

## Betting Terms & Conditions – v1.0 – 31.07.19

### 1. Racing (Thoroughbred/Harness/Greyhounds)

- 1.1. Where there are eight (8) or more runners in a race, a place dividend shall be paid on first, second and third places.
- 1.2. Where there are seven (7), six (6) or five (5) runners in a race, a place dividend shall be paid on first and second places only. When You have bet on a Tote based product, Place bets will pay down to however many placing's the major Australian TAB's determine as appropriate for that bet type. Major Australian TAB's shall be defined as the Victorian TAB (STAB), the NSW TAB, the Queensland TAB (UBET).
- 1.3. Where there are less than five (5) runners in a race, all bets shall be on a 'Win Only'. If late scratching of a runner or runners reduces the field below five (5) runners, all non-tote place bets will be refunded if there is no possibility for a collect.
- 1.4. If a runner is scratched, all bets placed after the declaration of the final field, will be refunded on that runner (providing the bet wasn't placed prior to the barrier draw on an 'All-In' basis.). All other runners will be subject to a deduction, applicable to the face value of winning bets where the bet was placed at a fixed price, for either: Win, Each Way, or Place Only. (Refer 'Schedule of Deductions' Table - Section 5)
- 1.5. We may cancel bets where You have manipulated the pool, subject to adjudication by the relevant state totalisator operator(s) or Northern Territory Racing Commission.
- 1.6. We may place a limit on the payout (final odds) where there is reasonable suspicion of pool manipulation having occurred (e.g. Payout no greater than 100% higher than the next best Australian tote).
- 1.7. If a tote pool goes down either on-line or via the telephone and the pools are distorted, then We reserve the right to omit these dividends when paying out. ie. If the NSW Tote pool is down, the best of QLD and VIC will be paid for Best Tote Products. For middle tote products, the dividend will be deemed to be the average of the two declared dividends.
- 1.8. In the event that one of the Major Australian TAB's for promotional reasons or otherwise, returns elevated dividends due to them foregoing their normal take-out margin, We reserve the right to declare its Best Tote dividends at the higher of the other two Australian Totes. Nevertheless, under this scenario We will match the relevant TAB's elevated dividend up to and including the first \$500 portion of Your stake on their initial bet on the runner or runners in question. Only "Win Only and Each Way" single bets will be eligible (MultiBet's are ineligible) and Our decision on the matter will be absolute and final.
- 1.9. If a meeting is abandoned or postponed to another date, single bets are void and bets will be refunded. Affected MultiBets will be recalculated excluding that leg.
- 1.10. Where a race meeting is transferred from one racecourse to another, all betting rules and limits will apply as if the meeting was not transferred.
- 1.11. Regardless of whether a ' Futures event (All in betting) ' has been abandoned, postponed or transferred from the original date, all bets stand until the completion of the event.
- 1.12. We reserve the right to cancel any bet where We consider the bet is unfairly advantaged in regards to starting times of events.
- 1.13. Dead Heat Rule - In the event of a Dead Heat or Draw, where such an option was not offered for betting purposes, the ticket will be paid out at face value divided by the

- number of Dead Heating winners of the event. If the bet was placed at the tote product, We pay on the re-framed Tote dividends.
- 1.14. Our products and bet types are intended to be used by You in good faith, sincerely, without fraud and only for the purpose of placing bets with Us for recreation and entertainment.
  - 1.15. If no bet type is specified, the default bet type will be a Win Only Bet at the applicable Tote Based product.
  - 1.16. At Our discretion, Tote pools of under \$500 may be disregarded in the calculation of Best Tote and Middle Tote dividends.
  - 1.17. We reserve the right to restrict the maximum dividend paid out for Win and Place bets to \$101.
  - 1.18. We reserve the right to restrict the return on any tote derivative bet to the size of the tote pool.
  - 1.19. On any Best Tote Market, where there is a tote dividend that is more than 50% than other two totes, We reserve the right, at Our discretion, to pay the dividend on average of our fixed odds and middle tote
  - 1.20. Below is a description of Our Racing Products on offer. Depending on the status of the race meeting, differing products will be available daily as stated on Our Website.
    - 1.20.1. **Best of the Best Premium (BOB)** - This product is the Best of either, "Best of 3 Australian TAB prices" or the "Official On-Course Best Fluctuation". Bets must be placed 30 minutes prior to the advertised starting time on selected meetings as displayed on Our website.
    - 1.20.2. **Best Tote Plus SP** - This product is the best of either the "Best of the 3 Australian TAB Prices" or the "Official On-Course Starting Price (SP)". SP only applies to the Win Portion of the bet. For Place bets and Each-Way bets the place portion is paid at middle tote. If the race is at an Australian venue that does not send official Bookmaker's prices via the APN, We will pay Best of 3 Totes as opposed to Best Tote plus SP.
    - 1.20.3. **Best of 3 Totes** - This product is the best of the 3 Australian TAB prices. For Place bets and Each-Way bets the place portion is paid at middle tote.
    - 1.20.4. **Best of 2 Totes** - This product is the better of the dividend declared by either NSW TAB or the Victorian Super TAB. For Place bets and Each-Way bets the place portion is paid at middle tote.
    - 1.20.5. **Middle Tote** - This product is the middle dividend of the 3 Australian TAB prices.
    - 1.20.6. **Win & Place Tote + 5%** - We will pay a dividend 5% higher than the Victorian TAB (STAB) (On profit portion of dividend, not stake). For Place bets and Each-Way bets the place portion is paid at middle tote.
    - 1.20.7. **Exotics** - All Racing exotics (Quinella, Exacta, Trifecta, First Four and Quadrella) are paid at the dividend declared by the Victorian TAB (STAB).
    - 1.20.8. **Best Fluctuation** - This product is the Best Price declared by the official On-Course Bookmakers Fluctuations.
    - 1.20.9. **Starting Price (SP)** - Is the official final bookmaker's price when the race jumps.
    - 1.20.10. **Fixed Odds** - Fixed Win & Place odds are available on Our website and once confirmed are not subject to fluctuation. For each way fixed odds bets the place is paid at middle tote. The client should place a win and place bet for fixed odds on both portions of the bet.

- 1.20.11. **GOAT Mid** - Is the highest paying of Global Tote, or the middle price of NSWTab, SuperTab and Tatts.
- 1.20.12. **GOAT Sup** - Is the highest price derived from the Global Tote or Super Tab.
- 1.20.13. **GOAT SP** - Is the highest price derived from Global Tote or Starting Price.
- 1.20.14. **GOAT Top** - Is the highest paying price derived from the Global Tote, NSWTab, SuperTab or Tatts.
- 1.20.15. **MultiBets** - A MultiBet (All-Up Bet) is the combination of numerous single bets which multiply the individual odds creating the total dividend. We accept MultiBets from 2-10 legs including a combination of Racing and Sports. Our maximum dividend for this product is \$10,001. MultiBets cannot be placed on "dependant events"

## 2. GOAT Price Bump

- 2.1. 'Price Bump' options allow You to place a bet at better fixed odds.
- 2.2. Price Bump options may be available to You on certain sporting events and thoroughbred, harness and greyhound racing. When You select Price Bump, the increased fixed odds available for You to place Your bet will appear. If You wish to place Your bet at the Bumped odds that appear, You must select Price Bump to place Your bet. If You do not wish to place Your bet at the Bumped odds that appear, You must deselect Price Bump.
- 2.3. The number of Price Bumps which may be made available in any day will vary. Any unused Price Bumps allocated to You will expire on a daily basis. You can only use Your allocated number of Price Bumps in any given 24-hour period, starting and ending at midnight. No correspondence will be entered into about this.
- 2.4. Price Bump is only available for single fixed-odds win bets on racing and fixed-odds bets on Sports.
- 2.5. The size of the Price Bumped odds which may be available via the Price Bump options will vary depending on a range of factors. No correspondence will be entered into about this.
- 2.6. Price Bump options are only available to genuine recreational gamblers who at all times act in good faith and without fraud. Price Bump options are not available to arbitrage or professional punters.
- 2.7. We reserve the right to disallow or disqualify You from using Price Bump options where Your usage and volume indicate that You have breached, abused or undermined Our General Betting Rules, any additional terms and conditions, the spirit or intent of the Price Bump options or any of Our Terms and Conditions.
- 2.8. If there is a difference in the name identified with Your account and the name identified with Your deposit method (e.g. name on credit card), You may be ineligible for Price Bump options and Price Bump options may be withdrawn or invalidated.
- 2.9. So as to avoid the abuse of promotions offered by Us from time to time, Price Bump is not available together with promotions such as bonus bets, bets placed using non-withdrawable funds or any bets placed which would qualify customers to receive a bonus bet, bonus or promotion. The Price Bump and Margin Butt cannot be used on the same bet. They can be used on the same race, but only one at a time.
- 2.10. Bets placed together with Price Bump options are subject to Our Terms and Conditions. Our usual customer restrictions, liability and trading limits also apply.

- 2.11. A bet placed together with Price Bump option is not accepted until You receive a bet confirmation. If there is any failure or malfunction, a bet may be paid at the regular odds.
- 2.12. We reserve the right to amend, suspend or remove the availability of Price Bump options at any time, on any market or to any customer.

### 3. Protest Payout:

- 3.1. Protest Payout applies to every Australian horse race and harness race.
- 3.2. Applies to Win bets and the Win portion of Each-Way bets only, does not include multibets or exotic bets.
- 3.3. Does not apply to phone bets or Bonus Bets.
- 3.4. Does not apply to minor protests (eg: 2nd vs 3rd).
- 3.5. Maximum payout \$2,000 per customer per race.
- 3.6. The payment of the Protest Payout is at Our sole discretion and may not apply to all members.
- 3.7. The payout will be paid as a separate transaction to a Your account after the result has been made official.
- 3.8. Non final field markets also known as "Futures markets" are not eligible for this promotion.
- 3.9. We reserve the right to exclude certain members from participating in Protest Payout.

### 4. Schedule of Deductions

Odds	Win	3 Place	2 Place
1.05	0.8	0.3	0.44
1.06	0.8	0.3	0.44
1.07	0.8	0.3	0.44
1.08	0.8	0.3	0.44
1.09	0.8	0.3	0.44
1.1	0.8	0.3	0.44
1.12	0.8	0.3	0.44
1.14	0.8	0.3	0.44
1.16	0.8	0.3	0.44
1.18	0.79	0.3	0.44
1.2	0.78	0.3	0.44
1.22	0.77	0.3	0.44

1.24	0.75	0.29	0.43
1.26	0.74	0.29	0.43
1.28	0.73	0.29	0.43
1.3	0.72	0.29	0.42
1.35	0.69	0.29	0.42
1.4	0.67	0.28	0.41
1.45	0.64	0.28	0.41
1.5	0.62	0.28	0.4
1.55	0.6	0.27	0.39
1.6	0.58	0.27	0.39
1.65	0.57	0.27	0.38
1.7	0.55	0.27	0.38
1.75	0.53	0.26	0.37
1.8	0.52	0.26	0.37
1.85	0.51	0.26	0.36
1.9	0.49	0.25	0.36
1.95	0.48	0.25	0.35
2	0.47	0.25	0.35
2.05	0.46	0.25	0.35
2.1	0.45	0.24	0.34
2.15	0.43	0.24	0.34
2.2	0.42	0.24	0.33
2.25	0.42	0.24	0.33
2.3	0.41	0.24	0.33
2.35	0.4	0.23	0.32
2.4	0.39	0.23	0.32
2.45	0.38	0.23	0.32
2.5	0.37	0.23	0.31
2.6	0.36	0.22	0.3
2.7	0.35	0.22	0.3
2.8	0.33	0.21	0.29

2.9	0.32	0.21	0.29
3	0.31	0.21	0.28
3.1	0.3	0.2	0.27
3.2	0.29	0.2	0.27
3.3	0.28	0.2	0.26
3.4	0.27	0.19	0.26
3.5	0.27	0.19	0.25
3.6	0.26	0.19	0.25
3.7	0.25	0.19	0.25
3.8	0.25	0.18	0.24
3.9	0.24	0.18	0.24
4	0.23	0.18	0.23
4.2	0.22	0.17	0.23
4.4	0.21	0.17	0.22
4.6	0.2	0.16	0.21
4.8	0.19	0.16	0.21
5	0.19	0.16	0.2
5.5	0.17	0.15	0.19
6	0.16	0.14	0.18
6.5	0.14	0.13	0.16
7	0.13	0.12	0.16
7.5	0.12	0.12	0.15
8	0.12	0.11	0.14
8.5	0.11	0.11	0.13
9	0.1	0.1	0.13
9.5	0.1	0.1	0.12
10	0.09	0.1	0.12
11	0.08	0.09	0.11
12	0.08	0.08	0.1
13	0.07	0.08	0.09
14	0.07	0.07	0.09

15	0.06	0.07	0.08
16	0.06	0.07	0.08
17	0.05	0.06	0.07
18	0.05	0.06	0.07
19	0.05	0.06	0.07
20	0.05	0.05	0.06
21	0.04	0.05	0.06
26	0.03	0.04	0.05
31	0.03	0.03	0.04
41	0.02	0.03	0.03
51	0.02	0.02	0.02

## 5. Jockey Challenge

- 5.1. Jockey Challenge bets are available on selected meetings on a 'Win Only' basis.
- 5.2. The winning jockey, is the rider who accrues the most points based on the 3-2-1 system where the Jockeys receives 3 points for a winning ride, 2 points for finishing second and 1 point for finishing third. In the event of a tie, dead-heat rules apply . This is regardless of the number of outright winners ridden by the listed jockeys.
- 5.3. The "Any Other Individual Jockey" option shall be defined as the points earned by any one individual jockey riding at that meeting outside of the jockeys already nominated in the list of betting options for that meeting.
- 5.4. If any Individual Jockey listed in the market does not take part in at least one (1) ride for the meeting, all wagers on the Jockeys challenge for that meeting will be cancelled and monies refunded.
- 5.5. For wagers on any Jockey Challenge to stand, all races scheduled for that race meeting must be run and correct weight declared. All bets will be cancelled and monies refunded if the meeting is postponed, abandoned or any race is declared a 'no-race' by stewards.
- 5.6. In the event of a race meeting not being completed as originally programmed all declared betting event bets shall be deemed void and moneys are to be refunded, except when it is determined by Racing NSW stewards that a jockey has an unassailable lead, in which case all declared betting event bets stand.
- 5.7. In the case of Jockey Challenge betting on a racing carnival should any of the programmed carnival race meetings not be completed in their entirety, all declared betting event bets shall be deemed void and moneys are to be refunded, except when it is determined by Racing NSW stewards that a jockey has an unassailable lead, in which case all declared betting event bets stand.

## 6. Racing Exotics

- 6.1. All Racing exotics are paid on winning combinations at the dividends declared by the Victorian TAB (STAB) (Thoroughbreds, Harness and Greyhounds).
- 6.2. In the event of a jackpot, the dividend is calculated by taking the Victorian TAB (STAB) Jackpot and dividing it by the number of \$1.00 winning units. Where the total of winning units held is less than one, the flex % held is multiplied over the jackpot amount to determine the dividend.
- 6.3. In the unlikely event that the location where the wager is struck is not covered by the Victorian TAB, the dividend will be paid at the lower dividend displayed by the other two major Australian TAB's.
- 6.4. Notwithstanding maximum win limits detailed in section 9, We reserve the right to limit total payout to any individual(s) on any bet type. If the total payout on any bet type exceeds the Victorian TAB tote pool, We reserve the right to limit the total payout to clients to the amount of the Victorian TAB pool on that particular bet type.
- 6.5. In the event of a Dead Heat for any of the place getters, there will be as many dividends as there are correct order combinations as declared by the Victorian TAB (STAB).
- 6.6. We operate the following Exotics:

<b>Quinella</b>	A Quinella is when two runners are selected to place first and second in any order. If a selected runner is declared a 'non-runner' or scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.
<b>Exacta</b>	An Exacta is when two runners are selected to place first and second in the correct order. If a selected runner is declared a 'non-runner' or scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.
<b>Trifecta</b>	A Trifecta is when three runners are selected to place first, second and third in the correct order. If a selected runner is declared a 'non-runner' or scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.
<b>First Four</b>	A First Four is when four runners are selected to place first, second, third and fourth in the correct order. If a selected runner is declared a 'non-runner' or scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.
<b>Quadrella</b>	A Quadrella is when the winners are selected in four consecutive races listed on the Quaddie Race card. If a selected runner is declared a 'non-runner' or scratched after the wager is confirmed, wagers will be transferred to the substitute favourite as declared by the Victorian TAB (STAB).

- 6.7. We have the following maximum payouts per race for racing exotics:
  - 6.7.1. Quinella \$5,000
  - 6.7.2. Exacta \$10,000
  - 6.7.3. Trifecta \$20,000
  - 6.7.4. First Four \$20,000
  - 6.7.5. Quaddie \$50,000 Gallops, \$20,000 Greyhounds, \$20,000 Harness
- 6.8. FLEXI BETTING allows you to take a Quinella, Exacta, Trifecta, First Four or Quadrella at an outlay to suit your own budget. This way you can have multiple selections for a smaller outlay. Simply make your selections and nominate the total amount you wish to spend on your bet. Your bet will cost whatever you choose and if you win you will receive a percentage of the full \$1 STAB dividend. For example, let's say you wish to box



five runners in a Trifecta. This bet would normally cost \$60 for a \$1 unit. If you decide you want to spend \$15, that's all it will cost. \$15 represents 25% of a full \$1 unit (total cost of \$60), meaning if successful, you will receive 25% of the full \$1 STAB Trifecta dividend. Thus, if the winning Trifecta dividend is \$200 for \$1, you will collect \$50. The minimum wager for Flexi Betting is \$1.

## 7. Athletics

- 7.1. Betting on the winner of an event is offered on an "All-In" basis. No refunds will be given for non-starters or for competitors who retire or are disqualified mid-meet.
- 7.2. All declared betting event bets will be settled on the official or podium positions as per the adjudication of the relevant recognised governing body. Subsequent disqualification, promotion of competitors, or any other change is irrelevant for the purposes of determining the result of a declared betting event bet.
- 7.3. A participant that is disqualified due to an infringement (eg False Start ) will be deemed to have taken part in the event.
- 7.4. For head-to-head match-ups, both competitors must start the event.

## 8. Australian Rules Football (AFL)

- 8.1. Payouts are based on the official declared result. Any extra time played is included for betting purposes. For matches without extra time, a draw is always included for margin betting and any bets placed on either team to win by a margin will be considered losing bets in the case of a draw. In these matches, any bet placed on either side at the head to head option is paid in accordance with the 'dead heat rule' ie Half Face Value of the Ticket.
- 8.2. Premiership / Minor Premiership / Make Grand Final markets are All In Betting (No refunds are given for scratchings or withdrawals regardless of whether or not a particular runner starts or completes the event on which the bet is placed. This means that all bets stand, no refunds are payable, and no deduction applies to winning bets). All Teams are deemed to be participating for the purposes of the All In Betting regardless of any point deductions due to breaches of rules or regulations. Any decision made by the AFL regarding any loss of a Premiership after the Grand Final has been played will be deemed null and void, and all bets will still stand.
- 8.3. Top 4 and Top 8 markets are All In Betting. Any Team that has points deducted due to breaches of the AFL rules or regulations will be deemed to be a Starter. Any decision made by the AFL regarding the loss of premiership points is final.
- 8.4. Payouts will be based on the official declared result. Regular season Home and Away matches are settled at 'Normal Time' with no extra time played. In the event of a 'draw' where no draw option is offered 'dead heat rule' will apply and all wages will be paid at half face value of the ticket. For any Finals matches or any other Competition which includes extra time, markets will be settled on the completion of extra time, unless the draw is offered in the market.
- 8.5. When a match is abandoned or postponed, and played within 3 days of the original scheduled date, all bets stand. Once the 3 days have expired, all single bets are void and bets refunded. Any MultiBet will be recalculated to exclude that leg.

- 8.6. For all statistical based markets (ie Top Goal Scorer, Most Disposals etc), statistics will be taken from the AFL website (www.afl.com.au) for payout purposes.
- 8.7. Any bet on a player is refunded if they are not in the final 22.
- 8.8. All bets stand regardless of venue change.
- 8.9. Premiership markets will include any replays required. A premiership market will not be available once the two grand finalists are known. From this point on, only match betting on the Grand Final will be available.
- 8.10. For match betting on a Grand Final, the betting is specific to the next match played. In the case of a draw, bets will be settled and will not carry over to any replay, and a new market will be framed for any subsequent matches.
- 8.11. Any bets placed on the 'Most Losses' market, are paid on the team which losses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses, the position will be determined by "For and Against" as published by the governing body.
- 8.12. All bets paid on the Top-Vic and Top Non-Vic market are paid at the end of the home and away season.
- 8.13. Where the draw option is offered, the bet is decided on the result at the end of normal time (i.e. extra time - an extension of normal time is not included.) For Margin betting, the Draw option is always offered, although in other betting options where the draw option is not offered, The Dead Heat Rule applies. In Quarter by Quarter markets for the purposes of betting the 'Draw at the end of any Quarter' market is one competitor only. Tribets are settled as any team under in the case of a draw when no extra time is played.

## 9. Badminton

- 9.1. Outright Betting is offered as All In, Quote Others. Refunds shall not apply should competitors withdraw from any event. For betting purposes, markets are settled upon podium presentations; overturned decisions will not be recognized.
- 9.2. For Head to Head Betting, both competitors must take court for bets to stand.
- 9.3. Should any match be postponed to another day, all bets are void.
- 9.4. Affected multiple bets (parlays) will be recalculated excluding that leg.

## 10. Baseball

- 10.1. Bets Settlement & Abandoned Games
  - 10.1.1. Bets will be settled according to the official result as declared by the governing body for a baseball event. Any subsequent amendments to the official result will be ignored for Settlement purposes.
  - 10.1.2. Should either of the nominated pitchers withdraw before throwing a pitch, all single wagers are void and refunded whilst affected multiple wagers will be recalculated excluding that leg.
  - 10.1.3. If a baseball game is abandoned or postponed before its due start time and is not played on the scheduled date, then all bets made on that game will be void.

- 10.1.4. Whichever team bats last will be considered to be the home team, regardless of venue.
- 10.1.5. If a match is abandoned after it has already started, one of the following will apply in relation to bets placed on that match:
- 10.1.6. If the match is abandoned before four innings have been played, all bets will be void.
- 10.1.7. If the match is abandoned after four innings have been completed but before five innings have been completed, all bets on the winner market are settled if the home team is winning. Otherwise, all bets will be void. Total runs and Handicap markets will be void.
- 10.1.8. If the match is abandoned after five innings have been completed but before eight innings have been completed, all bets on the winner market are settled as determined by the score at the end of the last completed innings. Total runs and Handicap markets will be void.
- 10.1.9. Unless We state otherwise, all match bets will include extra innings if played.
- 10.2. Total, Handicap and Innings Betting
  - 10.2.1. When betting on total runs (over/under) or run-lines, the game must go to nine innings (eight if the home team is ahead) to stand unless the Over total has already been met. If the Over Total has been met, bets will stand.
  - 10.2.2. Totals and Odd-Even betting includes any overtime played.
  - 10.2.3. Totals, Handicap and Odd-Even betting apply to the sum total of both teams' scores. 0 is counted as an even number.
  - 10.2.4. Innings Total Runs applies to the sum total of runs scored by both teams in the relevant innings.
- 10.3. First Half Betting
  - 10.3.1. All bets on baseball first halves (five innings) will be decided on the basis of the score at the end of five full innings.
  - 10.3.2. If a game does not play for five full innings, all first half wagers (five innings) will be voided.
  - 10.3.3. Once five full innings have been completed, all wagers on the first half (five innings) will stand.
- 10.4. Player Betting
  - 10.4.1. Anytime Home Runs will stand once the selected player has been at-bat at least once. If the game is shortened for any reason but the player has been at-bat already, all bets will stand.
- 10.5. Futures & Outright Betting
  - 10.5.1. All Future/Outright markets include playoffs unless otherwise stated.
  - 10.5.2. Regular Season Win/Totals/etc. betting requires the selected team to play at least 160 games for wagers to stand. If they play less than 160 games, all bets are void.
- 10.6. Exhibition or Pre-Season matches
  - 10.6.1. Matches are official after 5 innings, or, if the home team leads, after 4.5 innings.
  - 10.6.2. If a game is shortened for any reason, the winner is deemed to be whichever team led after the last full innings played, unless the home team score to tie or the home team takes the lead in the bottom half of the inning, in which case the winner is determined via the score at the time of

- suspension.  
If the home team tie the match and the match is subsequently suspended, wagers will be refunded.
- 10.6.3. All live bets on pre-season matches are void if the match ends in a tie.
- 10.7. Other National Leagues including NCAA College Series
- 10.7.1. In Australian, Japanese, South Korean and NCAA competitions, listed pitchers & venues have no bearing on the wager. All bets stand regardless of whether any listed pitchers play or not, or if the event is held at a venue other than that displayed on site or scheduled.
- 10.7.2. The team listed second on the site may not necessarily be the home team, the home team will be deemed to be the team that bats last.
- 10.7.3. All other baseball-betting rules apply.
- 10.8. Live Betting
- 10.8.1. All above rules apply to live wagers, all live wagers include extra innings if played.
- 10.8.2. While all care is taken when displaying scores live on our Website, no liability is accepted for incorrect information being listed.
- 10.8.3. All games must reach 9 innings, or 8.5 if the home team is in front, to stand.
- 10.8.4. If a match is shortened for any reason, all bets are void except for those that have already been determined. Any official result subsequently made by the MLB or other governing body is ignored for resulting purposes.
- 10.9. MLB Series Betting
- 10.9.1. In order for bets to stand, the first two games of the series must be played on the scheduled date. If either are Postponed, Suspended or no winner is determined the wager is void (regardless of third game). If a team wins the first two games of the series but the third isn't played, the winner of the first two games will be declared the winner. Dead Heat Rules apply.

## 11. Basketball

- 11.1. Bets Settlement & Abandoned Games
- 11.1.1. Bets on basketball matches will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.
- 11.1.2. If the game is abandoned for any reason before the scheduled period of play is complete, all bets will be void except for those markets where an unconditional conclusion has been reached.
- 11.1.3. If a match is postponed before being played, all bets are void unless it is replayed within 24 hours of the official, original tip off time. (Official time as opposed to the time listed on our site) .
- 11.1.4. For all resulting purposes the second team listed on site is considered to be the home team, regardless of the venue for US Basketball.
- 11.2. Match Betting, Handicap Betting and Points Betting
- 11.2.1. All bets are settled on the outright result (including overtime if required). We may also offer betting on the result at half time. If a match is tied at the

- end of the second quarter (i.e. at half-time) then all bets will be paid at half face value of the ticket.
- 11.2.2. Where a bet results in a tie and no price has been quoted for the tie, then all bets will be paid at half the face value of the ticket. Where a price has been quoted for the tie, then bets on both teams or Selections will be losing bets, while bets on the tie will be settled as winners.
- 11.3. Play-off Matches & Final Placings
- 11.3.1. In the event of a play-off game being suspended for any reason and resumed within 24 hours of the original tip off then bets will stand and shall be settled on the Official Governing Body result. Should the game not be resumed within 24 hours then bets shall be void.
  - 11.3.2. Conference Winner and Tournament Winner bets will be settled at the end of the play-offs. Conference rankings at the end of the regular season do not count.
  - 11.3.3. All Outright markets include Playoffs and any official tiebreak matches as required.
- 11.4. Bet types
- 11.4.1. Quarter market bet types do not include overtime. The entire quarter must be played for bets to stand.
  - 11.4.2. First-Half markets require the entire relevant half to be played in full, and does not include overtime.
  - 11.4.3. Second-Half market bet types are resulted on the score from the second half of the match including overtime.
  - 11.4.4. Match Winner & Total Points Double is a normal time only market. The market will be settled at the conclusion of regular time irrespective if over time is played or not.
  - 11.4.5. Highest scoring Quarter/Half wagers include overtime for the second half.
  - 11.4.6. Tri-bets include overtime.
  - 11.4.7. Regardless of whether it is played or not, for 'Will there be Overtime Played?' wagers, if at the end of regular time the match is a draw, the winning result will be 'Yes'.
  - 11.4.8. Markets based on 'Normal Time' do not include overtime.
  - 11.4.9. Regular season wins require the selected team to play to completion at least 75 games for wagers to stand.
  - 11.4.10. In the event of a tie in a Team Head2Head market, i.e. Most Wins, To Advance Further, etc., wagers will be subject to the push rule.
- 11.5. Player Markets
- 11.5.1. All player performance markets stand once the selected player has taken to the court, game time played has no bearing.
  - 11.5.2. Final player performance statistics include overtime.
  - 11.5.3. If a player takes no part in the match, all bets are void

## 12. Boxing

- 12.1. Where a match is postponed or is listed for replay and is not officially scheduled to be replayed or conducted within three (3) calendar days of the original scheduled

- completion date, all wagers are void and shall be refunded. Affected multiple wagers will be recalculated excluding that leg.
- 12.2. All wagers on either fighter to win will be decided by the judges' decision, which includes points, technical knockout (TKO), knock out (KO) or disqualification.
  - 12.3. If a price is offered for the Draw, in the event of a Draw all wagers on either boxer to win will all be losing bets and the Draw will be the winning option. If there is a "technical draw" determined by the referee due to an accidental cut or similar, then the bout is deemed a no contest and all wagers will be refunded.
  - 12.4. In "Pick the Round" betting, if a boxer fails to answer the bell, the fight will be deemed to have ended in the previous round.
  - 12.5. If the scheduled number of rounds is changed, then all wagers are void and refunded.
  - 12.6. The official stopping of a round before the sounding of the bell does not constitute a full round. A full round is only considered for wagering purposes to have been completed when the bell sounds signifying the end of the round.

## 13. Cricket

### 13.1. General Rule

- 13.1.1. All cricket tournament and match markets will be settled on the official tournament results/match scorecards as provided by the ICC or other applicable officiating body. If no results are available, then the website <http://www.cricinfo.com> will be used for settlement purposes.
- 13.1.2. External factors which result in no further play will be deemed a no result and all wagers voided except those which had been concluded/decided to that point of the match.

### 13.2. Test/First-class Matches

- 13.2.1. If for any reason a match is abandoned (including weather) and before a ball has been bowled, then all bets will be void. If a match ends in a tie, the draw would be deemed a loser and dead heat rules will apply to the other selections for the outright result. If no price is offered for a draw and the match ends in a draw, all wagers will be refunded.
- 13.2.2. If a team forfeits in its first innings then all wagers on that match are voided.
- 13.2.3. Sheffield Shield Matches: In Shield matches where no draw price is offered, wagers will be settled on the team that earns the most points. If teams are equal on points the Dead Heat Rules applies.

### 13.3. Limited Overs Matches

- 13.3.1. Match bets will be settled according to the winner determined by official competition rules, including cases where matches are shortened due to adverse weather conditions or decided by a bowl-off. Any match determined by the toss of a coin will be ignored and wagers will be voided.
- 13.3.2. If the match is tied and the official competition rules do not determine a winner, the Dead Heat Rules will apply to match bets unless the winner is determined by a bowl off or super over.
- 13.3.3. If a match is cancelled before play commences and not re-scheduled within 24 hours, all bets are voided.

### 13.4. Series Betting

- 13.4.1. In series betting all scheduled matches must be official games regardless of a ball being bowled. If a series ends in a draw and no price was offered for a draw option or if the scheduled number of matches is changed all series betting is voided.
- 13.5. Team Total Runs
  - 13.5.1. In matches where we offer Team Total Runs for both teams, all bets placed on Second Innings runs will stand regardless of the score made by the team batting first. In second innings totals if the team batting second does not face a ball all wagers on their second innings total will be voided.
  - 13.5.2. In the event of a reduction in overs, a new set of totals will be offered. If there is a further loss in overs these totals will be void.
  - 13.5.3. In limited overs matches, wagers placed on team total runs stand once the match is official and no more than 10% of the scheduled number of overs is lost. Super Overs do not count for team run totals.
- 13.6. High Bat / Run Scorer (Series)
  - 13.6.1. All Top Run Scorer bets will be for the 1st Innings (being the 1st innings of each team, regardless of which team bats first), unless otherwise stated.
  - 13.6.2. Individual match wagers on players not in the starting 11 will be refunded, however series betting is 'all in' regardless of the number of matches played by a competitor. If equal on runs the Dead Heat Rules apply.
  - 13.6.3. All bets refunded if player not in starting 11 however all bets shall stand provided the amount of overs needed has been reached regardless whether your player bats or not.
  - 13.6.4. The following minimum number of overs must be bowled in the relevant innings or the innings completed (concluded) for bets to stand:
    - 13.6.4.1. Test Matches/Sheffield Shield/County – 50 overs
    - 13.6.4.2. 50 over match – 25 overs
    - 13.6.4.3. 40 over match – 20 overs
    - 13.6.4.4. 20 over match – 15 overs
  - 13.6.5. H2H or group betting markets will be settled on the number of runs scored in the first innings of a match only unless otherwise stated. All Players run Head to Heads / Trios in Test Cricket / First Class Cricket will stand providing all players are in the final 11 regardless of if they bat or not. 50 Over Cricket and 20/20 Cricket, all player run Head to Heads / Trios need all listed players to reach the crease for bets to stand.
- 13.7. Most Wickets (including Series)
  - 13.7.1. Individual match wagers on players not in the starting 11 will be refunded, however series betting is 'all in' regardless of the number of matches played by a competitor. If equal on wickets, the Dead Heat Rules apply.
  - 13.7.2. The following minimum number of overs must be bowled in the relevant innings or the innings completed (concluded) for innings bets to stand:
    - 13.7.2.1. Test Matches/Sheffield Shield/County – 50 overs
    - 13.7.2.2. 50 over match – 25 overs
    - 13.7.2.3. 40 over match – 20 overs
    - 13.7.2.4. 20 over match – 15 overs
  - 13.7.3. H2H or group betting markets will be settled on the number of wickets taken in the first innings of a match only unless otherwise stated. Both players must be in starting 11 but do not have to bowl a ball for bets to

- stand. In the case of two or more competitors finishing with the same number of wickets, Dead Heat Rules will apply.
- 13.7.4. Wickets taken during a super over do not count towards a players final tally.
- 13.8. Player Runs
- 13.8.1. All player runs markets are for the current innings unless stated otherwise. Wagers on this market will stand providing the batsman reaches the crease. Should an innings be shortened due to bad weather or a declaration, or if the player retires hurt, or if the player remains not out, his score at the conclusion of the innings shall determine settlement of bets.
- 13.8.2. Number of Runs per Session: Total runs scored in a session (including extras) regardless of which team(s) scores the runs. If less than 20 overs are bowled in a session all wagers will be voided unless otherwise stated.
- 13.8.3. Runs per specified overs: The number of specified overs must be completed for bets to stand unless the innings has reached its natural conclusion or the result cannot change. Changes to fielding restrictions etc. do not affect the result.
- 13.8.4. Highest Score First 1st 5/10/15 Overs : If either team's innings is shortened due to external factors all wagers on this market are void unless the result had been determined prior to the announcement. In the event of a tie the Dead Heat Rules will apply.
- 13.8.5. Highest Opening Partnership: If either team's innings is shortened subsequent to the commencement of play then all bets on this market will be void. In the event of a tie and no tie option being offered, Dead Heat Rules will apply. If a tie is offered then wagers on all other options will be settled as losers. If a batsman retires hurt the partnership will be deemed to be the number of runs scored up to the fall of the first wicket
- 13.8.6. Team to Hit Most Sixes: If a limited overs match is reduced by more than 20% of the allotted overs all bets will be voided unless a winner has been decided prior to the reduction. Super Overs do not count in determining the number of sixes hit.
- 13.8.7. U/O 6s or 4s : If a limited overs match is reduced by more than 20% of the allotted overs all bets will be voided unless a winner has been decided prior to the reduction.
- 13.8.8. First Over Runs U/O : Total number of runs in the first over of a test or limited overs match includes all extras. For all matches played in Australia in event of the number of runs scored being zero all bets will be void. If either teams innings get shortened prior to the commencement of their innings, all bets on this market shall be void.
- 13.8.9. Next Over Runs U/O : Total number of runs in a nominated over includes extras. All bets will stand if the match reaches its natural conclusion in that over or if a declaration is made.
- 13.8.10. First Ball of Match : Bets will be paid on the outcome of the first delivery of a match excluding deliveries declared a 'dead ball'.
- 13.8.11. Team of Top Match Run Scorer : Pays on the team of which the leading 1st Innings run scorer plays. Over restrictions as per rule Hi Bat/Run Scorer apply. Any reduction in limited overs matches for one side all bets will be voided.



- 13.8.12. Team Leading after First Innings : For the team batting second other than reaching a natural conclusion, a minimum of 20 overs must be played for bets to stand. Dead Heat Rules applies.
  - 13.8.13. Max Runs / Over: Pays on the most runs scored during any one over of a nominated innings or limited overs game including extras. All bets are void if there is a reduction in overs prior to the commencement of play.
  - 13.8.14. To Score 50/100 in a Match: All wagers are voided if due to external factors there had been a reduction in the nominated overs unless a result had already been reached.
  - 13.8.15. To Score 50/100 First Innings: This market shall be settled as Yes should any one player score a 50/100 in the course of the first innings. Should the innings be shortened due to external factors then the market shall be void.
  - 13.8.16. Highest Single Innings Score of Series: Pays on the team which scores the highest single innings score of a nominated series. Bets will stand if the number of scheduled matches is reduced.
  - 13.8.17. 1st Man Out : The nominated openers must take to the crease for bets to stand. If there is no wicket taken in the nominated innings all wagers are voided. Should either batsman retire hurt before a wicket falls, all bet shall be void.
- 13.9. Player Wickets
- 13.9.1. Wickets Per Session : Bets are settled on the number of wickets lost in a nominated session regardless of which team loses them. A minimum of 20 overs must be bowled in a session for bets to stand. Players who retire hurt or declare do not count as wickets.
  - 13.9.2. Next Man Out : If no further wickets are taken or a player retires hurt all bets will be voided.
  - 13.9.3. First Method of Dismissal : If no further wickets are taken or a player retires hurt all bets will be voided.
  - 13.9.4. Fall of 1st Wicket: Should no wickets be taken bets will be settled on the score at the conclusion of the innings. For matches being played in Australia, should the first wicket fall on Zero, all bets shall be void.
  - 13.9.5. Fall of 1st wicket U/O: If a team's innings gets shortened prior to the commencement of their innings, all bets on this market shall be void. Fall of Next Team Wicket: Should no further wickets be taken bets will be settled on the score at the conclusion of the innings. If the innings is shortened due to external factors all wagers are void unless an unconditional conclusion has been reached.
  - 13.9.6. Total Match/Most Run Outs : If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market shall be void.
  - 13.9.7. Match Runouts O/U: Limited Overs - In the event that any overs are lost due to external factors then all bets shall be void unless unequivocally resulted prior to the loss of overs.
  - 13.9.8. Bowler Match Wickets : The nominated bowler must be in the starting 11 and overs of the batting side not to be reduced by more than 20% of the scheduled number of overs.
- 13.10. Player Performance Markets
- 13.10.1. Points will be awarded to the player in the following manner:

- 13.10.1.1. 1 point per run scored with the bat
- 13.10.1.2. 10 points per catch taken in the field
- 13.10.1.3. 20 points per wicket taken with the ball
- 13.10.1.4. 25 points per stumping carried out by the wicket keeper
- 13.10.2. Player performance bets will be void (unless an unconditional conclusion has been reached) if the following does not occur;
- 13.10.3. Test matches: A ball must be bowled in the third innings of the match for bet to stand.
- 13.10.4. Limited overs: There must be no reduction in overs for bets to stand unless conclusion unequivocally reached prior to the loss of overs. Any points scored in a Super over will not count towards the players final total.
- 13.11. Substitutes
  - 13.11.1. For betting purposes, should a substitute come into a game, they will not be recognised for betting settlement. Should a substitute win a market (eg High Bat / Most Wickets) this market will be deemed void and all bets refunded as they were not in the starting 11.

## 14. Cycling

- 14.1. Cycling bets are settled as per the official classification listing at the time of the podium presentation. Any overturned decisions are not recognised for betting purposes.
- 14.2. Outright markets are conducted on an "All-In" basis. No refunds will be given for non-starters. This will include any Group Betting where the number of competitors is 9 or more.
- 14.3. For any Head to Head bets, both cyclists must cross the starting line for bets to stand.

## 15. Darts

- 15.1. At least 3 legs must be played or bets will be void unless otherwise specified.

## 16. Field Hockey

- 16.1. All wagers on individual matches are based on the result at the end of scheduled normal time. This includes any injury or stoppage time added, but excludes extra time and a penalty stroke shootout.
- 16.2. The match must run to the completion of normal time for bets to stand. The exception will be Totals betting, which will be considered official for betting purposes once the nominated total has been exceeded, regardless of whether a match is suspended prematurely.
- 16.3. On markets labelled to win the tournament or to qualify for the next round of a competition, extra time and penalty stroke shoot out will count for betting purposes.
- 16.4. If a match is suspended or postponed then bets remain valid, providing the event is played within 48 hours at the same venue.

## 17. Golf

### 17.1. Bets Settlement, Abandoned Tournaments and Player Withdrawals

- 17.1.1. All bets will be settled on the official result notwithstanding any reduction in the number of rounds played (for example if there are fewer rounds due to bad weather). Handicap bets will be void if there is a reduction in the number of holes played.
- 17.1.2. If a tournament is abandoned, any bets placed after the last completed round will be void.
- 17.1.3. If a tournament is shortened for any reason but at least 36 holes have been played; the official trophy settlement will be used to result all wagers. If 36 holes are not played, all wagers are void except for those that have already reached an unconditional conclusion.
- 17.1.4. If a tournament is postponed, all bets stand provided the tournament commences within 48hrs of the scheduled date and time.
- 17.1.5. If a price on a match being tied was not offered and the match ends in a tie, Dead Heat Rules apply.
- 17.1.6. If a player withdraws before they have teed off in a tournament, then bets on the player will be void. If a player withdraws after they have teed off in a tournament then bets on that player will stand.
- 17.1.7. Tournament, match and group betting will be settled on the player achieving the highest placing at the end of the tournament including any play-off holes played. This will apply, even if both (or all) players 'miss the cut'. The Dead Heat Rules apply to any official tied results where a playoff is not played.
- 17.1.8. For Player to lead at the End of Any Round betting, if a player tees off in round 1 all bets will stand. Players do not have to complete all four rounds for bets to stand and the dead-heat rule is not applicable

### 17.2. Tournament Group Betting

- 17.2.1. If one of the players in a group does not tee off in the tournament, then any group bets placed on that specific player will be void.
- 17.2.2. The Dead Heat Rules apply in the case of a tie.

### 17.3. Tournament Match Betting

- 17.3.1. The player with the best finishing position in relation to that of his opponent in a tournament match bet shall be deemed the winner. If players involved have an identical finishing position at the end of the tournament the result will be a tie. If no tie price has been offered, then Dead Heat Rule will apply.
- 17.3.2. If both Player A and Player B withdraw or are disqualified prior to the official cut then the market shall be void.
- 17.3.3. If Player A withdraws or is disqualified after teeing off and prior to the official cut then Player B shall be deemed the winner.
- 17.3.4. If both Player A and Player B withdraw or are disqualified after the official cut then the market shall be void.
- 17.3.5. If Player A withdraws or is disqualified after making the official cut and Player B made the cut then Player B shall be deemed the winner.
- 17.3.6. If Player A withdraws or is disqualified after making the official cut and Player B missed the cut Player A shall be deemed the winner.

### 17.4. Player Handicap Betting

- 17.4.1. If a player tees off and then misses the cut, is disqualified, or withdraws, bets on that player will be settled as losers. Only the scheduled 72 holes count; play-off holes are ignored. If the tournament is reduced to fewer than 72 holes then all bets on the handicap betting market are void. Only the players listed on the handicap list count for betting purposes. In the event of a tie (once the score has been adjusted for the handicap) then the Dead Heat Rules apply.
- 17.5. 2, 3 & 4 Ball Betting
  - 17.5.1. For 2 ball betting, a price will be offered for a tie. For 3 & 4 ball betting, if the players involved have an identical score at the end of the round, the result will be a tie and the Dead Heat Rules will apply.
  - 17.5.2. Bets stand once the players have teed off on their first hole. If a player does not tee off then bets on the 2, 3 or 4 ball they were due to take part in are void. If a round is abandoned, bets on that round are void.
  - 17.5.3. If the actual player matchups are changed in the tournament for any reason after the market has been posted on site, bets still stand with the original players displayed.
- 17.6. Standout Player vs The Field
  - 17.6.1. If any Standout Player is a non-runner for any reason, all bets are void.
  - 17.6.2. Deductions may apply to the winner depending on any withdrawals that take place.
- 17.7. To make/miss the cut
  - 17.7.1. Bets on players to make/miss the cut will be settled on the official result posted on the tour sites.
  - 17.7.2. Players who are disqualified or withdraw before they complete 36 holes are deemed to have missed the cut.
  - 17.7.3. PGA Tour: any player who makes the cut or the modified cut (MDF) will be settled as having made the cut (as according to the pga.com leader board).
  - 17.7.4. In the event that 36 holes are not completed then all bets on this market will be void.
  - 17.7.5. Players who are disqualified or withdraw subsequent to posting a score equal to or better than the official cut mark (after they have completed 36 holes) will be deemed to have made the cut).
- 17.8. Mythical 2-balls, 4-balls, 6-balls
  - 17.8.1. In 'mythical 2/4/6 ball' betting the player/group with the lowest score over 18 holes is the winner.
  - 17.8.2. Should a player in the 2/4/6 ball not tee-off all bets in that 2/4/6 ball are void. However, if a player starts his round but withdraws or is disqualified during any part of the round he (or his group in the case of 4 balls and 6 balls) is deemed to be a loser.
  - 17.8.3. If a player posts a score but is later disqualified, all bets will be settled on the score that the player initially posts for that round.
  - 17.8.4. Odds for a tie are offered in mythical 2/4/6 ball betting; therefore, in the event of a tie bets on both players/groups are losers and bets on the tie are winners

## 18. Gridiron

### 18.1. Acceptance of Bets & Settlement

- 18.1.1. All bets on NFL/American Football matches will be settled on the Official Result, including overtime, as declared by the National Football League or NCAA or CFL governing body. NFL proposition bets will be settled using the results listed at [www.NFL.com](http://www.NFL.com) or such other site as the NFL should deem to be official.
- 18.1.2. If a match is abandoned before the end of a game (including during overtime played) all outright bets will be void, save where a game has been traded in play and a market has reached an unconditional conclusion (for example first touchdown scorer bets will stand if a touchdown has been scored).
- 18.1.3. If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand.

### 18.2. Overtime

- 18.2.1. Overtime counts for all markets except for bets specifically on the results at the end of the second quarter and at the end of the fourth quarter.

### 18.3. First Touchdown Scorer

- 18.3.1. Bets are accepted on an 'all in, play or not' basis, the exception to this being that any bets placed on "inactive/not active" players will be deemed void. A player is considered "inactive/not active" if he is listed as such on the official match game book. Bets on players who appear under the heading 'did not play' will be considered losing bets. All players are available to be quoted for if not listed on site.

### 18.4. Betting Markets

- 18.4.1. Head2Head wagers that end in a tie after overtime are void and refunded.
- 18.4.2. Quarter & Half markets require the entire quarter or half to be played in full for bets to stand, Second Half markets include Overtime. Fourth Quarter markets do not include overtime.
- 18.4.3. Total Points and team total points markets include overtime if required however overtime is not included for quarter and half specific totals. The entire period must however be completed for quarter and half totals.
- 18.4.4. Player prop markets must have all listed competitors start the game, or bets will be considered void.
- 18.4.5. If there is a false start penalty on the first offensive play, that play will be ignored for the purposes of the First Offensive Play market.
- 18.4.6. The First Penalty market is resulted on the first penalty called in the match, whether the team accepts or declines it has no bearing on the result.

### 18.5. Outright Markets

- 18.5.1. Outright markets include the playoffs unless otherwise specified.

## 19. Handball

### 19.1. Bets Settlement & Abandoned Games

- 19.1.1. Bets on handball will be settled according to the official result as declared by the relevant governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.

- 19.1.2. If an event or meet is abandoned or postponed then all bets shall be void and multi bets will be recalculated without the affected legs except for markets that have already reached an unconditional conclusion.
- 19.1.3. All wagers stand regardless of change of venue.

## 20. Ice-Hockey

### 20.1. Bets Settlement

- 20.1.1. All bets on ice hockey matches will be settled on the official results and statistics provided by the relevant league's governing body.
- 20.1.2. In the NHL, the winner of the Eastern or Western Conference is the team that represents that conference in the Stanley Cup, not the team that has the best regular season record.
- 20.1.3. If a match is abandoned, all bets are void except for those that have already reached an unconditional conclusion.
- 20.1.4. All outright markets include playoffs unless stated otherwise.

### 20.2. Pre match markets

- 20.2.1. Overtime (including any subsequent shoot-out) counts for all markets unless stated otherwise. In the event of a shoot-out, the winning team is credited with one goal and this counts for all markets where applicable.

### 20.3. Specific Markets

- 20.3.1. Money Line: At least 15 minutes of official time must elapse in the 3rd period for bets to stand.
- 20.3.2. 60-minute markets are settled on 60 minutes of play. Overtime and shoot-out goals are not included.
- 20.3.3. 65-minute markets are inclusive of all overtime and shoot-out goals where applicable, and the one goal rule applies to these markets.
- 20.3.4. Game Totals/Period Totals/Team Totals: The game total result is the combined goals for both teams inclusive of overtime and 'shoot outs'. At least 15 minutes of official time must elapse in the 3rd period for bets to stand, unless the total is already over. In the event of the total goal(s) being the exact amount where no exact price is offered, all stakes are refunded. Period Goals only apply to that specific period and the entire period must be played. For 3rd period lines, overtime does not count.
- 20.3.5. Proposition ('prop') markets: Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd period for bets to stand.
- 20.3.6. A puck line is a bet where a handicap is given to a Selection. The result used for settling is the match result adjusted for the handicap line available at the time the bet is struck. For example, Tampa Bay +1.5 v Calgary -1.5, result: Tampa Bay 2-3 Calgary. Tampa Bay wins on the handicap. Overtime counts for all puck lines.
- 20.3.7. If the line or total is a flat number, (e.g. 5, as opposed to 5.5) and the total or handicap ends up on that number, all wagers are void and refunded; all multi bets are recalculated without that leg.

- 20.3.8. Player(s) prop markets: The respective player(s) must start for bets to stand. Overtime counts for all proposition markets, except for those that are based on specific

## 21. Ice-Hockey (Non-NHL)

### 21.1. Bets Settlement

- 21.1.1. All non-NHL ice hockey bets will be settled on 60 minutes play unless specifically stated otherwise; overtime is not included.
- 21.1.2. Should a match be abandoned, all bets will be void except for those markets where an unconditional conclusion has been reached. If an official result is declared, then all bets stand.
- 21.1.3. If a match is not played on the scheduled date all bets will be void.

### 21.2. Period Betting - 20 mins only

- 21.2.1. Each 20-minute period is treated as a separate 'mini-match' and therefore Your Selection must score more goals than the other team within the chosen period to win. Any existing score in the match is not carried forward, and so for the purposes of period betting, every period is considered as starting 0-0, as no goals have yet been scored in the period. For example, if Your selected team wins a match 2-0, scoring in the 2nd and 3rd periods, the period scores would be 0-0, 1-0 and 1-0. If you had bet on the team to win "1st Period Betting - 20 mins only", although Your team won the match, the winning Selection for Period 1 would actually be "Draw".

## 22. MMA

### 22.1. Bets Settlement & Abandoned/Amended Contests

- 22.1.1. The official start of a fight is when the bell is sounded for the beginning of the first round. All bets will be settled according to the official result declared by the event's governing body immediately after the end of the fight. Any subsequent appeals or amendments to the result will not be taken into account for settlement purposes.
- 22.1.2. Where a fight is abandoned or postponed, but fought within 14 days of the original scheduled date, all wagers stand. Once the 14 days have expired, all single wagers are void and refunded. Affected multiple wagers will be recalculated excluding that leg.
- 22.1.3. Future fights where a market is posted before an official fight date has been announced by the official governing body, will be void and refunded when it becomes apparent that the fight will no longer go ahead. This will be determined at the trader's discretion.
- 22.1.4. If one of the contestants is replaced by a substitute, bets on the original bout will be void.
- 22.1.5. If there is a change to scheduled number of rounds, bets based on the number of rounds or referring to a specific round will be void but all other bets will stand.

- 22.1.6. Regardless of any change in the contest type; e.g. bout is changed from title fight to non-title fight, all bets will still stand.
- 22.1.7. All bets are void if a match is declared a 'No Contest, (to describe a fight that ends for reasons outside the fighters' hands, as stated above all bets will be settled according to the official result declared by the event's governing body) unless the result has already been determined.
- 22.2. End of the Bout
  - 22.2.1. If a fighter fails to come out for the next round (walk out of their corner to start the round), bets will be settled on his opponent having won the bout in the previous round.
  - 22.2.2. If a fight is stopped before the scheduled number of rounds has been completed, or if a fighter is disqualified, bets will be settled on the round in which the fight was stopped. If a points decision is awarded before the scheduled number of rounds has been completed, bets will be settled on the round in which the fight was stopped. If a fighter withdraws or is disqualified between rounds or if a fighter fails to answer the bell for a round, then bets will be settled based on the previous round.
- 22.3. Method of Victory
  - 22.3.1. For the purposes of this market a KO includes the following:
    - 22.3.1.1. Referee stoppage while fighter is standing
    - 22.3.1.2. Referee stoppage while fighter is on the canvas
    - 22.3.1.3. Stoppage by doctor
    - 22.3.1.4. Stoppage by corner
    - 22.3.1.5. Fighter retires due to injury
  - 22.3.2. For the purposes of this market a submission includes the following:
    - 22.3.2.1. Referee stoppage due to tap out
    - 22.3.2.2. Referee stoppage due to technical submission
    - 22.3.2.3. Fighter verbal submission (includes verbal submission due to strikes)
    - 22.3.2.4. In the event of a disqualification or no contest the market will be void.
  - 22.3.3. Total Rounds:
    - 22.3.3.1. For the purposes of settlement where a half round is stated then 2 minutes 30 seconds of the respective round will define the 'half' to determine under or over.
  - 22.3.4. Fight of the night:
    - 22.3.4.1. Dead heat rules apply if 2 or more fights are awarded "fight of the night".

## 23. Motor Racing

- 23.1. Participation, abandonments and end of season settlement
  - 23.1.1. A race is considered to have started on the signal to start the warm-up lap for a motor race. Wagers on drivers not on the grid for the warm-up lap or ready to start from the pit lane will be voided.
  - 23.1.2. If a race is abandoned and the relevant governing body for a motor race declares no official result, all bets on that race will be voided unless the



- wager had reached an unconditional conclusion (e.g. a driver crashes in first lap and his opponent completes more laps).
- 23.1.3. Wagers are paid on podium presentation and are final. No subsequent penalties, disqualifications or point deductions will be taken into account.
- 23.2. Outright Betting
- 23.2.1. Outright Drivers' and Constructors' championship betting will be settled based on the points tally immediately after the podium presentation of the final race of the season. Retrospective protests and enquiries will not affect the declaration and payout of outright markets.
- 23.2.2. In case of a dead heat in Outright betting, the official Governing Body declaration will determine the result. This includes count backs and most wins.
- 23.3. Match and Group Betting
- 23.3.1. All wagers stand once a driver participates in qualifying, however winning wagers are paid once one or more drivers complete the race. The official FIA result will be that at the time of Podium Presentation.
- 23.3.2. 'First Driver to Retire' wagers are live once the signal to start the warm-up lap is shown.
- 23.3.3. 'Leader After One Lap' wagers are determined by the first driver to cross the start/finish line after one classified race lap. The warm up lap does not count. If the race begins under the safety car or one lap is not completed all wagers are voided.
- 23.3.4. The 'Will There Be A Safety Car?' market will be determined as 'Yes' if at any time a safety car is required on the track during the official race proper. If the race starts under a safety car, the market will be determined as 'Yes'. Should the race finish under the safety car but the winner crosses the line before the safety car is required, the market will still be determined as 'Yes'.
- 23.4. Qualifying Markets
- 23.4.1. Wagers on qualifying will be paid on positions that are determined by the qualifying times in the relevant qualifying sessions. If either driver fails to be declared as a starter for the first period of qualifying then bets shall be void.
- 23.4.2. Qualifying wagers will be settled as the fastest lap time recorded in the 3rd and final qualifying period unless specifically stipulated.
- 23.4.3. All Qualifying markets are settled on the official times recorded by the FIA. Penalties and disqualifications are not taken into account.
- 23.5. Nascar, Indy Car, SuperCars, WRC, Moto GP, SBK
- 23.5.1. Any driver who fails to qualify for the race will not be considered a runner and bets will be void.
- 23.5.2. Any driver not listed in the field on site is still available to have odds quoted for by Us. Bets will stand if a race is won by a non-listed driver.
- 23.5.3. If a race is postponed and not rescheduled within 24 hours of the original advertised time then all wagers will be voided.
- 23.5.4. Wagers are paid on podium presentation and are final. No subsequent penalties, disqualifications or point deductions will be taken into account.
- 23.5.5. Match and Group betting is determined as per the official race result at Podium Presentation. If a driver fails to complete the race the other driver

will be declared the winner. If both drivers fail to complete the race, the driver who completes the most classified laps will be declared the winner. If both drivers fail on the same lap the result will be determined by the relevant governing body's official result. Both drivers must start the race for bets to stand.

## 24. Netball

### 24.1. Bets Settlement & Abandoned Games

- 24.1.1. Wagers on netball events are settled according to the official result as declared by the governing body of that event. Any subsequent amendments to the official result will be ignored for settlement purposes.
- 24.1.2. If an event is abandoned or postponed and not played within 24 hours of the scheduled start time, all bets shall be void and Multi-Bets will be recalculated excluding that leg except for markets that have already reached an unconditional conclusion.
- 24.1.3. In the event that a match starts but is not completed, all bets will be voided unless the wager has reached an unconditional conclusion.

### 24.2. Overtime

- 24.2.1. Overtime counts for the following markets unless otherwise stated: Head2Head, Line (Handicap), Total Goals, Home Team Total Goals & Away Team Total Goals.
- 24.2.2. All other markets will be resulted as per scores at the end of regular time.

## 25. Rugby League

- 25.1. Payouts are based on the official declared result, including the end of any additional extra time. If the result of a match is a Draw after extra time, Dead Heat rules apply for Head to Head markets. Conditions do apply to some specific markets, namely with a Draw as any option. HT/FT Doubles and all Margin Bet types are resulted at the end of normal time and excludes any extra time played. A price for the Draw will always be included in margin betting.
- 25.2. Where a match is postponed or is listed for replay and is not officially scheduled to be replayed or conducted within three (3) calendar days of the original scheduled completion date, the match shall be treated as abandoned and all declared betting event bets shall be refunded. Any multi bet will be recalculated to exclude that leg.
- 25.3. For Time of First/Last Try Markets, payouts are based on the official clock.
- 25.4. Any bet on a player is refunded if they are not in the squad of 17.
- 25.5. All bets stand regardless of venue change.
- 25.6. Any bets placed on the 'Most Losses' market, are paid on the team which losses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses the position will be determined by "For and Against" as published by the governing body.
- 25.7. All bets paid on the Top-NSW and Top Non-NSW market are paid at the end of the home and away season.

## 26. Rugby Union

### 26.1. Acceptance of Bets & Settlement

- 26.1.1. All bets on rugby union matches are settled on 80 minutes of play unless otherwise specified. Any extra time does not affect the settlement of a bet, unless otherwise stipulated.
- 26.1.2. If the game ends in a draw, Match Betting (H2H) markets will be settled as per the Dead Heat Rule except in a Match Betting market where the draw was quoted. In this case the draw is paid as the winner and all other options will be settled as losers.
- 26.1.3. Handicap (line) betting will be settled on the official score + /- handicap. In handicap options where the handicap draw is quoted and the final result falls on the draw handicap, the draw handicap will be paid as the winner and other options will be settled as losers.
- 26.1.4. If a match is abandoned either before it starts or before the end of the second half, then all bets will be void except for those where an unconditional conclusion has been reached (for example first try scorer where a try has been scored).
- 26.1.5. First/last/anytime try scorer market bets will be void if the player is not in the starting 22.
- 26.1.6. Time of first try markets will be settled against the time displayed on the official website of the governing body.
- 26.1.7. If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand. If a match is no longer to be played at the advertised venue, all bets on that match will stand provided that the venue has not been changed to the opponent's ground (or in the case of international matches, provided the venue remains in the same country).
- 26.1.8. All Rugby 7's markets are resulted at the end of normal time, except for Head to Head and Line wagers which are resulted at the end of any extra time played.

### 26.2. Extra Time Markets

- 26.2.1. Extra time in relation to relevant rugby markets only is defined as any scheduled period of play between the end of the second half and the end of the match. All extra time betting markets start from the beginning of extra time and ignore events in normal time. For example, if the game finishes 21-21 at the end of normal time, and there are 14 points scored in extra time, then the extra time total points market will be settled as 14.

### 26.3. Futures

- 26.3.1. Grand Final Winner /Regular Season Winner / Make The Grand Final markets are All In Betting. All Teams are considered to be starters regardless of any point deductions due to breaches of rules or regulations. Any decision made by the Governing Body regarding any loss of a Premiership after the Grand Final has been played, will be deemed null and void, all bets will still stand.
- 26.3.2. Finish Last/Bottom is All In Betting, paid out on the team that has the least amount of wins in the home and away season. Any Team that has points deducted due to breaches of rules and regulations will be deemed to be a

- Starter. Any decision made by the Governing Body regarding the loss of premiership points is final.
- 26.3.3. Any Outright market referring to 'Regular Season' applies to all matches played up to, but not including, the Final or Playoff series.
- 26.4. Super Rugby Player Exotics
- 26.4.1. All match statistical data will come from the SANZAR Rugby Website [www.sanzarugby.com/superrugby](http://www.sanzarugby.com/superrugby).
  - 26.4.2. All statistical markets will be resulted as soon as possible but may take until Tuesday following the completion of the round.

## 27. Snooker

- 27.1. Bets Settlement & Abandoned Games
- 27.1.1. If a match commences but is not completed, all wagers on the event are void except those where an unconditional conclusion has been reached.
  - 27.1.2. Where revised match betting is offered (between sessions), 1 frame/set of the following session must be completed for bets to stand.
  - 27.1.3. For handicap betting, a handicap will only be given to one player/team, and the result determined + or- that handicap.
  - 27.1.4. For match betting both nominated players must compete for bets to stand.
  - 27.1.5. For Outright betting a player must commence the tournament for bets to stand.
- 27.2. In-running markets
- 27.2.1. In the 'To pot the first ball' market of a nominated frame, fouls do not count toward settlement.
  - 27.2.2. Re-racks will not count towards settlement unless a ball was not potted in the original frame.
  - 27.2.3. For total points in a nominated frame, in the event of a re-rack, only points scored in the completed frame will count.
  - 27.2.4. For tournament highest break, only one break per player will count towards the settlement (e.g. Player A scores 141 and 140 in the tournament only the 141 will count towards settlement).
  - 27.2.5. In the event of a player being awarded a frame due to the withdrawal of the opposing player, frame betting, to win 1st frame, to win a nominated frame and all other related markets will be settled as per regular settlement listed above.
  - 27.2.6. For Next Four frames outright and Correct Score, Next Session outright/correct score, if the market is not completed due to the match result having been determined before this point, then bets will be deemed void unless already determined as a losing bet. If all frames are not completed due to time constraints, bets will be settled when play resumes and settlement point is reached.

## 28. Soccer

- 28.1. Acceptance of Bets & Settlement

- 28.1.1. All soccer bets will be settled on the score at the final whistle at the end of full time. This denotes the period of play after 90 minutes plus any time added by the referee for injuries and other stoppages but does not include scheduled extra time, or penalty shoot-outs, if played. Extra time denotes the period of play which takes place after full time but which does not include any penalty shoot-outs. In matches where penalty shoot-outs or extra time are due to take place, all bets are settled on the full time score unless specifically stated otherwise.
- 28.1.2. For matches played at neutral venues, the team listed on the left in the match fixture emanating from the relevant governing body of the football competition in question is classed as the 'home' team for settlement purposes.
- 28.1.3. When a match is abandoned before the completion of play (90 mins including stoppage) the Head2Head result will be void unless the leagues governing body within 24 hours declare an official result. All other markets will be void and refunded, except those that have already reached an unconditional conclusion.
- 28.2. Postponed/re-arranged matches
  - 28.2.1. If a match is postponed, and not re-scheduled to take place within 24hrs of the original scheduled time, all bets will be voided.
  - 28.2.2. If the venue of a match is different to what we have listed on site, all bets will still stand, except when the match has been switched to the opponent's home ground, in which case all bets will be voided.
- 28.3. Correct Score
  - 28.3.1. Settlement of bets will be based on the final score of a particular match, or on a number of matches, at the end of the period of time in question, be it of 90 minutes duration (including stoppage time) or such time as otherwise specified under the terms of the bet.
- 28.4. Halftime / Fulltime Double and Double Chance
  - 28.4.1. Halftime/Fulltime Double Chance bets are settled based on the result of the match at both half time and full time. Bets will be void if a match is abandoned prior to the completion of 90 minutes play.
  - 28.4.2. Double Chance bets are settled based on two possible outcomes at the end of 90 minutes play (including stoppage time).
- 28.5. Home/Away Team Bets
  - 28.5.1. The following applies to Home/Away Team Bets :
    - 28.5.1.1. Home team and Away team – bet wins if either team wins;
    - 28.5.1.2. Home team and draw – bet wins if Home team wins or the match is a draw;
    - 28.5.1.3. Away team and draw – bet wins if Away team wins or the match is a draw.
- 28.6. To Win Both Halves
  - 28.6.1. For the purposes of 'To Win Both Halves' bets, a match is treated as two separate 45 minute 'mini-games' and the team selected must score more goals than the other team in each of the two halves. For example, if a 45-minute match finishes 1-0, one of the halves must have been 0-0 and one must have been 1-0. Therefore, as the winning team did not actually win

both halves, bets on that team to win both halves would be settled as losers.

#### 28.7. Goalscorer Bets

- 28.7.1. Own goals are ignored for the settlement of all goalscorer bets. Bets on a player who does not take to the pitch will be void.
- 28.7.2. For first goalscorer bets, all bets on a player who takes no part in the match or who comes on as a substitute after the first goal has been scored will be void. If a match is abandoned before the first goal is scored, all bets are void. This includes any 'no goalscorer' bet. If the match is abandoned after the first goal is scored, all bets will stand. If the only goal scored before the end of full time is an own goal, then 'no goalscorer' will be deemed the outcome.
- 28.7.3. For last goalscorer bets, all bets on a player stand as long as they take to the pitch, regardless of whether they were on the pitch when the last goal was scored. If the only goal scored within 90 minutes is an own goal, then 'no goalscorer' will be deemed to have been the outcome.
- 28.7.4. For anytime, brace or hat-trick goalscorer bets, all bets on a player stand as long as they take to the pitch. Only goals scored during normal time plus stoppage count. Own goals do not count. In the event of an abandoned match all bets will be void, unless bets on a player to score a brace, hat-trick or at any time have already reached an unconditional conclusion.
- 28.7.5. For last team to score, settlement is based upon the team scoring the last goal before the end of full time. Own goals DO count for this market. For example, if Chelsea are playing Tottenham and the last goal is an own goal by a Tottenham player, Chelsea would be the winner in the 'last team to score' market.
- 28.7.6. Settlement for goalscorer markets will be derived from information supplied by the official governing body of the league in which the bet was struck.
- 28.7.7. Every effort is made to quote odds for all players for each relevant player market. However if a player is left out, odds are available upon request and they will still count as the winner for that market even if not listed on the Website.

#### 28.8. Total Goals Odd or Even

- 28.8.1. All bets will be settled on whether the total number of goals scored before the end of full time will be an odd or an even number. Zero goals will be considered to be 'even' for the purpose of this market.

#### 28.9. Goal Minute and Time Reliant Markets

- 28.9.1. For settlement purposes, the first minute of a game will be from 1 second to 59 seconds, the 2nd minute from 1 minute to 1 minute 59 seconds and so on. For example, if a bet is placed on the first goal to be scored between 11 and 20 minutes and the first goal is scored at 20 minutes 03 seconds; the bet will be a loser as this falls within the 21 to 30 minutes category.
- 28.9.2. All goals scored in stoppage time at the end of the first half will be resulted as being in the 45th minute; likewise all goals scored in stoppage time at the end of the second half will be resulted as being in the 90th minute.

- 28.9.3. For all markets that rely on a specific Time to be settled, the official time shall come from information supplied by the official governing body of the league in which the bet was struck.
- 28.10.Over/Under Goal Line
- 28.10.1. Bets are settled on whether there will be more or less total goals scored before the end of full time than the handicap goal-line stated. If we are offering a "whole number" goal line and the total number of goals equals the goal-line, dead heat rule applies.
- 28.10.2. Scorecasts (first player to score and correct score)
- 28.10.3. Winning bets will have successfully predicted both the player who will score the first goal in a selected match and also the correct score at the end of full time.
- 28.10.4. In the event that your selected player takes part in the match after the first goal has been scored or does not take part in the game at all, a scorecast bet will revert to a single bet on the correct score at the price advertised for that single bet at the time the bet was placed.
- 28.10.5. As own goals do not count for first goalscorer purposes, in the event that the first goal is an own goal the scorecast will be settled on the next goalscorer and correct score of the game. If the final score is 1-0 and the goal is an own goal, scorecast bets are settled as a correct score single as above.
- 28.10.6. In the event that a match is abandoned prior to the completion of full time and a goal has been scored, scorecast bets will be settled as first goalscorer single bets. If no goal has been scored, all bets will be void.
- 28.11.Bookings Markets
- 28.11.1. Bookings markets are settled by reference to cards shown during the first or second half of the match including injury time but excluding extra time. Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time. Cards shown to non-players (e.g. managers) do not count. Any card shown after the full time whistle has been blown shall be disregarded. If after the final whistle a card shown during a game is rescinded, or reduced to a yellow card from a red card, that will not affect the settlement of any markets involving bookings on the game in question.
- 28.11.2. A player receiving a red card as a consequence of receiving a second yellow card will in all cases be deemed to have been shown one yellow card and one red card.
- 28.11.3. For markets involving the time of yellow and red cards, these markets will be settled by reference to the time at which the relevant card is shown.
- 28.11.4. For booking index bets a yellow card is 10 points and a red card is 25 points. Settlement is determined by adding the points per card issued before the end of full time. A maximum of 35 points can be awarded to any one player.
- 28.12.Number of Corners
- 28.12.1. The total number of corners taken before the end of full time is used for settlement of such bets. Corners awarded but not taken will not count.
- 28.13.Half Time Betting

- 28.13.1. All bets relating to just the first half are settled on the result of the match at half time. Half time denotes the period of play after 45 minutes plus any time added by the referee for injuries and other stoppages. In the event that the match is abandoned prior to half time, bets will be void. However, if the match is abandoned during the half-time interval or during the second half, all bets will stand.
- 28.14. Handicap Betting
- 28.14.1. Handicap bets are settled on the basis that one of the team is given half a goal or more head start. Bets are settled by adding (or subtracting) the goal handicap to the full time result.
- 28.14.2. With Whole Ball Handicaps if the scores are level after the handicap has been applied it will result in a push, dead heat rule applies.  
E.g.: Team X -2, Team Y +2  
If Team X win 2-0, bets on both Teams X & Y will be a push and be returned.  
If Team X win 3-0, bets on Team X will be winners and Team Y will be losers.  
If Team X win 1-0, bets on Team X will be losers and Team Y will be winners.
- 28.14.3. In the case of Half Ball Handicaps, there can be no push result.  
E.g.: Team X -1.5, Team Y +1.5  
If Team X win 2-0, bets on Team X are winners and Team Y are losers.  
If Team X win 1-0, bets on Team X are losers and Team Y are winners.
- 28.14.4. With all Handicap with Tie betting, markets are resulted at completion of normal time. If the result lands on the handicap then handicap draw is paid as the winner.
- 28.15. Penalty Shoot-outs
- 28.15.1. All penalty shoot-out markets apply only to the result of a penalty shoot-out. Penalties scored before the completion of full time and/or extra time will not count for the purposes of this market. In the event that a match does not go to a penalty shoot-out, all bets on these markets will be void.
- 28.16. Match Bets between Two Players
- 28.16.1. For match bets between two players (e.g. which player will be booked first, or which player will score more goals) both players must take the field for bets to stand.
- 28.17. Extra Time Betting
- 28.17.1. Extra time betting will be based on the scheduled period of play during extra time.
- 28.17.2. All extra time betting markets will start from the beginning of extra time and not include normal time (i.e. the time before the end of full time).
- 28.18. Man of the Match
- 28.18.1. When offered, these markets will be settled in accordance with the man of the match award presented by the host broadcaster who covers the match live.
- 28.19. Divisional Betting



- 28.19.1. All bets are settled on the final league placings, regardless of what happens in any divisional play-offs. Bets on 'who will win' a particular league will be settled on the team that lifts the trophy. In the event that a team does not complete all of its fixtures, bets will still stand.
  - 28.19.2. In season match bets (which of two teams will place highest in the league at the end of the season), if teams finish level on points then the tiebreaker used by the league in question (for example, goal difference or head-to-head records) will decide the winner.
- 28.20. League Top Goal Scorer
- 28.20.1. Bets placed on a player to be the top scorer in a given league are based on games played in the regular season only. Only goals scored in the denoted league shall count. Any goals scored in subsequent play-off games do not count for betting purposes. Should a player not participate in at least one match in the named league then bets on that player shall be void.

## 29. Surfing

- 29.1. All bets stand regardless of the length of any delay or change of venue.
- 29.2. All outright markets are based on an 'All-In' basis. No refunds will be given for non-starters.
- 29.3. For each-way betting, dead heat rules apply for surfers knocked out in the semi-final stage.
- 29.4. For Heat Betting, all surfers in that heat must enter the water for bets to stand.

## 30. Swimming

- 30.1. Betting on the winner of an event is offered on an "All-In" basis. No refunds will be given for non-starters or for competitors who retire or are disqualified mid-meet.
- 30.2. All bets will be paid on the official result as per the podium presentation. Should a race be abandoned or postponed and not scheduled to be replayed within 3 days, all bets are void and bets will be refunded. No doping cases will be considered and as such the podium result will be deemed binding regardless of further protests or changes to the official result.
- 30.3. A participant that is disqualified due to an infringement (eg False Start) will be deemed to have taken part in the event.

## 31. Tennis

- 31.1. Matches must run to completion for bets to stand. The only exception being for Totals Bets, if the total has already been exceeded the bet shall be considered complete.
- 31.2. All bets on the 'Set Betting' market are void if the match does not run to completion.
- 31.3. 1st Set Score and 1st Set Winner bets are finalised upon completion of the first set regardless if the remainder of the match runs to completion.
- 31.4. Any bets on the Tournament Winner are placed on an 'All-In' basis. No refunds will be given for non-starters.

## 32. Volleyball

- 32.1. All bets paid on the official result as per the governing body.
- 32.2. Match must run to completion for bets to stand
- 32.3. Any points tallied during the so called 'Golden Set' (aka 6th Set) will not count for settlement of that particular match.

## 33. Yacht Racing

- 33.1. Outright markets (including Handicap Betting) are conducted on an "All-In" basis.
- 33.2. All bets are settled as per podium placing. Post-podium, We do not recognise overturned decisions for betting purposes.

## 34. Olympics

- 34.1. Betting on the winner of an event is offered on an "All-In" basis. No refunds will be given for non-starters or for competitors who retire or are disqualified mid-meet.
- 34.2. All bets will be paid on the official result as per the podium presentation. Should a race be abandoned or postponed and not scheduled to be replayed within 3 days, all bets are void and bets will be refunded. No doping cases will be considered and as such the podium result will be deemed binding regardless of further protests or changes to the official result.
- 34.3. A participant that is disqualified due to an infringement (eg False Start) will be deemed to have taken part in the event.

## 35. Other (Non Sport/Specials)

- 35.1. All bets are valid until a result is officially declared, regardless of any delays in the announcement, extra voting rounds etc. which would be needed for the outcome to be announced.
- 35.2. Once a contestant has been eliminated/evicted from a TV show, that bet is deemed to have lost. Should the same participant re-enter the competition at a later date, he/she will be treated as a new contestant, thus previous bets will be settled as lost.
- 35.3. In the event of the show terminated before an official winner is declared, bets will be settled as a tie (dead heat) between contestants who have not been eliminated. Any bet placed on a contestant who has already been eliminated will be deemed as lost.