal.

17.9 Race to X Goals

Select which team will score a specific (x) number of goals first.

If neither team scores this number (x) of goals, bets will be void.

Possible selections: Home Team, Away Team.

17.10 Who Scores Goal x

Select which team will score the specified Goal in the match. For this market, the previous goals of both teams will be combined.

Possible selections: Home Team, Away Team.

17.13.2 Settlement

If the combined total number of goals is below the specified goal number, all bets on this market are void.

17.11 1st Half - Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

17.12 1st Half – Handicap

Select the winner of the first half after the handicap spread has been applied to the first half result.

Possible selections: x.5-spread for Home Team, x.5-spread for Away Team.

17.13 1st Half – Handicap (3way)

Select the result of the match after the Handicap is applied to the score at half time.

Possible selections: Home Team, Draw, Away Team.

17.14 1st Half – Total Goals

Select the total number of goals scored in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be accumulated.

Possible selections: Over x.5 goals, Under x.5 goals.

17.15 1st Half – Odd/Even

Select whether the total goals in the first half will be odd or even.

Possible selections: Odd, Even.

17.16 2nd Half – Result

Select which team will win the second half.

Possible selections: Home Team, Draw, Away Team.

17.17 Outrights

Select which team will win a Championship/League/Cup.

Possible selections: All teams which have the chance to win the Championship/League/Cup.

17.18 Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not participate on the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

18 Ice Hockey

18.1 General Rules

18.1.1. Settlement

All markets are settled according to the official result after regular match time (60 minutes) unless otherwise stated in the market description. If a winning market has already been established prior to abandonment e.g. Winner of the 1st Period, all bets on this markets stand.

18.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

18.2. Fulltime Result (60 min)

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

18.3. Total Goals (60 min)

Select the total number of goals scored in the match in regular time (60 min) to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

18.4. Handicap (60 min)

Select the winner, after the handicap has been applied to official result after regular match time.

Possible selections: Home Team, Draw, Away Team.

18.5. Double Chance (60 min)

Select one of three options for regular time, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

18.5.1. Settlement

The bet is won if one of the two results takes place.

18.6. Draw No Bet (60 min)

Select which team will win the match.

Possible selections: Home Team, Away Team.

18.6.1. Settlement

If the result after regular match time is the Draw, all bets on this market are void.

18.7. Both Teams to Score (60 min)

Select whether or not both teams will score in regular match time. If only one team scores, this is settled as 'No'.

Possible selections: Yes, No.

18.8. First Team to Score (60 min)

Select which team will score first in regular match time (60 minutes).

Possible selections: Home Team, No Goal, Away Team.

18.9. Last Team to Score (60 min)

Select which team will score last in regular match time (60 minutes).

Possible selections: Home Team, No Goal, Away Team.

18.10. Odd/Even Goals (60 min)

Select whether the total number of goals scored in regular match time (60 minutes) will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

18.11. Odd/Even Goals (after OT and Shootout)

Select whether the total number of goals scored in the match (including OT and penalty shootout) will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

18.12. Correct Score (60 min)

Select the exact score of a match in regular match time (60 minutes).

Possible selections: several outcomes.

18.13. Highest Scoring Period

Select the period with the highest total score.

Possible selections: 1st Period, 2nd Period, 3rd Period, Equals.

Equals = Two or more periods share the highest amount of goals.

18.14. Goals Home Team (60 min)

Select how many goals the home team will score in regular match time (60 minutes).

Possible selections: no goal, exactly 1 goal, exactly 2 goals, 3 or more goals.

18.15. Goals Away Team (60 min)

Select how many goals the home team will score in regular match time (60 minutes).

Possible selections: no goal, exactly 1 goal, exactly 2 goals, 3 or more goals.

18.16. Next Goal (60 min)

Select which team will score next in regular match time (60 minutes) after the bet placement.

Possible selections: Home Team, No Goal, Away Team.

18.17. Total – Home Team (60 min)

Select the total number of goals scored in regular time (60 minutes) by the Home Team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

18.18. Total – Away Team (60 min)

Select the total number of goals scored in regular time (60 minutes) by the Away Team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

18.19. Match Winner (incl. OT)

Select which team will win the match (overtime and penalty shootout are included).

Possible selections: Home Team, Away Team.

18.20. 1st Period – Result

Select which team will win the first period.

Possible selections: Home Team, Draw, Away Team.

18.21. 1st Period – Double Chance

Select one of three options for the first period, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

18.21.1. Settlement

The bet is won if one of the two results occurs.

18.22. 1st Period – Total Goals

Select the total number of goals scored in the first period to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

18.23. 2nd Period – Result

Select which team will win the second period. Only goals scored in this period count.

Possible selections: Home Team, Draw, Away Team.

18.24. 2nd Period – Double Chance

Select one of three options for the second period, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

18.24.1. Settlement

The bet is won if one of the two results occurs.

18.25. 2nd Period – Total Goals

Select the total number goals scored in the second period to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. Score of both teams will be combined. Only goals scored in this period count.

Possible selections: Over x.5 goals, Under x.5 goals.

18.26. 3rd Period – Result

Select which team will win the third period. Only goals scored in this period count. Overtime does not apply.

Possible selections: Home Team, Draw, Away Team.

18.27. 3rd Period – Double Chance

Select one of three options for the third period, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team). Only goals scored in this period count. Overtime does not apply.

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

18.28. 3rd Period – Total Goals

Select the total goals scored in the third period to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Only goals scored in this period count. Overtime does not apply.

Possible selections: Over x.5 goals, Under x.5 goals.

18.29. Penalty Shootout – Winner

Select which team will win the penalty shootout.

Possible selections: Home Team, Away Team.

18.30. To win the rest of the match

Select the winner of the period from the time the bet was placed until the end of the match (60 minutes). For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current score in reality. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Overtime and penalty shootouts do not count for the purposes of this wager.

Possible selections: Home Team, Draw, Away Team.

18.31. 1st Period – Who wins the rest?

Select the winner of the period from the time the bet was placed until the end of the first period. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current score in reality. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

18.32. 2nd Period – Who wins the rest?

Select the winner of the period from the time the bet was placed until the end of the second period. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current score in reality. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

18.33. To Win the Rest of the OT

Select the winner of the period from the time the bet was placed until the end of overtime. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current score in reality. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Penalty shootouts do not count for this market.

Possible selections: Home Team, Draw, Away Team.

18.34. Next Goal during overtime

Select which team will score next in the overtime after the bet placement. Penalty shootouts do not count.

Possible selections: Home Team, No Goal, Away Team.

18.35. Outrights

Select which team will win a Championship/League/Cup.

Possible selections: All teams which have the chance to win the Championship/League/Cup.

18.35.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

18.36. Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/Championship/League/Cup.

18.37. Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

19 Motorsport

19.1 General Rules

19.1.2 Settlement

The podium presentation (or similar ceremony) will count as the result. Any subsequent changes to the official result will not affect the settlement of the bets.

Dead Heat Rules will apply when more participants than expected finish in a position, e.g. two drivers tied for third in the drivers' championship.

19.1.3 Abandoned/Postponed Information

If an event is abandoned or postponed and no official result is declared, bets are void.

If a race is abandoned, and an official result is declared, bets will be settled according to the official result, even if the race is shorter than originally notified.

19.1.4 Championship Winner

Predict the Winner of a Championship. Bets are settled after the final race of the Championship.

Subsequent changes will not affect the Settlement.

19.2 Race Winner

Select the winner of the race. Bets are settled according to the podium ceremony. Subsequent changes to the result will not affect the settlement. Dead Heat Rule applies.

19.3 Qualifying Winner

Select the Qualifying Winner. Winner will be the participant, who has the fastest timed lap in the last qualifying session. Any subsequent adjustments to grid positions will not count.

If two or more participants will have the same time, the ruling of the official body will count.

19.4 Fastest Lap of the Race

Predict which participant will set the fastest lap time during the race.

19.5 Podium Finish

Predict which participant will finish on the podium (Place 1-3). Dead Heat Rule applies.

19.6 Head-to-Head

Predict which participant of those listed will achieve the better position in the race/qualifying.

19.7 Qualifying:

Bets will be void, if at least one of the two Drivers/Riders/Constructors will not participate. Note, any driver electing not to set a time in a qualifying session after progressing from a previous session, e.g., Q1, Q2, Q3 in Formula 1, will be sorted by rank against his opponent.

19.7.2 Race:

Bets are void if either participant does not start the Race. The warm-up lap counts as part of the race.

If either or both participants do not finish the race, the participant who finishes more laps is the winner. If both participants do not finish the race but complete the same number of laps, bets will be void.

20 Pesapallo

20.1 General Rules

20.1.2 Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description.

20.1.3 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

20.1 Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

20.2 Outrights

Select which team will win a Championship/League/Cup.

Possible selections: All teams which have the chance to win the Championship/League/Cup.

20.3.2 Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

20.3 Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Tournament/Championship/League/Cup.

20.4.2 Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

21 Rugby League

21.1 General Rules

21.1.2 Settlement

All markets are settled according to the official result after regular match time (80 minutes) unless otherwise stated in the market description. If a winning market has already been established prior to abandonment e.g., 1st Half Result, all bets on this markets stand.

21.1.3 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

21.2 Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

21.3 Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct.

Overtime does not count.

Possible selections: Home Team/Home Team, Home Team/Draw, Home Team/Away Team, Draw/Home Team, Draw/Draw, Draw/Away Team, Away Team/Home Team, Away Team/Draw, Away Team/Away Team.

21.4 Total Points Odd/Even

Select whether the total points in the regular match time will be odd or even.

Possible selections: Odd, Even.

21.5 Total Points

Select the total points scored in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 points, Under x.5 points.

21.6 Handicap

Select the winner after the handicap spread has been applied to the official end result.

Possible selections: x.5-spread for Home Team, x.5-spread for Away Team.

21.7 1st Half – Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

21.8 1st Half – Odd/Even

Select whether the number of total points scored in the first half will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

21.9 1st Half – Handicap

Select the winner of the first half, after the handicap spread has been applied to the 1st half – result.

Possible selections: x.5-spread for Home Team, x.5-spread for Away Team.

21.10 Highest Scoring Half

Select in which half more points will be scored.

Possible selections: 1st Half, 2nd Half, equal.

21.11 Outrights

Select which team will win a Championship/League/Cup.

Possible selections: All teams which have the chance to win the Championship/League/Cup.

21.11.2 Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

21.12 Placebet

Select which team will finish in the Top x of the tournament.

Possible selections: All teams which have the chance to be in the Top x of the Tournament/Championship/League/Cup.

21.12.2 Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

22 Rugby Union

22.1 General Rules

22.1.2 Settlement

All markets are settled according to the official result after regular match time (80 minutes) unless otherwise stated in the market description. If a winning market has already been established prior to abandonment e.g., 1st Half Result, all bets on this markets stand.

22.1.3 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

22.2 Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

22.3 Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct.

Overtime does not count.

Possible selections: Home Team/Home Team, Home Team/Draw, Home Team/Away Team, Draw/Home Team, Draw/Draw, Draw/Away Team, Away Team/Home Team, Away Team/Draw, Away Team/Away Team.

22.4 Total Points Odd/Even

Select whether the total points in the regular match time will be odd or even.

Possible selections: Odd, Even.

22.5 Total Points

Select the total points scored in the match to be over (more than) or under (less than) the value you choose. If a whole number is used for the total and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 points, Under x.5 points.

22.6 Handicap

Select the winner after the handicap spread has been applied to the official end result.

Possible selections: x.5-spread for Home Team, x.5-spread for Away Team

22.7 1st Half – Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

22.8 1st Half – Odd/Even

Select whether the number of total points scored in the first half will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

22.9 1st Half – Handicap

Select the winner of the first half, after the handicap spread has been applied to the 1st half – result.

Possible selections: x.5-spread for Home Team, x.5-spread for Away Team.

22.10 Highest Scoring Half

Select in which half more points will be scored.

Possible selections: 1st Half, 2nd Half, equal.

22.11 Outrights

Select which team will win a Championship/League/Cup.

Possible selections: All teams which have the chance to win the Championship/League/Cup.

22.11.2 Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

22.12 Placebet

Select which team will finish in the Top x of the tournament.

Possible selections: All teams which have the chance to be in the Top x of the Tournament/Championship/League/Cup.

22.12.2 Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

23 Snooker

23.1 General Rules

23.1.2 Settlement

All markets are settled according to the official end-result unless otherwise stated in the market description.

In league matches where odds are quoted for the draw, all bets on players to win will be treated as losing selections if the match is drawn.

If the result of a 2-Way market is a tie, bets will be void.

23.1.3 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand.

23.2 Match Betting (2way)

Select the winner of the match.

Possible selections: Player 1, Player 2.

23.3 Match Betting (3way)

Select the winner of the match.

Possible selections: Player 1, Draw, Player 2.

23.4 Handicap

Select the winner after the frames handicap has been applied to the official end result.

Possible Selections: Participant 1 $-x.5$ frames, Participant 2 $+x.5$ frames.

23.5 Frame X Winner

Select the player which will win the specified frame.

Possible selections: Participant 1, Participant 2.

23.6 Outrights

Select which player will win the tournament.

Possible selections: All teams/participants which have the chance to win the tournament.

23.7 Settlement

All bets will be settled according to the official result after the last match of the Championship/ League /Cup. Subsequent changes in any manner will not affect the settlement.

If a team/participant does not participate in the tournament, all outright bets on this team/participant are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

24 Soccer

24.1. General Rules

24.1.1. Settlement

All markets are settled according to the official result after regular match time (90 minutes) unless otherwise stated in the market description. Particular youth matches end after 80 minutes, this is not stated on the self-service betting terminal.

24.1.2. Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void, unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. If a winning market has already been determined prior to abandonment e.g. over 0.5 goals, halftime result etc., all bets on these markets stand.

24.2. Fulltime Result

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

24.3. Draw No Bet

Select which team will win the match.

Possible selections: Home Team, Away Team.

24.4. Handicap

Select the winner, after the given handicap has been applied to the official end result.

Possible selections: Home Team, Draw, Away Team.

24.5. Halftime/Fulltime

Predict the result at halftime and fulltime. Both results have to be correct.

Overtime does not count.

Possible selections: Home Team/Home Team, Home Team/Draw, Home Team/Away Team, Draw/Home Team, Draw/Draw, Draw/Away Team, Away Team/Home Team, Away Team/Draw, Away Team/Away Team.

24.6. Double Chance

Select one of three options, the home team to win or draw (Home Team/Draw), the away team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team).

Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.

24.6.1. Settlement

The bet is a winner if one of the two results occurs.

24.7. Both Teams To Score

Select whether or not both teams will score in regular match time.

Possible selections: Yes, No.

24.7.1. Settlement

If the match ends in a draw, all bets on this market are void.

24.8. Total Goals

Select the total number of goals scored in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

24.9. Total Goals (aggregated)

Select how many goals will be scored in the match.

Possible selections: 0 or 1 goal, 2 or 3 goals, 4 or 5 goals, 6 or more.

24.10. Total Goals (exactly)

Select how many goals will be scored in the match.

Possible selections: No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, 6 or more goals.

24.11. Total Home Team

Select the total number of goals scored by the home team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

24.12. Total Away Team

Select the total number of goals scored by the away team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

24.13. Goals Home Team

Select how many goals the home team will score.

Possible selections: No goal, Exactly 1 goal, Exactly 2 goals, 3 or more goals.

24.14. Goals Away Team

Select how many goals the away team will score.

Possible selections: No goal, Exactly 1 goal, Exactly 2 goals, 3 or more goals.

24.15. Odd or Even goals

Select whether the total number of goals in regular match time will be odd or even.

Possible selections: Odd, Even.

24.15.1. Settlement

Any match resulting in 0:0 will be settled as even.

24.16. Correct Score

Select the exact score of a match in regular match time.

Possible selections: e.g. Home Team wins 1:0, Draw 1:1, Away Team wins 3:2, Home Team wins 6:0, Draw 3:3, Away Team wins 6:0.

24.8. Total Goals

Select the total number of goals scored in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

24.9. Total Goals (aggregated)

Select how many goals will be scored in the match.

Possible selections: 0 or 1 goal, 2 or 3 goals, 4 or 5 goals, 6 or more.

24.10. Total Goals (exactly)

Select how many goals will be scored in the match.

Possible selections: No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, 6 or more goals.

24.11. Total Home Team

Select the total number of goals scored by the home team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

24.12. Total Away Team

Select the total number of goals scored by the away team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

24.13. Goals Home Team

Select how many goals the home team will score.

Possible selections: No goal, Exactly 1 goal, Exactly 2 goals, 3 or more goals.

24.14. Goals Away Team

Select how many goals the away team will score.

Possible selections: No goal, Exactly 1 goal, Exactly 2 goals, 3 or more goals.

24.15. Odd or Even goals

Select whether the total number of goals in regular match time will be odd or even.

Possible selections: Odd, Even.

24.15.1. Settlement

Any match resulting in 0:0 will be settled as even.

24.16. Correct Score

Select the exact score of a match in regular match time.

Possible selections: e.g., Home Team wins 1:0, Draw 1:1, Away Team wins 3:2, Home Team wins 6:0, Draw 3:3, Away Team wins 6:0.

Possible selections: all players in the respective teams.

24.16.1. Settlement

If the player does not participate in the match or come on after the first goal was scored, the bets on this player are void. Own goals do not count.

24.17. Anytime Goalscorer

Select which player will score at any time during the match (extra time does not count).

Possible selections: all players which are in the teams.

24.17.1. Settlement

If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. Own goals do not count.

24.18. 1st Half – Result

Select which team will win the first half.

Possible selections: Home Team, Draw, Away Team.

24.19. 1st Half – Total Goals

Select the total number of goals scored in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

24.20. 1st Half – Totals (exactly)

Select how many goals will be scored by both teams in the first half.

Possible selections: No goals, Exactly 1 goal, 2 or more goals.

24.21. 1st Half – Odd/Even

Select whether the total number of goals scored in the first half will be odd or even.

Possible selections: Odd, Even.

24.21.1. Settlement

Any match resulting in 0:0 will be settled as even.

24.22. 1st Half – Correct Score

Select the exact score of the first half.

Possible selections: e.g. Home Team wins 1:0, Draw 0:0, Away Team wins 1:0, Home Team wins 2:1,

Draw 2:2, Away Team wins 2:1, any other result.

24.23. 2nd Half – Result

Select which team will win the second half.

Possible selections: Home Team, Draw, Away Team.

24.24. 2nd Half – Total Goals

Select the total number of goals scored in the second half are over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

24.25. 2nd Half – Totals (exactly)

Select how many goals will be scored by both teams in the second half.

Possible selections: No goals, Exactly 1 goal, 2 or more goals.

24.26. Will there be overtime?

Select either there will be any overtime played in the match or not.

This bet is not available on every match, only for those where overtime is possible.

Possible selections: Yes, No.

24.27. Overtime Goal Yes/No

Will there be overtime and at least one goal. Penalty shootouts are not included.

Possible selections: Yes, No.

24.28. Corner Bet

Select which team will have more corners in the match.

Possible selections: Home Team, Draw, Away Team.

24.29. Corner Handicap

Select the team with more corners after the handicap spread has been applied to the corner score.

Possible selections: Home Team, Draw, Away Team.

24.30. Total Corners

Select the total number of corners in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of corners is equal to this

value, bets will be void. The corners for both teams will be combined.

Possible selections: Over x.5 corners, Under x.5 corners.

24.31. Total Corners (aggregated)

Select how many corners both teams will have from three set choices. The corners for both teams will be combined.

Possible selections: Less than 9 corners, 9 to 11 corners, 12 or more corners.

24.32. Corners - Odd/Even

Select whether the total number of corners in the match will be odd or even. The corners for both teams will be combined.

Possible selections: Odd, Even.

24.33. First Corner

Select which team will have the first corner in the match.

Possible selections: Home Team, Away Team, none.

24.34. Last Corner

Select which team will have the last corner in the match.

Possible selections: Home Team, Away Team, none.

24.35. 1st Half - Corner Bet

Select which team will have more corners in the first half.

Possible selections: Home Team, Draw, Away Team.

24.36. 1st Half - Corner Handicap

Select the Team with more corners in the first half, after the handicap has been applied to the 1st half corner score.

Possible selections: Home Team, Draw, Away Team.

24.37. 1st Half – Total Corners

Select the total number of corners in the first half are over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of corners is equal to this value, bets will be void. The corners for both teams will be combined.

Possible selections: Over x.5 corners, Under x.5 corners.

24.38. 1st Half – Total Corners (aggregated)

Select how many corners both teams will have in the first half. The corners for both teams will be combined.

Possible selections: Less than 5 corners, 5 to 6 corners, 7 or more corners.

24.39. 1st Half – Corners - Odd/Even

Select whether the total number of corners in the first half will be odd or even. The corners for both teams will be combined.

Possible selections: Odd, Even.

24.40. 1st Half – First Corner

Select which team will have the first corner in the first half.

Possible selections: Home Team, Away Team, None.

24.41. 1st Half – Last Corner

Select which team will have the last corner in the first half.

Possible selections: Home Team, Away Team, None.

24.42. Sending Off?

Select if any player on the field will receive a red card in regular match time.

Possible selections: Yes, No.

24.43. Match Bookings

Select which team will collect more bookings in regular match time.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings. Possible selections: Home Team, Draw, Away Team.

24.44. Total Bookings

Select the total number of bookings in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void. The bookings for both teams will be combined.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings. Possible selections: Over x.5 bookings, Under x.5 bookings.

24.45. Total Bookings (exactly)

Select how many bookings will be awarded to both teams in regular match time. The bookings of both teams will be combined.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings. Possible selections: 3 or less, 4, 5, 6, 7, 8, 9, 10, 11, 12 or more.

24.46. Bookings – Home Team

Select the number of bookings in the match for the home team in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings. Possible selections: Over x.5 bookings, Under x.5 bookings.

24.47. Bookings – Away Team

Select the number of bookings in the match for the away team in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings. Possible selections: Over x.5 bookings, Under x.5 bookings.

24.48. First Booking

Select which team will receive the first booking in regular match time.

Possible selections: Home Team, Away Team, no bookings.

24.49. 1st Half – Match Bookings

Select which team will receive the most bookings during the first half.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings. Possible selections: Home Team, Draw, Away Team.

24.50. 1st Half – Total bookings

Select the total number of bookings in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void. The bookings for both teams will be combined.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings. Possible selections: Over x.5 bookings, Under x.5 bookings.

24.51. 1st Half – Total bookings (exactly)

Select how many bookings will awarded to both teams in the first half. The bookings for both teams will be combined.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings. Possible selections: 0, 1, 2, 3, 4, 5, 6 or more.

24.52. 1st Half – Total bookings – Home Team

Select the number of bookings in the first half for the home team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings. Possible selections: Over x.5 bookings, Under x.5 bookings.

24.53. 1st Half – Total bookings – Away Team

Select the number of bookings in the first half for the away team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of bookings is equal to this value, bets will be void.

Bookings:

Yellow Card = 1 Booking.

Red Card = 2 Bookings.

Yellow + Yellow Cards leading to a Red Card = 3 Bookings. Possible selections: Over x.5 bookings, Under x.5 bookings.

24.54. 1st Half – First booking

Select which team will receive the first booking in the first half.

Possible selections: Home Team, Away Team, no bookings.

24.55. Total booking points

Select the total number of booking points in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of booking points is equal to this value, bets will be void. The booking points for both teams will be combined.

Booking points:

Yellow Card = 10 points.

Red Card = 25 points.

Two Yellow Cards result in an automatic Red and is awarded 35 points. Possible selections: Over x.5 booking points, Under x.5 booking points.

24.56. Total booking points (aggregated)

Select how many booking points will be awarded to both teams in regular match time. The booking points of both teams will be combined.

Booking points:

Yellow Card = 10 points.

Red Card = 25 points.

Two Yellow Cards result in an automatic Red and is awarded 35 points. Possible selections: 0 to 30, 31 to 45, 46 to 60, 61 to 75, 76 or more.

24.57. 1st Half – Total booking points

Select the total number of booking points in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total number of booking points is equal to this value, bets will be void. The booking points for both teams will be combined.

Booking points:

Yellow Card = 10 points.

Red Card = 25 points.

Two Yellow Cards result in an automatic Red and is awarded 35 points. Possible selections: Over x.5 booking points, Under x.5 booking points.

24.58. 1st Half – Total booking points (aggregated)

Select how many booking points will be awarded to both teams in the first half. The booking points for both teams will be combined.

Booking points:

Yellow Card = 10 points.

Red Card = 25 points.

Two Yellow Cards result in an automatic Red and is awarded 35 points. Possible selections: 0 to 10, 11 to 25, 26 to 40, 40 or more.

24.59. To win the rest of the match

Select the winner of the period from the time the bet was placed until the end of the match. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current score in reality. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

24.60. 1st Half- Who wins the rest

Select the winner of the period from the time the bet was placed until the end of the first half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current score in reality. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager.

Possible selections: Home Team, Draw, Away Team.

24.61. Next Goal

Select which team will score next. Only regular match time after bet placement counts and 'no goal' is an option.

Possible selections: Home Team, No Goal, Away Team.

24.62. Next Goal Time

Select in which minute of play the next goal will be scored. Inclusive additional time, overtime does not count.

Possible selections: min 01 to 15, min 16 to 30, min 31 to 45, min 46 to 60, min 61 to 75, min 76 to 90, no goal.

24.62.1. Settlement

Goals in the additional time of the first half are counting for the result "min 31 to 45" and not for the result "min 46 to 60".

Goals in the additional time of the second half are counting for the result "min 76 to 90".

In case the next goal gets scored in overtime, the result "no goal" would be a winner.

24.63. Next Goalscorer

Select which player will score next.

Possible selections: all players which are on the field, or can come on when the bet is placed.

24.63.1. Settlement

Substitutions of players do not affect the settlement; the bet will not be void.

24.64. Overtime – 3Way

Select the team that will win the overtime period. Penalty shoot-outs do not count. Only goals scored within overtime will count.

Possible selections: Home Team, Draw, Away Team.

24.65. Overtime – Totals

Select the total number of goals scored in overtime to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Only goals scored within the overtime will count.

Possible selections: Over x.5 goals, Under x.5 goals.

24.66. To Win the Rest of the OT

Select the winner of the period from the time the bet was placed until the end of overtime. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g. (score 3:2) is the current score in reality. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Penalty shootouts do not count for the purposes of this wager.

Possible selections: Home Team, Draw, Away Team.

24.67. Next Goal during overtime

Select which team will score next in overtime. Goals in penalty shoot-outs do not count.

Possible selections: Home Team, No Goal, Away Team.

24.68. Outrights

Select which team will win a Championship/League/Cup.

Possible selections: All teams which have the chance to win the Championship/League/Cup.

24.68.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not take part on the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals must not accord with the planned end of the competition.

24.69. Placebet 1-3

Select which team will be in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Championship/League/Cup.

24.69.1. Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not take part on the tournament, all place-bets on this team are void.

The time declared on self-service betting terminals must not accord with the planned end of the competition.

24.70. Top Goalscorer

Select which player will shoot the most goals in the tournament.

Possible selections: Chosen players of the tournament.

24.70.1. Settlement

If two or more players shoot an equal number of goals in the tournament, Dead Heat Rules apply. Countback/tiebreak methods employed by the governing body do not count for the purposes of this market. Assists do not count.

25 Tennis

25.1.2 General Rules

25.1.3 Settlement

A match must be completed for all bets to stand, unless a market has already been determined before the match reached its full result. In this case, for determined markets (e.g., Winner of the 1st Set), all bets on these markets will stand.

If the total number of sets to be played is changed, match bets will stand, but bets on Correct Score, Total Sets and Total Points will be void. In the event of a change of surface for a match (e.g., outdoor tournament moving a match indoors due to bad weather), all bets will stand.

25.1.4 Abandoned/Postponed Information

If a match is postponed or re-scheduled, the bets will stand provided the match is completed before the end of the competition.

Interrupted or postponed matches, which do not take place within a tournament (e.g., exhibition matches), will be declared invalid if not resumed and completed within 24 hours.

Davis Cup or Fed Cup: Interrupted or postponed matches will be declared invalid if not resumed and completed within 24 hours.

Round Robin Tournaments: Interrupted or postponed matches will be declared invalid if not resumed and completed within 24 hours.

Retirement of a player: It does not matter when the player retires, all bets on undecided markets will be void.

Walkover: all bets are void.

25.1.5 Match Betting

Select which player will win the match.

Possible selections: Player 1, Player 2.

25.1.6 Set Betting

Select the final result of the match in sets.

Possible selections: 2:0, 2:1, 1:2, 0:2, (in best of 5 matches: 3:0, 3:1, 3:2, 2:3, 1:3, 0:3).

25.1.7 1st Set – Winner

Select which player will win the first set.

Possible selections: Player 1, Player 2

25.1.8 2nd Set – Winner

Select which player will win the second set.

Possible selections: Player 1, Player 2.

25.1.9 Total Sets (best of 3)

Select how many sets will be played in the match.

Possible selections: 2, 3. (in best of 5 matches: 3, 4, 5)

25.1.10 Total Games

Select the total number of games played in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 games, Under x.5 games.

25.2 Winner Game X of Set Y

Select who will win a specific game in the match. E.g., who wins the 5th game in the 2nd set?

Possible selections: Player 1, Player 2. If the Xth game is not played, bets are void.

25.3 Xth Set – Total Games

Select the total number of games played in the specified set to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 games, Under x.5 games.

25.4 Total Games Odd/Even

Select whether the number of total games played in the match will be odd or even.

Possible selections: Odd, Even.

25.5 Odd/Even Games in set X

Select whether the number of total games played in a specified set will be odd or even.

Possible selections: Odd, Even.

25.6 Winner Set X

Select which player will win the specified set.

Possible selections: Player 1, Player 2.

25.7 Outrights

Select which player/team will win a Tournament/Cup.

Possible selections: All players/teams which have the chance to win the Tournament/Cup.

25.8 Settlement

All bets will be settled according to the official result after the last match of the Tournament/Cup.

Subsequent changes in any manner will not affect the settlement.

In case a player/team does not participate on the tournament, all outright bets on this player/team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

26 Volleyball

26.2 General Rules

26.3 Settlement

All markets are settled with the official end result of the match unless otherwise stated in the market description. If a winning market has already been determined prior to abandonment e.g., Winner of the 1st Set, all bets on these markets stand.

26.4 Abandoned/Postponed Information

If a match is interrupted or postponed, bets placed on matches within the tournament will remain valid until the match is completed. However, matches that are interrupted or postponed, but which do not take place within a tournament (e.g., exhibition matches), will be declared invalid if the match is not resumed and completed within 24 hours.

26.5 Match Betting

Select which team will win the match.

Possible selections: Home Team, Away Team.

26.6 1st Set – Winner

Select which team will win the first set.

Possible selections: Home Team, Away Team.

26.7 2nd Set – Winner

Select which team will win the second set.

Possible selections: Home Team, Away Team.

26.8 Total Sets

Select how many sets will be played in the match.

Possible selections: 3, 4, 5.

26.9 Total Points

Select the total number of points played in the match to be over (more than) or under (less than) the given points value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 games, Under x.5 games.

26.10 Set Betting

Select the final result of the match.

Possible selections: 3:0, 3:1, 3:2, 2:3, 1:3, 0:3.

26.11 Winner Set X

Select which team will win the specified set.

Possible selections: Home Team, Away Team.

26.11 Xth Set - Race to Y Points

Select which team will be the first one to score a specific (Y) number of points in the specified set.

If neither team scores this number (Y) of points, bets will be void.

Possible selections: Home Team, Away Team.

26.12 Xth Set – Total Points

Select the total number of points scored in the specified set to be over (more than) or under (less than) the given points value. If a whole number is offered as the given value and the total is equal to this value, bets will be void. Points for both teams will be combined.

Possible selections: Over x.5 points, Under x.5 points.

26.13 Xth Set – Odd/Even Points

Select whether the total number of points scored in the specified set will be odd or even.

Possible selections: Odd, Even.

27 Waterpolo

27.12 General Rules

27.1.2 Settlement

All markets are settled according to the official result after regular match time unless otherwise stated in the market description. If a winning market has already been determined prior to abandonment e.g., over 0.5 goals, all bets on these markets stand.

27.1.3 Abandoned/Postponed Information

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and completed within the next 24 hours. In this case, bets will stand.

27.13 Fulltime Result

Select which team will win the match in regular match time.

Possible selections: Home Team, Draw, Away Team.

27.14 Total Goals

Select either the total goals scored are over (more than) or under (less than) the value you choose. If exactly the value is the score, bets will be void. Score of both teams will be accumulated.

Possible selections: over x.5 goals, under x.5 goals.

27.15 Outrights

Select which team will win a Championship/League/Cup.

Possible selections: All teams which have the chance to win the Championship/League/Cup.

27.16 Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

In case a team does not participate on the tournament, all outright bets on this team are void.

The time declared on self-service betting terminals must not accord with the planned end of the competition.

27.17 Placebet 1-3

Select which team will finish in the Top 3 of the tournament.

Possible selections: All teams which have the chance to be in the Top 3 of the Championship/League/Cup.

27.18 Settlement

All bets will be settled according to the official result after the last match of the Championship/League/Cup. Subsequent changes in any manner will not affect the settlement.

If a team does not participate in the tournament, all place-bets on this team are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

28 Winter Sports

28.12 General Rules

28.1.2 Settlement

The Podium Presentation will count as the result where applicable. Any subsequent changes to the official result will not affect the settlement of bets.

If there are more participants in the relevant number of placings than listed in the market title, the Dead Heat Rule applies to those which go beyond the total. E.g., in a Top 5 market, if two participants are tied for fifth, then participant finishing first, second, third and fourth will be paid out in full, but the participants tied for fifth will be paid as a two-way dead-heat. In a Top 5 market with four participants tied for third, participants finishing first and second will be paid out in full, with the participants tied for fifth (four) paid out dead-heat for the remaining three places – 75% of ticket value in this case.

28.1.3 Abandoned/Postponed Information

If an event is abandoned and no official result is declared, bets are void. If an event is abandoned, and an official result is declared, bets will be settled according to the official result.

If an event is postponed and will start at the same venue within the next two (2) days, all bets on this event stand. If it is postponed and takes place at another venue, all bets on this event are void.

28.13 Championship Outrights

Select which participant will win the competition.

Possible selections: All teams/participants which have the chance to win the competition.

28.14 Settlement

All bets will be settled according to the official result after the last race of the competition. Subsequent changes in any manner will not affect the settlement.

If a team/participant does not take part in the competition, all outright bets on this team/participant are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

28.15 Race Winner

Select which participant will win the race.

Possible selections: All teams/participants who will participate in the race.

28.16 Settlement

All bets will be settled according to the podium presentation, where applicable. Subsequent changes in any manner will not affect the settlement.

Dead Heat Rule applies.

If a team/participant does not take part in the competition, all outright bets on this team/participant are void.

The time declared on self-service betting terminals must not accord with the planned end of the competition.

28.17 Podium Finish

Select which participant/team will finish in the top 3 of the competition.

Possible selections: All participants/teams who participate on the competition.

28.17.2 Settlement

All bets are settled according to the podium presentation, where applicable. Subsequent changes in any manner will not affect the settlement.

Dead Heat Rule applies.

If a team/participant does not take part in the competition, all place-bets on this team/participant are void.

The time declared on self-service betting terminals may not correspond with the planned end of the competition.

28.18 Head-to-Head

Select which competitor/team will achieve the better finishing position.

Possible selections: Participant 1, Participant 2.

28.19 Settlement

If either competitor/team fails to start bets are void. If neither competitor/team finishes in an event with two or more runs the number of runs completed will determine the winner. If both competitors fail to qualify for the second run, the best placed competitor in the first run is the winner.

29 Greyhound Racing

29.16 General Rules

29.1.2 Settlement

All races will be settled according to the official result, as soon as it is confirmed through the green light, through announcement or on a display. Any subsequent disqualifications will not count for settlement purposes. If the selection is withdrawn, then all bets on this market will be void. In the case of a dead heat between two or more selections, the stake will be divided by the number dead heating.

29.1.3 Abandoned/Postponed Information

In the event of a meeting not starting, or no starter reaching the end of the race, all bets are void and the stake will be paid back (odd: 1.00). If a race takes place on a different venue, then all bets placed on the race before the announcement will be void.

29.17 Starting Prices

When you are placing a bet on a greyhound race, you normally get the choice of taking the odds you are offered at the time you place your bet, or the 'starting price' odds. Excepted are American races, where we offer starting prices only. The 'starting price' is the odds for greyhound races that are declared at the start of a race by several agents, including the Mirror Group newspapers, the Press Association, and freelancers, but mainly by on-course bookmakers. In greyhound racing, the odds on the runners can fluctuate before the start of a race. However, once the race begins, each of the runners is assigned a 'starting price'. This is abbreviated to 'SP'.

29.18 Each Way

An "Each Way" or "E/W" bet helps you backing a greyhound to come either 1st or 2nd by placing two single bets. You will receive the full winnings or $\frac{1}{4} + 1$ from fractional odds. So, if you back a Dog for a winning price of 13,00 with € 20,- and he comes 2nd you will receive € 40,-. In case Dog B wins you will receive € 130,- winnings with an additional € 40,- for the "place" bet, so in total € 170,- We accept singles only. E/W bets are not offered for American Races.

29.19 Forecast

There are two possible ways of placing a Forecast bet. With the straight Forecast bet you are picking two dogs to come 1st and 2nd; they must come in the correct order. With the Combination Forecast bet you have more chance of winning. You have to pick two dogs to come 1st and 2nd and so long as they finish either 1st or 2nd you will win. It doesn't matter what order they finish 1st or 2nd, just as long as they both finish in the top two. For Forecast bets, there must be a minimum of three runners in the race. Otherwise, the Forecast selected will be void. We accept forecast singles, doubles, and trebles.

29.20 Tricast

With a Tricast bet you choose three instead of two dogs to finish in the top 3. Again, you can either play it straight, which means the dogs have to finish at the exact order of your bet, or can play a

combination Tricast, which means the chosen three dogs have to finish in the top three, but it doesn't matter which dog is finishing at 1st, 2nd or 3rd. Tricast bets are accepted in single bets only. Tricast bets accepted in error for races where no Tricast dividend is declared will be settled as computerized straight forecasts on the selections nominated to finish first and second, with the selection for third place discounted. Should a Tricast include two non-runners the bet will be settled as a single at SP.

30 Horse Racing

30.16 General Rules

30.1.2 Settlement

All races will be settled according to the official result as soon as it is confirmed through announcement or on a display. Any subsequent disqualifications will not count for settlement purposes.

In the event of a dead heat for first place, the stake money on a winning selection is divided by the number of winners in the dead heat, and the full odds paid to the reduced stake, with the remainder of the stake money being lost.

If a bet was placed before a reserve horse was nominated to run and the reserve was not quoted at the time the bet was placed, then any such bets will be settled on the result “without the reserve runner(s)”.

After the Formation of a Course Market when a horse is withdrawn before coming under starter's orders after a course market has been formed, bets will be settled in accordance with Tattersalls' Rule. In the event of two or more horses being withdrawn before coming under starter's orders, the total deduction shall not exceed 90%. This rule does not apply for the “Starting price” as it is already calculated in the price. The Non-Starter will be settled with 1.00.

30.1.3 Abandoned/Postponed Information/Re-Run

In the event of a meeting not starting, or no starter reaching the end of the race, all bets are void and the stake will be paid back (odd: 1.00). If a race takes place on a different venue, then all bets placed on the race before the announcement will be void.

In the event of a race being re-run, all bets will stand for the re-run race, with bets being settled at the prices quoted or returned for the original race. Horses which came under starters orders in the original race will be considered losers if not taking part in the re-run race.

30.17 Starting Price

When you are placing a bet on a horse race, you normally get the choice of taking the odds you are offered at the time you place your bet, or the ‘starting price’ odds. Excepted are American races, where we offer starting prices only. The ‘starting price’ is the odds for horse races that are declared at the start of a race by several agents, including the Mirror Group newspapers, the Press Association, and freelancers, but mainly by on-course bookmakers. In horse racing, the odds on the runners can fluctuate before the start of a race. However, once the race begins, each of the runners is assigned a ‘starting price’. This is abbreviated to ‘SP’.

30.18 Each Way

An “Each Way” bet helps you backing a horse in a race of 5 – 7 runners to win or become either 1st or 2nd by placing two single bets. You will receive the full winnings or $\frac{1}{4} + 1$ from fractional odds. In a race of 8 – 11 runners the each way is extended to either win or come either 1st, 2nd or 3rd and

you will receive the full winnings or 1/5 +1 from fractional odds. We accept singles only. E/W bets are not offered for American Races.

30.19 Forecast

There are two possible ways of placing a Forecast bet. With the straight Forecast bet you are picking two horses to come 1st and 2nd; they must come in the correct order. With the Combination Forecast bet you have more chance of winning. You have to pick two horses to come 1st and 2nd and so long as they finish either 1st or 2nd you will win. It doesn't matter what order they finish 1st or 2nd, just as long as they both finish in the top two. For Forecast bets, there must be a minimum of three runners in the race. Otherwise, the Forecast selected will be void. We accept forecast singles, doubles, and trebles.

30.20 Tricast

With a Tricast bet you choose three instead of two horses to finish in the top 3. Again, you can either play it straight, which means the horses have to finish at the exact order of your bet, or can play a combination Tricast, which means the chosen three horses have to finish in the top three, but it doesn't matter which dog is finishing at 1st, 2nd, or 3rd. Tricast bets are accepted in single bets only. Tricast bets accepted in error for races where no Tricast dividend is declared will be settled as computerized straight forecasts on the selections nominated to finish first and second, with the selection for third place discounted. Should a Tricast include two non-runners the bet will be settled as a single at SP.

