

# IBC:

Access to and use of this website and the contents herein is at the risk of the User. The Company shall not be liable for any direct, indirect, incidental, or consequential damages or losses that are deemed or alleged to have resulted from or caused by delays or interruptions in operations or transmission, communication lines failure, and use, misuse or inability to use of the information or contents in the website.

Neither shall the Company be liable for any damages or losses caused by disruption of service to the Company's websites, servers or network whether or not due to slow or intermittent internet service while accessing the Company's website.

Moreover, under no circumstances, including negligence, shall the Company be liable for any damages or losses caused by loss or damage of data on the Company's servers whether or not due to malicious attack by hackers on the Company's websites, servers, or network.

The Company reserves the right to refuse, suspend, or cancel any transaction or activity that appears to be suspicious of or tainted with fraud, collusion or any fraudulent act or illegal activity, and to forfeit any bets placed and the fund balance of the involved accounts subject to Company's sole and absolute discretion.

The Company reserves the right to refuse, cancel or void any bets for any other reasons and without further explanation, upon its sole and absolute discretion.

# **1. General Betting Rules**

**1.1. Application of General Betting Rules - Members are advised to read the following general rules of betting which shall generally apply to all Events, Markets and Products, unless otherwise a specific set of rules apply. The Company reserves the right to amend, update or change the rules herein, and such revised rules shall be effective and binding immediately upon posting in the website.**

**1.1.1. To serve the Members, the Company shall exert effort to provide useful betting information and shall ensure Markets are administered with integrity and transparency. However, the Company does not warrant timeliness, accuracy and completeness of betting information such as dates, venues, odds, results, score, match status and other betting information. It is the Members responsibility to verify such information before placing a bet. The Company shall not be liable for any errors or omissions of such betting information.**

**1.1.2. The English names used for the events or teams on the Website may vary with the Non- English names. In the event of any inconsistency between the names, the English version shall prevail.**

**1.1.3. Certain betting information in the Website such as current score, time elapsed and other data feed provided by third party supplier may be inaccurate due to time delays and other reasons. The Member acknowledges that the Company does not warrant the timeliness, accuracy and completeness of the data, and in this relation the Member accepts all the risks in relying on the data and placing a bet.**

**1.1.4. Once a bet is placed by the Member and confirmed by the Company, the bet can no longer be withdrawn, changed, or cancelled by the Member.**

**1.1.5. Under the following circumstances below and without the need for prior notice, the Company shall exercise its sole and absolute discretion to cancel the bet, void any placed bet, and/or put the Member's account under suspension:**

- 1. The Member has placed a bet in a manner contrary to the rules;**
- 2. The Member has placed a bet more than the maximum allowed;**
- 3. The Member has placed an erroneous and incomplete bet;**
- 4. The Member has placed a bet where the gaming data or odds displayed were erroneous because of human errors or transmission errors;**

- 5. When there appears to have an excessively high number of losses or winnings;**
- 6. When there appears to be an abnormal or irregular use of the gaming platform;**
- 7. When the Company has reason to believe that the bet is involved in illegal betting activities;**

**1.1.6. The Company shall have absolute discretion to set maximum amount of pay-outs for its games or products or change the existing amount set, which shall be binding to the Members without the need for prior notice.**

**1.1.7. Any bets placed on live betting during a live match will stand and be settled when the event has been completed and when the result is known, even if the stream is disconnected for any cause or reason. However, should this case be covered by a specific rule on disconnection for a specific game or product, that specific rule shall govern.**

**1.1.8. Should there be any errors or attacks on the integrity of a game or specific product, the Company shall have the right, in its absolute and full discretion, to suspend or close the game or specific product to maintain its integrity. Should the Member suspect any wrong or error in the system, the Member must discontinue playing and communicate the issue with the Company's member support department, who shall have absolute discretion whether or not to resolve the issue. Else, the Member who continues to play shall be deemed to have accepted all risks in relation to the outcome of his bets.**

**1.1.9. In the ordinary course of business, if the Company rationally believes that a race, event, or match has been fixed or rigged, or that the pool has been manipulated, the Company reserves the right to defer the settlement or withhold any payments. In this connection, the Company may base its belief on the rational analysis of the size, volume or pattern of bets placed across any or all of its betting channels. Any dispute over the interpretation of these rules shall not prevail over the Company's interpretation.**

**1.1.10 Without the need to give prior notice nor further explanation, the Company shall reasonably exercise its absolute discretion to restrict Member from joining the games, refuse Member's request to join the games and/or expel the Member from the games.**

## **1.3. Change in Scheduled Time**

**1.3.1 If a Match or Event begins before the scheduled time then only bets placed before the start of the Event (excluding specified live betting) will be considered valid. If a Market is not closed or suspended at the correct time then the Company reserves the right to void all bets placed after the actual start time (excluding specified live betting).**

**1.3.2 If a Match or Event is postponed on a date different from the scheduled start date and is not completed within the originally scheduled completion date, then all bets will be void, except for those Markets which have been unconditionally determined.**

**1.3.3 If a Match or Event starts but is later abandoned and is not completed within the originally scheduled completion date, then all bets will be void, except for those Markets which have been unconditionally determined.**

**1.3.4 If a Match or Event is not completed within the originally scheduled completion time and the result is declared by the particular Event's relevant governing body, the Company reserves the right to decide whether the match is valid or not. The Company's decision in this regard is final and binding.**

## **1.4. Change of Venue**

**1.4.1 If a Match is scheduled to be played on the ground of the home team but was played on the ground of the away team, then all bets will be considered void. Bets will also be considered void if the home and away team names are wrongly stated in reverse. If a Match is scheduled to be played on neutral ground but is played on non-neutral ground or vice versa, all bets will still be considered valid, unless otherwise stated.**

**1.4.2 If there is a change of venue after the Market has been opened, all bets will still be considered valid. This is applicable for all non-team Events.**

## **1.5. Duration of Time**

**1.5.1 If there is a change in scheduled duration of the Match or Event, all bets will still be considered valid.**

**1.5.2 Any incident during injury or stoppage time that is played, is deemed to have occurred at the end of regular time (example: a goal scored in first half injury time of a soccer match is deemed to have been scored on 45 minutes).**

## **1.6. Results**

**1.6.1 For the purpose of Market settlement, the podium positions will count as the official result regardless of any disqualification or amendments subsequent to the announcement. If there is no podium ceremony, results will be determined in accordance with the official result of the relevant governing body at the time of the Market settlement, regardless of any subsequent disqualification or amendment to the results. Otherwise, if no official result is available then the result will be determined with reference to the available evidence known at the time of Market settlement.**

**1.6.2 Generally, Markets are settled shortly after the conclusion of an Event. In the event that the Market is erroneously settled, the Company reserves the right to reverse settlement.**

**1.6.3 If the result of the Match or Event is uncertain, the Company reserves the right to suspend the settlement of the Market until the result is finally determined.**

**1.6.4 The Company will not void or refund settled bets due to any amendments or changes to the results, team names, or any other Match details made seventy-two (72) hours after the Event start time or for bets that have already been settled, except for non-existent Matches.**

**1.6.5 In cases where there is a conflict between the official results and the results posted on the Company's Website, reference shall be made to the Company's video recording of the particular Event to determine the correct result. If there is no video recording available, the official result published in the official website of the relevant governing body for the particular Event shall be considered in determining the correct result. If the official website does not publish the result or the result is patently and obviously wrong, the Company reserves the right to make decisions/ amendments to determine the final result. In this regard, the Company's decision shall be final and binding.**

**1.6.6 For purposes of determining the winning bets, the winner of an Event is determined at the conclusion of the Event regardless of the subsequent reversal of decisions or the result of any protest or appeal.**

## **2.2. Soccer Bet Types**

**2.2.1. Unless otherwise stated the result to soccer bet types refer to the score at the end of regular time (including any stoppage time added by the referee). Extra-time does not count.**

### **2.2.2. 1X2, 1st Half 1X2 & 2nd Half 1X2**

**2.2.2.1. 1X2 means betting in any one of three possible winning outcomes for an Event. 1 refers to the team that is named first (usually the home team); X refers to the game resulting in a draw or tie; 2 refers to the team that is named second (usually the away team).**

**2.2.2.2. 1st Half 1X2 means betting in any one of three possible winning outcomes of the first half for an Event. 1 refers to the team that is named first (usually the home team); X refers to the game resulting in a draw or tie; 2 refers to the team that is named second (usually the away team).**

**2.2.2.3. 2nd Half 1X2 means betting in any one of three possible winning outcomes counting only the second half for an Event. 1 refers to the team that is named first (usually the home team); X refers to the game resulting in a draw or tie; 2 refers to the team that is named second (usually the away team).**

#### **2.2.2.4. First Ten Minutes 1X2**

**2.2.2.4.1. First Ten Minutes 1X2 means betting to predict the three possible outcomes of the first 10 minutes in the regular time of a match.**

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

### **2.2.3. Correct Score**

**2.2.3.1. Correct Score means betting to predict the final score at the end of full-time.**

**2.2.3.2. Correct Score to win "AOS" means the selected team must win to a score not listed in the selection.**

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

### **2.2.4. Total Goal & First Half Total Goal & Second Half Total Goal**

**2.2.4.1. Total Goal means betting determined by the total sum of the number of goals scored in an Event.**

**2.2.4.2. First Half Total Goal means betting determined by the total sum of the number of goals scored in the first half of a match.**

**2.2.4.3. Second Half Total Goal means betting determined by the total sum of the number of goals scored in the second half of a match.**

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

### **2.2.5. Half-time/Full-time (HT.FT)**

**2.2.5.1. Half-time/Full-time means betting to predict both the Half-time result and Full-time result of an Event (extra-time does not count). The following with respect to this Market shall mean: H refers to the first named team (usually the home team); D refers to a draw; A refers to the second named team (usually the away team).**

**2.2.5.2. Example – HA means that the first named team (Home) will be leading at half-time, and the second named team (Away) will be leading at full-time.**

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

## **2.2.6. First Goal/Last Goal & First Half First Goal/Last Goal**

**2.2.6.1. First Goal/Last Goal means betting on which team will score the first or last goal in a match. With respect to this Market, the following shall mean: HF refers to the first named team (usually the home team) scoring the first goal. HL refers to the first named team scoring the last goal. AF refers to the second named team (usually the away team) scoring the first goal. AL refers to the second named team scoring the last goal. NG refers to no goals being scored during the Event.**

**2.2.6.2. First Half First Goal/Last Goal means betting on which team will score the first or last goal in the first half of a match. With respect to this Market, the following shall mean: HF refers to the first named team (usually the home team) scoring the first goal. HL refers to the first named team scoring the last goal. AF refers to the second named team (usually the away team) scoring the first goal. AL refers to the second named team scoring the last goal. NG refers to no goals being scored during the Event.**

**2.2.6.3. Own goals count to the team credited with the goal.**

**2.2.6.4. If an Event is abandoned after a goal is scored then all bets on First Goal (and No Goal) will stand while bets on Last Goal will be void. If an Event is abandoned without any goal being scored then all wagers on First Goal, Last Goal and No Goal will be void.**

## **2.2.7. Which Team to Kick-Off**

**2.2.7.1. Which Team to Kick-Off means betting on which team will kick-off the Event.**

**2.2.7.2. If an Event is abandoned after the Event has kicked-off then all bets are still valid.**

## **2.2.8. Home Team Total vs. Away Team Total**

### **2.2.8.1. Home Team Total Goal vs. Away Team Total Goal**

**2.2.8.1.1. Home Team Total Goal vs. Away Team Total Goal means betting to predict the total number of goals scored by the home teams versus the total number of goals scored by the away teams for matches in a specific league played on a certain day.**

### **2.2.8.2. Home Team Total Corner vs. Away Team Total Corner**

**2.2.8.2.1. Home Team Total Corner vs. Away Team Total Corner means betting to predict the total number of corners taken by the home teams versus the total number of corners taken by the away teams for matches in a specific league played on a certain day.**

### **2.2.8.3. Home Team Total Booking vs. Away Team Total Booking**

**2.2.8.3.1. Home Team Total Booking vs. Away Team Total Booking means betting to predict the total number of bookings received by home team versus the total number of bookings received by away team for a match in a specific league or competition on a certain day.**

**2.2.8.4. Home refers to the first named team and Away refers to the second named team.**

**2.2.8.5. If one (or more) matches should be postponed or abandoned then the bet is void.**

## **2.2.9. Single Team Over/Under & Single Team 1st Half Over/Under**

**2.2.9.1. Single Team Over/Under means goal scored by a specified team in a match.**

**2.2.9.2. Single Team 1st Half Over/Under means betting to predict the goal scored by a specified team during the first half of an Event.**

**2.2.9.3. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.**

## **2.2.10. Corners**

**2.2.10.1. An awarded corner but untaken do not count.**

### **2.2.10.2. Number of Corners**

#### **2.2.10.2.1. Handicap & 1st Half Handicap**

**2.2.10.2.1.1.** Handicap means betting on which team will take the most corners during a match inclusive of any handicaps.

**2.2.10.2.1.2.** 1st Half Handicap means betting on which team will take the most corners during the first half of a match inclusive of any handicaps.

**2.2.10.2.1.3.** 1st Half Handicap's bets will be void if the match is abandoned during the first half of the match. First Half's Handicap bets will remain valid if the match is abandoned during the second half of the match.

#### **2.2.10.2.2. Over/Under & 1st Half Over/Under**

**2.2.10.2.2.1.** Over/Under means betting on the total number of corners taken by both teams during a match.

**2.2.10.2.2.2.** 1st Half Over/Under means betting on the total number of corners taken by both team during the first half of a match.

**2.2.10.2.2.3.** If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

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



### **2.2.10.3. First Corner, 1st Half First Corner & 2nd Half First Corner**

2.2.10.3.1. First Corner means betting on which team will take the first corner in a match.

2.2.10.3.2. 1st Half First Corner means betting on which team will take the first corner in the 1st half of a match..

2.2.10.3.3. 2nd Half First Corner means betting on which team will take the first corner in the 2nd half of a match.

2.2.10.3.4. The betting options available in all First Corner markets are home, away or none.

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

### **2.2.10.4. Last Corner & First Half Last Corner**

2.2.10.4.1. Last Corner means betting on which team will take the last corner in a match.

2.2.10.4.2. First Half Last Corner means betting on which team will take the last corner in the first half of a match.

2.2.10.4.3. First Half Last Corner's bets will be void if the match is abandoned during the first half of the match. First Half Last Corner's bets will remain valid if the match is abandoned during the second half of the match.

2.2.10.4.4. The betting options available in all Last Corner markets are home, away or none.

### **2.2.10.5. Next Corner**

2.2.10.5.1. Next Corner means betting on which team will take the next corner in a match.

2.2.10.5.2. All bets are consider Valid if the designated corner had been taken.

### **2.2.10.6.Exact Corners**

#### **2.2.10.6.1.Home Team Exact Corners & First Half Home Team Exact Corners**

2.2.10.6.1.1.Home Team Exact Corners means betting on the exact number of corners taken by home team after regular time of play.

2.2.10.6.1.2.First Half Home Team Exact Corners means betting on the exact number of corners taken by home team during the first half of the match.

2.2.10.6.1.3.For both Home Team Exact Corners & First Half Home Team Exact Corners, bets will be void if the match is abandoned unless settlement of bets is already determined.

#### **2.2.10.6.2.Away Team Exact Corners & First Half Away Team Exact Corners**

2.2.10.6.2.1.Away Team Exact Corners means betting on the exact number of corners taken by away team after regular time of play.

2.2.10.6.2.2.First Half Away Team Exact Corners means betting on the exact number of corners taken by away team during the first half of the match.

2.2.10.6.2.3.For both Away Team Exact Corners & First Half Away Team Exact Corners, bets will be void if the match is abandoned unless settlement of bets is already determined.

### **2.2.10.7.Total Corners Aggregated & First Half Total Corners Aggregated**

2.2.10.7.1.Total Corners Aggregated means betting on the total number of corners taken by both teams after regular time of play.

2.2.10.7.2.First Half Total Corners Aggregated means betting on the total number of corners taken by both teams during the first half of the match.

2.2.10.7.3.For both Total Corners Aggregated & First Half Total Corners Aggregated, bets will be void if the match is abandoned unless settlement of bets is already determined.

### **2.2.10.8. Alternative Corners and 1st Half Alternative Corners**

2.2.10.8.1. Alternative Corners means betting on the given selection of corner bet options and the settlement is based on the total corner count taken by both teams after regular time of play.

2.2.10.8.2. 1st Half Alternative Corners means betting on the given selection of corner bet options taken by both teams during the first half of the match.

2.2.10.8.3. For both Alternative Corners & 1st Half Alternative Corners, bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.10.8.4. The betting options available in all Alternative Corners markets are Over, Exact or Under a selected number.

### **2.2.10.9. Corner 3-Way Handicap and 1st Half Corner 3-Way Handicap**

2.2.10.9.1. Corner 3-Way Handicap means settlement will be at the odds displayed using the actual corners in the match adjusted for the handicap.

**2.2.10.9.2. Corner 1st Half 3-Way Handicap** means settlement will be at the odds displayed using the actual corners in the first half of a match adjusted for the handicap.

**Home (-1):** Home Team must win at least two corners or above.

**Draw (+1):** Home Team win exactly by one corner.

**Away (+1):** Away Team win or draw.

#### **2.2.10.10. Time of First Corner and Time of 2nd Half First Corner**

**2.2.10.10.1. Time of First Corner** means betting on the predicted time of the first corner taken during a match.

**2.2.10.10.2. Time of 2nd Half First Corner** means betting on the predicted time of the first corner taken during the second half of the match.

**2.2.10.10.3. Bets will be valid if the match is abandoned after the first corner is taken.**

**2.2.10.10.4. Bets of an abandoned match will be void if no corner is taken within the time frame set of play, unless settlement of bets is already determined.**

**2.2.10.10.5. Example:** If the corner happens on or after the 8 minutes. "No Corner Before 8:00" shall be winning bets.

**2.2.10.10.6. If the first corner kick needs to be retaken, the time that the corner kick is retaken shall be deemed as the time of the first corner.**

**2.2.10.10.7. The time of the first corner shall be determined using time given to the Company by its data provider and not when the actual first corner was actually taken.**

#### **2.2.10.11. Home Team Over/Under Corner & 1st Half Home Team Over/Under Corner**

**2.2.10.11.1. Home Team Over/Under Corner** means if the Home Team's total Corner is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

**2.2.10.11.2. 1st Half Home Team Over/Under Corner** means if the Home Team's total Corner is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

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

#### **2.2.10.12. Away Team Over/Under Corner & 1st Half Away Team Over/Under Corner**

**2.2.10.12.1. Away Team Over/Under Corner** means if the Away Team's total Corner is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

**2.2.10.12.2. 1st Half Away Team Over/Under Corner** means if the Away Team's total Corner is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

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

#### **2.2.10.13. Corners Race and 1st Half Corners Race**

**2.2.10.13.1. Corners Race** means betting to predict which team will reach the quoted number of corners first.

**2.2.10.13.2. 1st Half Corners Race** means betting to predict which team will reach the quoted number of corners first in the first half of the match.

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

#### **2.2.10.14. Corners Odd/Even, 1st Half Corners Odd/Even, and 2nd Half Corners Odd/Even**

**2.2.10.14.1. Corners Odd/Even** means betting to predict whether the total number of Corners taken in the match will be Odd or Even.

**2.2.10.14.2. 1st Half Corners Odd/Even** means betting to predict whether the total number of Corners taken in the first half of the match will be Odd or Even.

**2.2.10.14.3. 2nd Half Corners Odd/Even** means betting to predict whether the total number of Corners taken in the second half of the match will be Odd or Even.

**2.2.10.14.4. If no Corners are taken, then the market will be settled as "Even".**

**2.2.10.14.5. Bets relating to 1st Half Corners Odd/Even remains valid if match is abandoned in the 2nd half.**

#### **2.2.10.15. Corner Highest Scoring Half**

**2.2.10.15.1. Corner Highest Scoring Half** means betting to predict which half of the match will have greater number of corners taken during the match.

2.2.10.15.2. For this bet type, the following options are available: 1H, 2H, and Tie

2.2.10.15.3. If the match is abandoned, any Half with Most Corners bets will only be settled if the result is unconditionally determined and any further corners have no effect on the market result. In all other scenarios, bets will be considered void.

#### **2.2.10.16. Corner Highest Scoring Half (2 Way)**

2.2.10.16.1. Corner Higher Scoring Half (2 Way) means betting to predict which half of the match will have the greater number of corners taken during the match.

2.2.10.16.2. For this bet type, the following options are available: 1H and 2H

2.2.10.16.3. If the result at the end of both halves are Draw, all bets will be refunded.

2.2.10.16.4. If the match is abandoned, any Half with Most Corners bets will only be settled if the result is unconditionally determined and any further corners have no effect on the market result. In all other scenarios, bets will be considered void.

#### **2.2.10.17. Half Time/Full Time Total Corners**

2.2.10.17.1. Half Time/Full Time Total Corners means betting to both predict the Total Corners taken at half time and the Total Corners taken at the end of the match.

2.2.10.17.2. For this bet type, “8+”, “9+”, ... “15+” refers to the betting option where the Total Corners taken after full time must be at least (8), (9), ..., (15) to win the bet.

2.2.10.17.3. Half Time/Full Time Total Corners to win “AOS” means the selected team must win to a score not listed in the selection.

#### **2.2.10.18. 1st Half Correct Corners and 2nd Half Correct Corners**

2.2.10.18.1. 1st Half Correct Corners means betting to predict the Correct Corners at the end of the First Half.

2.2.10.18.2. 2nd Half Correct Corners means betting to predict the Correct Corners at the end of the Second Half.

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

#### **2.2.11. Total Bookings**

2.2.11.1. A yellow card counts as one point and a red card counts as two points. The maximum number of points that a player can receive during a match is three (one for a yellow and two for a red, the second yellow card does not count).

2.2.11.2. Cards shown to non-players (managers, coaches, substitutes etc) do not count.

2.2.11.2.1. Cards given out by referee after Full Time whistle do not count.

2.2.11.2.2. Cards given out by referee after Half Time whistle will be counted in the second half of the match.

#### **2.2.11.3. Number of Total Bookings**

##### **2.2.11.3.1. Handicap & 1st Half Handicap**

**2.2.11.3.1.1.** Handicap means betting on which team will receive the most cards during a match inclusive of any handicaps.

**2.2.11.3.1.2.** 1st Half Handicap means betting on which team will receive the most cards during the first half of a match inclusive of any handicaps.

**2.2.11.3.1.3.** 1st Half Handicap's bets will be void if the match is abandoned during the first half of the match. However, bets will remain valid if the match is abandoned during the second half of the match.

##### **2.2.11.3.2. Over/Under & 1st Half Over/Under**

**2.2.11.3.2.1.** Over/Under means betting on the total number of cards received by both teams during a match.

**2.2.11.3.2.2.** 1st Half Over/Under means betting on the total number of cards received by both teams during the first half of a match.

**2.2.11.3.2.3.** If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

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

#### **2.2.11.4. First Booking & 2nd Half First Booking**

**2.2.11.4.1. First Booking** means betting on which team will receive first booking (Yellow or Red) in a match.

**2.2.11.4.2. 2nd Half First Booking** means betting on which team will receive first booking (Yellow or Red) in the 2nd half of a match.

**2.2.11.4.3.** If two or more players receive a booking for the same incident then the player who is shown the first card by the referee will be deemed the winner.

**2.2.11.4.4.** If a match is abandoned after the first card has been issued then all bets are valid. If a match is abandoned before the first card has been issued then all bets are void.

#### **2.2.11.5. Last Booking**

**2.2.11.5.1. Last Booking** means betting on which team will receive last booking (Yellow or Red) in a match.

**2.2.11.5.2.** If two or more players receive a booking for the same incident then the player who is shown the last card by the referee will be deemed the winner.

**2.2.11.5.3.** If a match is abandoned then all bets are void.

#### **2.2.11.6. Next Booking**

**2.2.11.6.1.** Next Booking means betting to predict which team will receive a booking next, either a red card and/or a yellow card.

**2.2.11.6.2.** All bets are considered valid if the designated booking had been received.

#### **2.2.11.7. Single Team Total Bookings Over/Under**

**2.2.11.7.1.** Single Team Total Bookings Over/Under means betting to predict the total number of bookings received by a specified team in a match.

**2.2.11.7.2.** If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

### **2.2.12. Offsides**

#### **2.2.12.1. Number of Offside**

##### **2.2.12.1.1. Handicap & 1st Half Handicap**

**2.2.12.1.1.1.** Handicap means betting on which team will be caught offside the most number of times during a match, inclusive of any handicaps.

**2.2.12.1.1.2.** 1st Half Handicap means betting on which team will be caught offside the most number of times during the first half of a match, inclusive of any handicaps.

**2.2.12.1.1.3.** 1st Half Handicap's bets will be void if the match is abandoned during the first half of the match. However, bets will remain valid if the match is abandoned during the second half of the match.

##### **2.2.12.1.2. Over/Under & 1st Half Over/Under**

**2.2.12.1.2.1.** Over/Under means betting on the total number of offside decisions during a match.

**2.2.12.1.2.2.** 1st Half Over/Under means betting on the total number of offside decisions during the first half of a match.

**2.2.12.1.2.3.** If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

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

#### **2.2.12.2. First Offside & 2nd Half First Offside**

**2.2.12.2.1. First Offside** means betting on which team will be caught offside first in a match.

**2.2.12.2.2. 2nd Half First Offside** means betting on which team will be caught offside first in the 2nd half of a match.

**2.2.12.2.3.** If a match is abandoned after the first offside decision then all bets are valid. If a match is abandoned before the first offside decision then all bets are void.

#### **2.2.12.3. Last Offside**

**2.2.12.3.1. Last Offside** means betting on which team will be caught offside last in a match.

**2.2.12.3.2.** If a match is abandoned then all bets are void.

#### **2.2.12.4. Next Offside**

**2.2.12.4.1. Next Offside** means betting to predict which team will be caught offside next.

**2.2.12.4.2.** All bets are considered valid if the designated offside had been caught.

### **2.2.13. Substitutions**

#### **2.2.13.1. Number of Substitution**

##### **2.2.13.1.1. Handicap**

**2.2.13.1.1.1.** Handicap means betting on which team will make the most substitutions during a match, inclusive of any handicaps.

**2.2.13.1.1.2.** If a match is abandoned then all bets are void.

##### **2.2.13.1.2. Over/Under**

**2.2.13.1.2.1.** Over/Under means betting on the total number of substitutions during a match.

**2.2.13.1.2.2.** If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

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

### **2.2.13.2. First Substitution**

2.2.13.2.1. First Substitution means betting on which team will make the first substitution during a match.

2.2.13.2.2. If two or more players are substituted at the same time then the player whose number is shown first by the fourth official is deemed the winner.

2.2.13.2.3. If a match is abandoned after the first substitution has been made then all bets are valid. If a match is abandoned before the first substitution has been made then all bets are void.

### **2.2.13.3. Last Substitution**

2.2.13.3.1. Last Substitution means betting on which team will make the last substitution during a match.

2.2.13.3.2. If two or more players are substituted at the same time then the player whose number is shown last by the fourth official is deemed the winner.

2.2.13.3.3. If a match is abandoned then all bets are void

### **2.2.14. Clean Sheets**

2.2.14.1. Clean Sheets means betting "Yes" on a team to keep a clean sheet (not to concede a goal) or "No" on a team not to keep a clean sheet (to concede a goal).

2.2.14.2. If an Event is abandoned after goal is scored by Home team only, then 'Away Yes & No' bets will stand while 'Home Yes & No' bets will be void. If goal is scored by Away team only, then 'Home Yes & No' bets will stand while 'Away Yes & No' will be void. If goals are scored by both Home and Away teams, then all bets will stand. If an Event is abandoned without any goal being scored, then all wagers will be void.

Rule 1 :

Home score  $\geq 1$ , Away score = 0 (1, 2...:0)

Home Yes – Refund      Away Yes – Lose

Home No – Refund      Away No – Win

Rule 2 :

Home score  $\geq 1$ , Away score  $\geq 1$  (1, 2...: 1, 2...)

Home Yes – Lose      Away Yes – Lose

Home No – Win      Away No - Win

Rule 3 :

Home score = 0, Away score  $\geq 1$  (0:1, 2...)

Home Yes – Lose      Away Yes – Refund

Home No – Win      Away No – Refund

### **2.2.15. Penalties**

2.2.15.1. Penalties means betting on a penalty being awarded and taken during a match.

2.2.15.2. If a match is abandoned after a penalty has been awarded and taken then all bets are still valid.

2.2.15.3. If a match is abandoned before a penalty has been awarded and taken then all bets are void.

### **2.2.16. Penalty Shoot-outs Products**

#### **2.2.16.1. Penalty Shoot-outs**

2.2.16.1.1. Penalty Shoot-outs means betting on which team will win the penalty shootout.

2.2.16.1.2. In handicap betting, the result includes all penalty kicks taken in the shoot-out including the kicks taken in sudden death. In over/under betting, the result only includes the ten penalty kicks in the shoot-out, and does not include any kicks taken in sudden death. If one team has already scored more successful kicks than the other team could possibly reach with all its remaining kicks, the shoot-out immediately ends regardless of the number of kicks remaining.

#### **2.2.16.2. Penalty Shootout – Goal / Miss**

2.2.16.2.1. Means betting to predict whether the specified team will Goal or Miss in the Penalty Shootout.

2.2.16.2.2. The following betting options are available:

1. Miss – means the penalty shot is a miss.
2. Goal – means the penalty shot is a goal.

2.2.16.2.3. If the match does not go to penalty shootout, then all bets will be refunded.

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

### **2.2.16.3. Penalty Shootout – Exact Total Goals**

2.2.16.3.1. Means betting to predict the exact total number of goals scored by both teams during penalty shootouts.

2.2.16.3.2. The result shall be based only on the ten (10) penalties, or less than ten if the match result is already determined prior to reaching ten, during a penalty shootout and shall not include goals made during a sudden-death shootout.

2.2.16.3.3. If the match does not go to penalty shootouts, then all bets will be refunded.

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

### **2.2.16.4. Penalty Shootout – Odd/Even**

2.2.16.4.1. Means betting to predict whether total number of goals scored by both teams during penalty shootout will be odd or even.

2.2.16.4.2. First 10: The result shall be based only on the first ten (10) penalties, or less than ten if the match result is already determined prior to reaching ten during a penalty shootout and shall not include goals made during a sudden-death shootout.

2.2.16.4.3. Final Result: The result shall include goals made during a sudden-death shootout if the result is not determined within the first ten (10) penalties.

2.2.16.4.4. If the match does not go to penalty shootout, then all bets will be refunded.

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

### **2.2.16.5. Penalty Shootout – Single Team Over/Under**

2.2.16.5.1. Means betting to predict whether total number of goals scored by a specified team during penalty shootout will be Over or Under the pre-designated line.

2.2.16.5.2. First 10: The result shall be based only on the first ten (10) penalties, or less than ten if the match result is already determined prior to reaching ten during a penalty shootout and shall not include goals made during a sudden-death shootout.

2.2.16.5.3. Final Result: The result shall include goals made during a sudden-death shootout if the result is not determined within the first ten (10) penalties.

2.2.16.5.4. If the match does not go to penalty shootout, then all bets will be refunded.

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

### **2.2.16.6. Penalty Shootout to Go to Sudden Death**

2.2.16.6.1. "Penalty Shootout to Go to Sudden Death," means betting to predict whether the penalty shootout will proceed to Sudden Death. If the bet is "Yes", it means the penalty shootout will proceed to Sudden Death, otherwise if the bet is "No", it means the penalty shootout shall not proceed to Sudden Death.

2.2.16.6.2. If the penalty shootout goes to sudden death, then the winning result is "Yes"; if the penalty shootout does not go to sudden death then the winning result is "No".

### **2.2.16.7. Total Penalties Taken in shootout**

2.2.16.7.1. "Total Penalties Taken in Shootout" means betting to predict the number of penalties taken in the penalty shootout, regardless of whether any goal was scored or not.

2.2.16.7.2. If the total is more than the OU line then the winning result is "Over"; if the total is less than the OU line then the winning result is "Under".

### **2.2.16.8. Penalty Shootout - Which team to take the first penalty**

2.2.16.8.1. **“Penalty Shootout - Which Team Will Take the First Penalty”** means predicting which team of the match will take the first penalty during the penalty shootout.

2.2.16.8.2. If the Event is abandoned after the first penalty in the penalty shootout is taken, then all bets are still valid.

#### **2.2.16.9. Penalty Shootout Woodwork - Rounds 1 to 5**

2.2.16.9.1. Means betting to predict if the attempts in the penalty shootout will hit the post or cross bar in individual round. If the ball hits the post first, and thereafter saved by the goalkeeper, it is still considered **“Woodwork”**.

2.2.16.9.2. Customers can bet from Rounds 1 to 5 and the Settlement of bets are based on each round result.

2.2.16.9.3. If a Penalty Shootout does not progress to the round stated, then all bets will be void.

2.2.16.9.4. If the match does not go to penalty shootout, then all bets will be refunded.

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

#### **2.2.16.10. Penalty Shootout 1x2 – Rounds 1 to 5**

2.2.16.10.1. Means betting on any one of the three possible outcomes in the penalty shootout.

**1** refers to the first team (usually Home team), **X** refers to the game resulting in a draw or tie, and **2** refers to the second team (usually Away team)

2.2.16.10.2. Customers can bet from Rounds 1 to 5 and the Settlement of bets are based on each round result.

2.2.16.10.3. Both team must kick in the penalty shootout, if either team didn't kick the penalty shootout, all bets will be voided in that particular round.

2.2.16.10.4. If a Penalty Shootout does not progress to the round stated, then all bets will be void.

2.2.16.10.5. If the match does not go to penalty shootout, then all bets will be refunded.

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

#### **2.2.16.11. Penalty Shootout Both/One/Neither – Rounds 1 to 5**

2.2.16.11.1. Means betting to predict whether both, one, or neither of the team will score or not score in the penalty shootout.

2.2.16.11.2. The following betting options are available:

1. **Both** = Both teams will score.
2. **One** = Either team will score.
3. **Neither** = Both team will not score.

2.2.16.11.3. Customers can bet from Rounds 1 to 5 and the Settlement of bets are based on each round result.

2.2.16.11.4. If a Penalty Shootout does not progress to the round stated, then all bets will be void.

2.2.16.11.5. If the match does not go to penalty shootout, then all bets will be refunded.

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

#### **2.2.16.12. Penalty Shootout - Correct Score**

2.2.16.12.1. Means betting to predict the final score at the end of the penalty shootout.

2.2.16.12.2. Penalty Shootout Correct Score to win **"HAOS"** or **"AAOS"** means the selected team must win to a score not listed in the selection.

2.2.16.12.3. The result shall include goals made during a sudden-death shootout if the result is not determined within the ten (10) penalties.

2.2.16.12.4. If the match does not go to penalty shootout, then all bets will be refunded.

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

### **2.2.17. Fantasy League**

2.2.17.1. Fantasy matches are pairings of teams from different matches.



**2.2.17.2. All venues are strictly for reference purposes only.**

## **2.2.18. Specific 15-Minute Over/Under (OU)**

**2.2.18.1. The Specific 15-Minute (OU) means betting that is determined by the total number of points (goals, corners, games, cards etc.) at the end of every 15th minute [INTERVAL OF] time of a match.**

**2.2.18.2. If the total is more than the Over/Under pre-designated line then the winning result is Over; if the total is less than the Over/Under pre-designated line then the winning result is Under.**

**2.2.18.3. For example:**

**15<sup>th</sup> Minute OU**

**00:00 – 15:00 OU: Total number of points to be scored from 00:00 till 15:00.**

**All bets must be placed on or before the end of the 15th minute.**

**30<sup>th</sup> Minute OU**

**15:01 – 30:00 OU: Total number of points to be scored from 15:01 till 30:00.**

**All bets must be placed on or before the end of the 30th minute.**

**45<sup>th</sup> Minute OU**

**30:01- 45:00 OU: Total number of points to be scored from 30:01 - 45:00.**

**All bets must be placed on or before the end of 45th minute.**

**60<sup>th</sup> Minute OU**

**45:01 – 60:00 OU: Total number of points to be scored from 45:01 till 60:00.**

**All bets must be placed on or before the end of the 60th minute.**

**75<sup>th</sup> Minute OU**

**60:01 – 75:00 OU: Total number of points to be scored from 60:01 till 75:00.**

**All bets must be placed on or before the end of the 75th minute.**

**90<sup>th</sup> Minute OU**

**75:01- 90:00 OU: Total number of points to be scored from 75:01 till 90:00.**

**All bets must be placed on or before the end of the 90th minute.**

**2.2.18.4. For the Specific 15-Minute OU, bets are settled on the exact time the goal is scored (ball crossing the goal line), number of corners (corners taken) and Total Bookings (cards given by the official referee) as shown by the clock as published in the live broadcast.**

**2.2.18.5. If a match is suspended or abandoned, then bets placed on unfinished Specific 15-Minute OU will be considered void. If the designated Specific 15-Minute OU are completed then bets will be valid.**

**2.2.18.6. For last two (2) minutes of any Specific 15 Minutes O/U live betting, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: a goal, a penalty and red card.**

**2.2.18.7. For last two (2) minutes of any Specific 15 Minutes Number of Corners live betting, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: front court dangerous free kick, attacker is holding the ball at the front court and a penalty.**

**2.2.18.8. For last two (2) minutes of any Specific 15 Minutes Total Bookings live betting, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: front court dangerous free kick, a penalty, a goal, a corner, player down injured unexplained, players arguing and players fighting.**

**2.2.18.9. For 30:01-45:00 & 75:01 - 90:00, bets are settled on the exact time the goal is scored ( ball crossing the goal line) , number of corners (corners taken) and Total bookings (cards**

**given by the official referee) as shown by the clock as published in the live broadcast excluding any additional time or injury time.**

## **2.2.19. Free kick**

**2.2.19.1. An awarded free kick but untaken do not count.**

**2.2.19.2. Free kick refers to direct free kick and indirect free kick. (Except Penalty kick & Goal kick).**

### **2.2.19.3. Number of Free kicks**

#### **2.2.19.3.1. Handicap & 1st Half Handicap**

**2.2.19.3.1.1.** Handicap means betting on which team will take the most free kicks during a match inclusive of any handicaps.

**2.2.19.3.1.2.** 1st Half Handicap means betting on which team will take the most free kicks during the first half of a match inclusive of any handicaps.

**2.2.19.3.1.3.** 1st Half Handicap's bets will be void if the match is abandoned during the first half of the match. However, bets will remain valid if the match is abandoned during the second half of the match.

#### **2.2.19.3.2. Over/Under & 1st Half Over/Under**

**2.2.19.3.2.1.** Over/Under means betting on the total number of free kicks taken by both teams during a match.

**2.2.19.3.2.2.** 1st Half Over/Under means betting on the total number of free kicks taken by both teams during the first half of a match.

**2.2.19.3.2.3.** If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

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

#### **2.2.19.4. First Free kick & 2nd Half First Free kick**

**2.2.19.4.1. First Free kick means betting on which team will take the first free kick in a match.**

**2.2.19.4.2. 2nd Half First Free kick means betting on which team will take the first free kick in the 2nd half of a match.**

**2.2.19.4.3. If a match is abandoned after the first free kick has been taken then all bets are valid. If a match is abandoned before the first free kick has been taken then all bets are void.**

#### **2.2.19.5. Last Free Kick**

**2.2.19.5.1. Last Free kick means betting on which team will take the last free kick in a match.**

**2.2.19.5.2. If a match is abandoned then all bets are void.**

#### **2.2.19.6. Next Free Kick**

**2.2.19.6.1. Next Free Kick means betting to predict which team will be awarded the next free kick.**

**2.2.19.6.2. All bets are considered valid if the designated free kick had been taken.**

#### **2.2.20. Goal kick**

**2.2.20.1. A goal kick is awarded to the defending team if the ball completely crosses the end line, as a result of contact with an opposing player.**

**2.2.20.2. An awarded goal kick but untaken and goal kick by a goalkeeper after making a save do not count.**

#### **2.2.20.3. Number of Goal kicks**

##### **2.2.20.3.1. Handicap & 1st Half Handicap**

**2.2.20.3.1.1. Handicap means betting on which team will take the most goal kicks during a match inclusive of any handicaps.**

**2.2.20.3.1.2. 1st Half means betting on which team will take the most goal kicks during the first half of a match inclusive of any handicaps.**

**2.2.20.3.1.3. 1st Half Handicap's bets will be void if the match is abandoned during the first half of the match. However, bets will remain valid if the match is abandoned during the second half of the match.**

##### **2.2.20.3.2. Over/Under & 1st Half Over/Under**

**2.2.20.3.2.1. Over/Under means betting on the total number of goal kicks taken by both teams during a match.**

**2.2.20.3.2.2. 1st Half Over/Under means betting on the total number of goal kicks taken by both teams during the first half of a match.**

**2.2.20.3.2.3. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.**

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

#### **2.2.20.4. First Goal kick & 2nd Half First Goal kick**

**2.2.20.4.1. First Goal kick means betting on which team will take the first goal kick in a match.**

**2.2.20.4.2. 2nd Half First Goal kick means betting on which team will take the first goal kick in the 2nd half of a match.**

**2.2.20.4.3. If a match is abandoned after the first goal kick has been taken then all bets are valid. If a match is abandoned before the first goal kick has been taken then all bets are void.**

#### **2.2.20.5. Last Goal Kick**

**2.2.20.5.1. Last Goal kick means betting on which team will take the last goal kick in a match.**

**2.2.20.5.2. If a match is abandoned then all bets are void.**

#### **2.2.20.6. Next Goal Kick**

**2.2.20.6.1. Next Goal Kick means betting on which team will take the next goal kick in a match.**

**2.2.20.6.2. All bets are considered valid if the designated goal kick had been taken.**

#### **2.2.21. Throw-in**

**2.2.21.1. A throw-in is awarded to a team if the ball completely crosses the side touch line, as a result of contact with an opposing player.**

**2.2.21.1.1 An awarded throw-in but untaken does not count.**

#### **2.2.21.2. Number of Throw-in**

##### **2.2.21.2.1. Handicap & 1st Half Handicap**

**2.2.21.2.1.1. Handicap means betting on which team will take the most throw-in during a match inclusive of any handicaps.**

**2.2.21.2.1.2. 1st Half Handicap means betting on which team will take the most throw-in during the first half of a match inclusive of any handicaps.**

**2.2.21.2.1.3. 1st Half Handicap's bets will be void if the match is abandoned during the first half of the match. However, bets will remain valid if the match is abandoned during the second half of the match.**

##### **2.2.21.2.2. Over/Under & 1st Half Over/Under**

**2.2.21.2.2.1. Over/Under means betting on the total number of throw-in taken by both teams during a match.**

**2.2.21.2.2.2. 1st Half Over/Under means betting on the total number of throw-in taken by both teams during the first half of a match.**

**2.2.21.2.2.3. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.**

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

### **2.2.21.3. First Throw-in & 2nd Half First Throw-in**

**2.2.21.3.1. First throw-in means betting on which team will take the first throw-in in a match.**

**2.2.21.3.2. 2nd Half First throw-in means betting on which team will take the first throw-in in the 2nd half of a match.**

**2.2.21.3.3. If a match is abandoned after the first throw-in has been taken then all bets are valid. If a match is abandoned before the first throw-in has been taken then all bets are void.**

### **2.2.21.4. Last Throw-in**

**2.2.21.4.1. Last throw-in means betting on which team will take the last throw-in in a match.**

**2.2.21.4.2. If a match is abandoned then all bets are void.**

### **2.2.21.5. Next Throw-in**

**2.2.21.5.1. Next Throw-in means betting on which team will take the next throw-in in a match.**

**2.2.21.5.2. All bets are considered valid if the designated throw-in had been taken.**

### **2.2.22. Specific 10 Minutes Over/Under (O/U)**

**2.2.22.1. The Specific 10-Minute (OU) means betting that is determined by the total number of points (goals, corners, games, cards etc.) at the end of every 10th minute [INTERVAL OF] time of a match.**

**2.2.22.2. If the total is more than the Over/Under pre-designated line then the winning result is Over; if the total is less than the Over/Under pre-designated line then the winning result is Under.**

#### **2.2.22.3. For example:**

**10<sup>th</sup> Minute OU**

**00:00 – 10:00 O/U: Total number of points to be scored from 00:00 till 10:00.**

**All bets must be placed on or before the end of the 10th minute.**

**20<sup>th</sup> Minute OU**

**10:01 – 20:00 O/U: Total number of points to be scored from 10:01 till 20:00.**

**All bets must be placed on or before the end of the 20th minute.**

**30<sup>th</sup> Minute OU**

**20:01 – 30:00 O/U: Total number of points to be scored from 20:01 till 30:00.**

**All bets must be placed on or before the end of the 30th minute.**

**40<sup>th</sup> Minute OU**

**30:01 – 40:00 O/U: Total number of points to be scored from 30:01 till 40:00.**

**All bets must be placed on or before the end of the 40th minute.**

**60<sup>th</sup> Minute OU**

**50:01 – 60:00 O/U: Total number of points to be scored from 50:01 till 60:00.**

**All bets must be placed on or before the end of the 60th minute.**

**70<sup>th</sup> Minute OU**

**60:01 – 70:00 O/U: Total number of points to be scored from 60:01 till 70:00.**

**All bets must be placed on or before the end of the 70th minute.**

**80<sup>th</sup> Minute OU**

**70:01 – 80:00 O/U: Total number of points to be scored from 70:01 till 80:00.**

**All bets must be placed on or before the end of the 80th minute.**

**90<sup>th</sup> Minute OU**

**80:01 - 90:00 O/U: Total number of points to be scored from 80:01 till 90:00.**

**All bets must be placed on or before the end of the 90th minute.**

**2.2.22.4. For the Specific 10-Minutes O/U, bets are settled on the exact time the goal is scored (ball crossing the goal line) , number of corners (corners taken) and Total Bookings (cards given by the official referee) as shown by the clock as published in the live broadcast.**

**2.2.22.5. If a match is suspended or abandoned, then bets placed on unfinished Specific 10-Minute OU will be considered void. If the designated Specific 10-Minute O/U are completed then bets will be valid.**

**2.2.22.6. For last two (2) minutes of any Specific 10 Minutes O/U live betting, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: a goal, a penalty and red card.**

**2.2.22.7. For 80:01-90:00, bets are settled on the exact time the goal is scored ( ball crossing the goal line) , number of corners (corners taken) and Total bookings (cards given by the official referee) as shown by the clock as published in the live broadcast excluding any additional time or injury time.**

### **2.2.23. Score box**

**2.2.23.1. A single placement on box selection for a whole series of score / goal margin/ total goal with a minimum of Three (3) outcome and maximum up to Five (5) outcome depending on real time situation.**

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

### **2.2.23.3. Score Box Handicap**

**2.2.23.3.1. Win Score Box means betting to predict the winner of the match with a series of different winning goal margin and odds offer on each outcome between the Home or Away team.**

**2.2.23.3.2. The option available for this bet type are:**

- 1. Home**
- 2. Away**

**2.2.23.3.3. For scores that go beyond the range provided, the maximum winning or losing odds shall be used to calculate the payout or losing amount.**

**Score Box Handicap Example:**

**English Premier League Liverpool (Home) vs. Chelsea (Away)**

<b>Win Score</b>	<b>2</b>	<b>1</b>	<b>Draw</b>	<b>-1</b>	<b>-2</b>
Home	4.13	1.40	0.00	-2.01	-5.92
Away	-5.11	-1.73	0.00	1.62	4.80

If the player bet choice is Home team with \$ 100 bet placed, result of match and resulting return are as follow:

**If the result of the match is 0-0, or any score which resulted the match to be a draw match, Player winning odds is 0, winning is  $\$ 100 \times 0 = \$ 0$**

**If the result of the match is 1-0, Home team win by 1 goal, Player winning odds is 1.40, winning is  $\$ 100 \times 1.40 = \$ 140$**

**If the result of the match is 2-0, Home team win by 2 goals, Player winning odds is 4.13, winning is  $\$ 100 \times 4.13 = \$ 413$**

**If the result of the match is 3-0, Home team win by 3 goals, Player winning odds is 4.13, winning is  $\$ 100 \times 4.13 = \$ 413$  (Reference for item 2.2.23.3.3)**

**If the result of the match is 0-1, Away team win by 1 goal, Player losing odds is -2.01, losing is  $\$ 100 \times -2.01 = - \$ 201$**

**If the result of the match is 0-2, Away team win by 2 goals, Player losing odds is -5.92, losing is  $\$ 100 \times -5.92 = - \$ 592$**

**If the result of the match is 0-3, Away team win by 3 goals, Player losing odds is -5.92, losing is  $\$ 100 \times -5.92 = - \$ 592$  (Reference for item 2.2.23.3.3)**

If the player bet choice is Away team with \$ 100 bet place, result of match and resulting return as follow:

**If the result of the match is 0-0, tie between both Home and Away team, Player winning odds is 0, winning is  $\$ 100 \times 0 = \$ 0$**

**If the result of the match is 0-1, Away team win by 1 goal, Player winning odds is 1.62, winning is  $\$ 100 \times 1.62 = \$ 162$**

**If the result of the match is 0-2, Away team win by 2 goals, Player winning odds is 4.80, winning is  $\$ 100 \times 4.80 = \$ 480$**

**If the result of the match is 0-3, Away team win by 3 goals, Player winning odds is 4.80, winning is  $\$ 100 \times 4.80 = \$ 480$  (Reference for item 2.2.23.3.3)**

**If the result of the match is 1-0, Home team win by 1 goal, Player losing odds is -1.73, losing is  $\$ 100 \times -1.73 = - \$ 173$**

**If the result of the match is 2-0, Home team win by 2 goals, Player losing odds is -5.11, losing is  $\$ 100 \times -5.11 = - \$ 511$**

**If the result of the match is 3-0, Home team win by 3 goals, Player losing odds is -5.11, losing is  $\$ 100 \times -5.11 = - \$ 511$  (Reference for item 2.2.23.3.3)**

#### **2.2.23.4. Score Box Over/Under**

**2.2.23.4.1.Total Goals Box means betting to predict the total goal(s) Home and Away team scores with a series of total goal(s) and different odds offer on each outcome.**

**2.2.23.4.2.The option available for this bet type are:**

1. Equal/Over
2. Equal/Under

**2.2.23.4.3. For scores that go beyond the range provided, the maximum winning or losing odds shall be used to calculate the payout or losing amount.**

Score Box Over/Under Example:

**English Premier League Liverpool (Home) vs. Chelsea (Away)**

<b>Total Goals</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
Equal/Over	-4.27	-1.68	0.96	2.53	6.42
Equal/Under	4.05	1.60	-1.06	-2.66	-6.76



If the player bet choice is Over with \$ 100 bet place, result of match and resulting return as follow:

**If the number of goals scored at the end of regular time is 0 goal, Player losing odds is -4.27, losing is \$ 100 x -4.27 = - \$ 427 (Reference for item 2.2.23.4.3)**

**If the number of goals scored at the end of regular time is 1 goal, Player losing odds is -4.27, losing is \$ 100 x -4.27 = - \$ 427**

**If the number of goals scored at the end of regular time are 2 goals, Player losing odds is -1.68, losing is \$ 100 x -1.68 = - \$ 168**

**If the number of goals scored at the end of regular time are 3 goals, Player winning odds is 0.96, winning is \$ 100 x 0.96 = \$ 96**

**If the number of goals scored at the end of regular time are 4 goals, Player winning odds is 2.53, winning is \$ 100 x 2.53 = \$ 253**

**If the number of goals scored at the end of regular time are 5 goals, Player winning odds is 6.42, winning is \$ 100 x 6.42 = \$ 642**

**If the number of goals scored at the end of regular time are 6 goals, Player winning odds is 6.42, winning is \$ 100 x 6.42 = \$ 642 (Reference for item 2.2.23.4.3)**

## **2.2.24. Top Goal Scorer**

### **2.2.24.1. Leagues Top Goalscorer**

2.2.24.1.1. Leagues Top Goalscorer means betting to predict the player who will score most goals within one regular season of a league.

2.2.24.1.2. In case a player joins another club within the same league during mid-season, all goals scored while in different clubs will be included in computing the total goals scored. But goals scored by a player for any match outside the league will not count.

2.2.24.1.3. Goals scored during play-off games and on penalty shootouts will not count.

2.2.24.1.4. Owns goals will be excluded in computing the total goals scored by a player.

2.2.24.1.5. Bets on non-starters will remain valid. A non-starter is any player whose name was not included in the final squad for the current season of a league.

2.2.24.1.6. If a player withdraws from or is transferred to another club in different league prior to the start of the season, bets on the withdrawing or transferred player will be refunded.

2.2.24.1.7. In case of dead-heat, the payout odds (less the stake) are divided by the number of winners and settled accordingly with the stake returned.

### **2.2.24.2. Tournament or Event Top Goalscorer**

2.2.24.2.1. Tournament or Event Top Goalscorer means betting to predict the player who will score most goals within one tournament or an event.

2.2.24.2.2. Own goals and goals scored in penalty shootouts will be excluded in computing the total goals scored by a player. However, goals scored during extra-time are counted.

2.2.24.2.3. Bets on non-starters will remain valid. A non-starter is any player whose name was not included in the final squad for the tournament or event.

2.2.24.2.4. If a player withdraws from or is transferred to another club in different tournament or event prior to the start of the tournament or event, bets on the withdrawing or transferred player will be refunded.

2.2.24.2.5. In case of dead-heat, the payout odds (less the stake) are divided by the number of winners and settled accordingly with the stake returned.

### **2.2.24.3. Players Head to Head Match Top Goal Scorer & Players vs. Team Top Goal Scorer**

2.2.24.3.1. Own goals and goals scored in penalty-shootouts do not count. Extra-time are excluded and do not count for betting purposes.

2.2.24.3.2. If a player does not start/play in the match, all bets will be considered Void.

2.2.24.3.3. All results are taken when the official result is declared at the end of the match by the governing body.

## **2.2.25. Injury Time**

2.2.25.1. Injury time means the extra playing time added on to compensate for time spent attending to injured players during the match. The injury time may be awarded during the end of the 1st half or the end of the 2nd half, and the duration may be as follows:

None

1 minute

2 minutes

3 minutes

4+ minutes

### **2.2.25.2. Injury Time Awarded at the End of 1st Half**

2.2.25.2.1. All bets placed are based on the full 45-minute play excluding extra time. Bets are settled on the Injury time awarded by the match fourth official referee after the full 45 minutes of play or at end of 1st half.

2.2.25.2.2. If a match is abandoned at any time during the 1st Half, all bets on Injury Time Awarded at the end of 1st Half will be considered void and bets will be refunded to the member's accounts.

### **2.2.25.3. Injury Time awarded at the End of the 2nd Half**

2.2.25.3.1. All bets placed are based on the full 90-minute play excluding extra time. Bets are settled on the Injury time awarded by the match fourth official referee after the full 90 minutes of play or at end of 2nd half.

2.2.25.3.2. If a match is abandoned at any time, all bets on Injury Time Awarded at the end of 2nd Half will be considered void and bets will be refunded to the member's accounts.

2.2.25.4. The Company will settle bets according to the official results made available by the soccer authority responsible for organizing the match.

## **2.2.26. Double Chance, 1st Half Double Chance & 2nd Half Double Chance**

2.2.26.1. The following options are available:

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

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

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

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

### **2.2.27. Draw no Bet, First Half Draw no Bet & Second Half Draw no Bet**

2.2.27.1. Draw no Bet means betting to predict a Home or Away win in a match. If the final result at the end of regular time is a Draw, all bets will be refunded.

2.2.27.2. First Half Draw no Bet means betting to predict a Home or Away win in the 1st half of a match. If the final result at the end of 1st half regular time is a Draw, all bets will be refunded.

2.2.27.3. Second Half Draw no Bet means betting to predict a Home or Away win counting only the 2nd half of a match. If the result of the 2nd half regular time is a Draw, all bets will be refunded.

## **2.2.28. Both/One /Neither to score**

\* **Both**= Both teams to score.

\* **One**= Either team to score.

\* **Neither**= Both team not to score.

**2.2.28.1. If an Event is abandoned after goal is scored by Home team only, then ‘Neither’ bets will stand while ‘Both’ and ‘One’ bets will be void. If an Event is abandoned after goal is scored by Away team only, ‘Neither’ bets will stand while ‘Both’ & ‘One’ will be void. If an Event is abandoned after goals are scored by both Home and Away teams, all bets will stand. If an Event is abandoned without any goal being scored, all wagers will be void.**

Rule 1 :

**Home score  $\geq 1$ , Away score = 0 (1, 2...:0)**

**Both – Refund**

**One – Refund**

**Neither - Lose**

Rule 2 :

**Home score  $\geq 1$ , Away score  $\geq 1$  (1, 2: 1, 2...)**

**Both – Win**

**One – Lose**

**Neither - Lose**

Rule 3 :

**Home score = 0, Away score  $\geq 1$  (0:1, 2...)**

**Both – Refund**

**One – Refund**

**Neither – Lose**

## **2.2.29. TO WIN TO NIL**

**2.2.29.1. Predict whether your selection can win the match without conceding a goal after regular time of play or at the end of that scheduled, excluding extra time or penalty shoot-outs.**

**2.2.29.2. If an Event is abandoned after goal is scored by Home team only, then ‘Away’ bets will stand while ‘Home’ bets will be void. If goal is scored by Away team only, then ‘Home’ bets will stand while ‘Away’ will be void. If goals are scored by both Home and Away teams, all bets will stand. If an Event is abandoned without any goal being scored, then all wagers will be void.**

Rule 1 :

**Home score  $\geq 1$ , Away score = 0 (1, 2...:0)**

**Home – Refund    Away – Lose**

Rule 2 :

**Home score  $\geq 1$ , Away score  $\geq 1$  (1, 2...: 1, 2...)**

**Home – Lose    Away – Lose**

Rule 3 :

**Home score = 0, Away score  $\geq 1$  (0:1, 2...)**

**Home – Lose    Away – Refund**

## **2.2.30. 3 Way Handicap & 1st Half 3 Way Handicap**

**2.2.30.1. 3 Way Handicap means settlement will be at the odds displayed using the actual score in the match adjusted for the handicap.**

**2.2.30.2. 1st Half 3 Way Handicap means settlement will be at the odds displayed using the actual score in the first half of a match adjusted for the handicap.**

**Home (-1): Home Team must win at least two goals or above.**

**Draw (+1): Home Team win exactly by one goal.**

**Away (+1): Away Team win or draw.**

## **2.2.31. To Win Either Half**

**2.2.31.1. Predict whether your selection can score more goals than their opponent in one of two halves.**

### **2.2.31.2. Home to Win Either Half**

**2.2.31.2.1. Home to win either half means betting to predict whether home team can score more goals than their opponent in one of two halves.**

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

### **2.2.31.3. Away to Win Either Half**

**2.2.31.3.1. Away to win either half means betting to predict whether away team can score more goals than their opponent in one of two halves.**

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

### **2.2.32. To Win Both Halves**

**2.2.32.1. Predict whether your selection can score more goals than their opponent in each half.**

For example : If your selection scores in the first half of a match and the match finishes 1-0, although the first half was won 1-0 , the score in the second 45 minutes was effectively 0-0 and therefore a draw. If this occurs, only the first half is considered to have been 'won' and therefore bets would be losers.

### **2.2.32.2. Home to Win Both Halves**

**2.2.32.2.1. Home to Win Both Halves means betting to predict whether home team can score more goals than their opponent in each half.**

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

### **2.2.32.3. Away to Win Both Halves**

**2.2.32.3.1. Away to Win Both Halves means betting to predict whether away team can score more goals than their opponent in each half.**

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

### **2.2.33. Highest Scoring Team & Lowest Scoring Team**

#### **2.2.33.1. Highest Scoring Team**

**2.2.33.1.1. Team with highest scoring is the winner.**

**2.2.33.1.2. Goal Difference does not count.**

**2.2.33.1.3. If teams are level on scores, then Dead Heat rules apply.**

Example:

**Man city 4 Swansea 4**

**Liverpool 4 Sunderland 1**

**Then Liverpool, Man city and Swansea are the winner.**

#### **2.2.33.2. Lowest Scoring Team**

**2.2.33.2.1. Team with lowest scoring is the winner.**

**2.2.33.2.2. Goal Difference does not count.**

**2.2.33.2.3. If teams are level on scores, then Dead Heat rules apply.**

**2.2.33.3. Bets for the team who had a match abandoned or postponed but not rescheduled within the period stated by the company will be voided.**

**2.2.33.4. Goals scored during penalty shootout will not count.**

**2.2.33.5. For markets referring to tournaments, goals scored in extra time will count.**

**2.2.33.6. For markets referring to set of fixtures on given dates, goals scored in extra time will not count.**

#### **2.2.34. Exact Total Goals & Exact First Half Goals & Exact Second Half Goals**

**2.2.34.1. Exact Total Goals means betting to predict the exact number of goals scored by both teams during the regular time of a match.**

**2.2.34.2. Exact First Half Goals means betting to predict the exact number of goals scored by both teams in the first half of a match.**

**2.2.34.3. Exact Second Half Goals means betting to predict the exact number of goals scored by both teams counting only the second half of a match.**

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

#### **2.2.34.5. Exact Home Team Goals & First Half Exact Home Team Goals**

**2.2.34.5.1. Exact Home Team Goals means betting to predict the exact number of goals scored by Home team during the regular time of a match.**

**2.2.34.5.2. First Half Exact Home Team Goals means betting to predict the exact number of goals scored by Home team in the first half of a match.**

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

#### **2.2.34.6. Exact Away Team Goals & First Half Exact Away Team Goals**

**2.2.34.6.1. Exact Away Team Goals means betting to predict the exact number of goals scored by Away team during the regular time of a match.**

**2.2.34.6.2. Exact Away Team Goals means betting to predict the exact number of goals scored by Away team in the first half of a match.**

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

#### **2.2.34.7. Half Time/Full Time Exact Total Goals**

**2.2.34.7.1. Half Time/Full Time Exact Total Goals means betting to predict both the exact number of goals scored by both teams in the first half of a match and the exact number of goals scored by both teams at the end of the regular time of a match.**

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

#### **2.2.35. Exact Group Points:**

**2.2.35.1. Exact Group Points means betting on a team to get a specific number of total points at the end of the Group round.**

#### **2.2.36. Highest Scoring Group**

**2.2.36.1. Means betting to predict the total number of goals scored by the group in the date specified.**

**2.2.36.2. If groups are level on scores, then Dead Heat rules apply.**

Example :

**Group A**

**Poland -vs- Greece2 - 1 = 3 Goals**

**Russia -vs- Czech3 - 2 = 5 Goals**

**Group A Total: 8Goals**

**Group B Total: 7Goals**

**Group C Total: 7Goals**

**Group D Total: 6Goals**

**Group A is the winner.**

#### **2.2.37. Team Group Points**

**2.2.37.1. Means betting on a team's points at the end of the Group round which accurately matched the categories offered, "Under", "Inclusive" & "Over".**

Example:

**Total points of Team X is 5 points**

**If bet is:**

**Under 3 points – lose**

**Inclusive 3-4 points – lose**

**Over 4 points – win**

## **2.2.38. Group Straight Forecast**

**2.2.38.1. Means betting to predict the teams that will place first and second, in specific order, in the team standings of their respective Group at the end of the Group stage.**

## **2.2.39. Injury time awarded Over/Under**

### **2.2.39.1. Injury time awarded at end of 1st half Over/Under:**

**2.2.39.1.1. 1st Half Injury Time Over/Under means betting Over/Under on the injury time awarded at the end of 1st half.**

**2.2.39.1.2. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.**

**2.2.39.1.3. Bets are settled on the injury time awarded by the match fourth official referee after the full 45 minutes of play or at end of 1st half.**

### **2.2.39.2. Injury time awarded at end of 2nd half Over/Under**

**2.2.39.2.1. 2nd Half Injury Time Over/Under means betting Over/Under on the injury time awarded at the end of 2nd half.**

**2.2.39.2.2. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.**

**2.2.39.2.3. Bets are settled on the injury time awarded by the match fourth official referee after the full 90 minutes of play or at end of 2nd half.**

## **2.2.40. First Goal Method**

**2.2.40.1. Means predicting the way the first goal of a match is scored by either team.**

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

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

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

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

**2.2.40.1.5. Shot - All other goal-types not included above.**

**2.2.40.1.6. No Goal**

**2.2.40.2. The Company will settle bets according to the official results made available by the soccer authority responsible for organizing the match.**

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

## **2.2.41. Penalty Shootout – Will the Penalty be Scored?**

**2.2.41.1. Means betting to predict if a designated kick-taker will score or miss on penalty kick during penalty shootout.**

**2.2.41.2. If penalty kick is not taken, then all bets will be considered void.**

## **2.2.42. Dual Forecast**

**2.2.42.1. Dual Forecast means betting to predict the two (2) teams which must be in top 2 positions, in any order, at the end of the tournament.**

**2.2.43. Straight Forecast**

**2.2.43.1. Straight Forecast means betting to predict the two (2) teams which must be in top 2 positions, in exact order, at the end of the tournament.**

**2.2.44. Top Newcomer**

**2.2.44.1. Top Newcomer means to predict which team will finish as the Top Newcomer of an Event or tournament.**

**2.2.44.2. A “Newcomer” is a team that is newly promoted to join an Event or tournament.**

**2.2.45. Regional Winner**

**2.2.45.1. Regional Winner means betting on the winner of the event or tournament from the region.**

**2.2.45.2. All results are taken when the official result is declared at the end of the tournament by the governing body.**

**2.2.46. Home no bet**

**2.2.46.1. Predict a Draw or Away win in a match. If the final result after regular time of play or at the end of scheduled time is a Home win, all bets will be refunded.**

**2.2.47. Away no bet**

**2.2.47.1. Predict a Draw or Home win in a match. If the final result after regular time of play or at the end of scheduled time is an Away win, all bets will be refunded.**

**2.2.48. Draw / No draw**

**2.2.48.1. Predict a Draw or No draw in the final result of an event after regular time of play or at the end of scheduled time.**

**2.2.49. First Half and Second Half Correct Score**

**2.2.49.1. First Half Correct Score means betting to predict the final score at the end of First Half.**

**2.2.49.2. Second Half Correct Score means betting to predict the score in the Second Half of an Event.**

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

**2.2.50. Result/Total Goal**

**2.2.50.1. Result/Total Goal means betting to both predict:**

**(A) whether a match will result in Home win or Away win or Draw; and**

**(B) whether the total number of goals in the final result of an event will be Over or Under.**

**2.2.50.2. The following betting options are available:**

- 1. Home & Over – bet wins if home team wins and the total goals are above pre-designated line.**
- 2. Home & Under – bet wins if home team wins and the total goals are below pre-designated line.**

3. **Away & Over** – bet wins if away team wins and the total goals are above pre-designated line.
4. **Away & Under** - bet wins if away team wins and the total goals are below pre-designated line.
5. **Draw & Over** – bet wins if the match results in draw and the total goals are above pre-designated line.
6. **Draw & Under** – bet wins if the match results in draw and the total goals are below pre-designated line.

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

### **2.2.51. Team to Win From Behind**

**2.2.51.1. Team to Win From Behind** means betting to predict the team that will be losing at any time in the match but eventually comes from behind and win at the end of 90 minutes.

### **2.2.52. First Goalscorer**

**2.2.52.1. First goalscorer** means betting to predict the player who will score the first goal in a match.

**2.2.52.2. Bets on any player who takes no part in the match, or who comes on as substitute only after the first goal is scored, will be void and refunded.**

**2.2.52.3. Own goals do not count as first goal. In such case, the next player to score will be considered the first goalscorer.**

**2.2.52.4. Bets placed on "no goal scorer" win if no player scores a goal in the match. If an own goal is the only goal in a game, bets on "no goal scorer" win.**

**2.2.52.5. Bets on players who are sent off before the first goal is scored will be lost.**

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

### **2.2.53. First Team to Score & Last Team to Score**

**2.2.53.1. First Team to Score** means betting to predict which team will score first goal within the regular time of a match.

**2.2.53.2. Last Team to Score** means betting to predict which team will score last goal within the regular time of a match.

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

### **2.2.54. First Team to Score 2 Goals & First Team to Score 3 Goals**

**2.2.54.1. First Team to Score 2 Goals** means betting to predict which team will be the first to score two (2) goals within the regular time of a match.

**2.2.54.2. First Team to Score 3 Goals** means betting to predict which team will be the first to score three (3) goals within the regular time of a match.

**2.2.54.3. The following options are available:**

1. Home
2. Away
3. Neither



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

### **2.2.55. Time of First Goal**

**2.2.55.1. Means betting to predict in which time bracket the first goal will be scored.**

**2.2.55.1.1. First Goal Time (10 minutes) means betting to predict in which 10 minutes time bracket the first goal will be scored.**

**2.2.55.1.2. First Goal Time (15 minutes) means betting to predict in which 15 minutes time bracket the first goal will be scored.**

**2.2.55.2. If a match is abandoned after the first goal has been scored, all bets will stand.**

**2.2.55.3. If a match is abandoned before the first goal has been scored, all bets will be void.**

### **2.2.56. Which Half Will Produce The First Goal**

**2.2.56.1. Means betting to predict on which half of the match the first goal will be scored.**

**2.2.56.2. The following betting options are available:**

- 1. First half**
- 2. Second half**
- 3. No goal**

**2.2.56.3. If a match is subsequently abandoned after the first goal has been scored during the first half, all bets will stand.**

**2.2.56.4. If a match is abandoned at any time before the first goal has been scored, all bets will be void. "**

### **2.2.57. Both Teams to Score/Result & 1st Half Both Teams to Score/Result**

**2.2.57.1. Both teams to score / result means betting to both predict:**

**(A) whether a match will result in both teams scoring and;**

**(B) whether a match will result in Home Win or Away win or Draw.**

**2.2.57.2. The following betting options are available:**

- 1. Yes & Home - bet wins if both teams score and Home team wins.**
- 2. Yes & Away - bet wins if both teams score and Away team wins.**
- 3. Yes & Draw - bet wins if both teams score and the match results in Draw.**

**2.2.57.3. 1st Half Both Teams to Score/Result means betting to predict the result of the first half of the match and whether both teams will score in the first half.**

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

### **2.2.58. Match Half-time/Full-time Odd/Even**

**2.2.58.1. Match Half-time/Full-time Odd/Even means betting to predict whether the half-time result and the full-time result of a match is odd and odd respectively, odd and even, even and odd, or even and even.**

**2.2.58.2. There are four (4) options to bet on:**

- 1. Odd/Odd**
- 2. Odd/Even**
- 3. Even/Odd**

#### **4. Even/Even**

**2.2.58.3. For this bet type, any extra-time added will not be counted for purposes of determining the full-time result of a match.**

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

#### **2.2.59. Result/First Team to Score**

**2.2.59.1. Result/First Team to Score means betting to both predict which team will score the first goal and predicts any one of three possible winning outcomes for an event.**

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

#### **2.2.60. Half with Home Team Score the First Goal**

**2.2.60.1. Means betting to predict in which half of the match the Home Team will score the First Goal.**

**2.2.60.2. The following options are available:**

- 1. 1st Half**
- 2. 2nd Half**
- 3. No Goal**

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

#### **2.2.61. Half with Away Team Score the First Goal**

**2.2.61.1. Means betting to predict which half of the match the Away Team will score the First Goal.**

**2.2.61.2. The following options are available:**

- 1. 1st Half**
- 2. 2nd Half**
- 3. No Goal**

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

#### **2.2.62. Specific 15-Minute Handicap (HDP)**

**2.2.62.1. The Specific 15-minute Handicap means betting when one competitor or team receives a virtual head start. The winner is the competitor or team with the better score after adding the given handicap to the result at the end of every 15th minute (INTERVAL OF) time of a match.**

**2.2.62.2. For example:**

**15th Minute HDP**

**00:00 – 15:00 HDP: The winner is the competitor or team with the better score from 00:00 till 15:00. All bets must be placed on or before the end of the 15th minute.**

**30th Minute HDP**

**15:01 – 30:00 HDP: The winner is the competitor or team with the better score from 15:01 till 30:00. All bets must be placed on or before the end of the 30th minute.**

**45th Minute HDP**

**30:01- 45:00 HDP: The winner is the competitor or team with the better score from 30:01 - 45:00. All bets must be placed on or before the end of 45th minute.**

60th Minute HDP

**45:01 – 60:00 HDP:** The winner is the competitor or team with the better score from 45:01 till 60:00.

All bets must be placed on or before the end of the 60th minute.

75th Minute HDP

**60:01 – 75:00 HDP:** The winner is the competitor or team with the better score from 60:01 till 75:00.

All bets must be placed on or before the end of the 75th minute.

90th Minute HDP

**75:01- 90:00 HDP:** The winner is the competitor or team with the better score from 75:01 till 90:00.

All bets must be placed on or before the end of the 90th minute.

**2.2.62.3. For the Specific 15-Minute HDP, bets are settled on the exact time the goal is scored (ball crossing the goal line), number of corners (corners taken) and Total Bookings (cards given by the official referee) as shown by the clock as published in the live broadcast.**

**2.2.62.4. If a match is suspended or abandoned, then bets placed on unfinished Specific 15-Minute HDP will be considered void. If the designated Specific 15-Minute HDP are completed then bets will be valid.**

**2.2.62.5. For last two (2) minutes of any Specific 15 Minutes HDP live betting, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: a goal, a penalty and red card.**

**2.2.62.6. For 30:01-45:00 & 75:01 - 90:00, bets are settled on the exact time the goal is scored ( ball crossing the goal line) , number of corners (corners taken) and Total bookings (cards given by the official referee) as shown by the clock as published in the live broadcast excluding any additional time or injury time.**

### **2.2.63. Fantasy Match: Team to Score First**

**2.2.63.1. Fantasy Match: Team to Score First means betting to predict the team that will score the first goal in a fantasy match.**

Example :

**Matches:** Man City vs. Liverpool ; Chelsea vs. Man United

**Fantasy Match:** Man City vs. Chelsea

**Man City scored the first goal at 25:10**

**Chelsea scored the first Goal at 25:48**

**Winning Bet:** Man City.

**2.2.63.2. If both matches scored at the same time (minutes and seconds) or no goal resulted from BOTH match , the fantasy match will be considered as a draw.**

**2.2.63.3. If one match is postponed or cancelled after the first goal is scored in the other match, all bets will stand. If a match is postponed or cancelled before the first goal is scored in the other match, all bets will be void.**

Example :

**Matches:** Man City vs. Liverpool ; Chelsea vs. Man United

**Fantasy Match:** Man City vs. Chelsea

**Man City scored the first goal at 25:10**

**Chelsea's match postponed or abandoned before 25:10**

**Result:** all bets will be void.

**2.2.63.4. If both matches are cancelled without scoring a goal, all bets will be void.**

**2.2.63.5. Any goal scored during extra time will not count.**

### **2.2.64. Top European Team**

**2.2.64.1. Top European Team means betting on which European team will advance farthest in the FIFA World Cup tournament.**

**2.2.64.2. If two European teams should compete in the finals or in the third place match, the winner of the match will be considered the Top European Team.**

**2.2.64.3. In other cases where more than one European team exits the tournament in the same farthest round, “Dead Heat” rules apply and the payout odds (less the stake) are divided by the number of winners and settled accordingly with the stake returned.**

**2.2.64.4. All bets for Top European Team will be settled when the official winner of the finals or third place match is declared by FIFA or when the last European team exits the tournament.**

#### **2.2.65. Top South American Team**

**2.2.65.1. Top South American Team means betting on which South American team will advance farthest in the FIFA World Cup tournament.**

**2.2.65.2. If two South American teams should compete in the finals or in the third place match, the winner of the match will be considered the Top South American Team.**

**2.2.65.3. In other cases where more than one South American team exits the tournament in the same farthest round, “Dead Heat” rules and the payout odds (less the stake) are divided by the number of winners and settled accordingly with the stake returned.**

**2.2.65.4. All bets for Top South American Team will be settled when the official winner of the finals or third place match is declared by FIFA or when the last South American team exits the tournament.**

#### **2.2.66. Top African Team**

**2.2.66.1. Top African Team means betting on which African team will advance farthest in the FIFA World Cup tournament.**

**2.2.66.2. If two African teams should compete in the finals or in the third place match, the winner of the match will be considered the Top African Team.**

**2.2.66.3. In other cases where more than one African team exits the tournament in the same farthest round, “Dead Heat” rules apply and the payout odds (less the stake) are divided by the number of winners and settled accordingly with the stake returned.**

**2.2.66.4. All bets for Top African Team will be settled when the official winner of the finals or third place match is declared by FIFA or when the last African team exits the tournament.**

#### **2.2.67. Both Teams to Score**

**2.2.67.1. Both Teams to Score means betting to predict whether a match will result in both teams scoring.**

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

#### **2.2.68. Both Teams to Score in First Half**

**2.2.68.1. Both Teams to Score in First Half means betting to predict whether both teams will score in the first half of a match.**

**2.2.68.2. If a match is abandoned after both teams have scored in the first half, then ‘Yes’ bets will be settled as winners and ‘No’ bets losers. If the match is postponed or abandoned before the end of the First Half without both teams scoring, all bets will be void.**

#### **2.2.69. Both Teams to Score in Second Half**

**2.2.69.1. Both Teams to Score in Second Half** means betting to predict whether both teams will score in the second half of a match.

**2.2.69.2.** If a match is abandoned after both teams have scored in the second half, then 'Yes' bets will be settled as winners and 'No' bets losers. If the match is postponed or abandoned without both teams scoring, all bets will be void.

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

**2.2.70.1. Both Teams to Score in 1st and/or 2nd Half** means betting to predict if both teams will score in the first half and if both teams will score in the second half of the match.

**2.2.70.2.** Bets will be void if the match is abandoned unless both teams have already scored in the first half and second half of a match.

**2.2.71. Both Teams to Score/Total Goals & 1st Half Both Teams to Score/Total Goals**

**2.2.71.1. Both Teams to Score/Total Goals** means betting to predict the total number of goals in the match and if both teams will score in the match.

**2.2.71.2. 1st Half Both Teams to Score/Total Goals** means betting to predict the total number of goals in the match and if both teams will score in the First Half of a match.

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

**2.2.72. Half Time Result/Total Goals**

**2.2.72.1. Half Time Result/Total Goals** means betting to both predict the result of the first half of the match and the total number of first half goals.

**2.2.72.2.** Bets will be void if the match is abandoned during the first half of the match. Bets will remain valid if the match is abandoned during the second half of the match.

**2.2.73. Home First Half to Score/Second Half to Score**

**2.2.73.1. Home First Half to Score/Second Half to Score** means betting to predict whether Home Team will score in the first half and second half of the match.

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

**2.2.74. Away First Half to Score/Second Half to Score**

**2.2.74.1. Away First Half to Score/Second Half to Score** means betting to predict whether Away Team will score in the first half and second half of the match.

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

**2.2.75. Specific 15 Minutes 1X2**

**2.2.75.1. Specific 15 Minutes 1X2** means betting to predict any one of three possible winning outcomes at the end of every 15th minute (INTERVAL OF) time of a match. 1 refers to the team that is named first (usually the home team); X refer to the game resulting in a draw or tie; 2 refers to the team that is named second (usually away team).

**2.2.75.2. For example:**

15th Minute 1X2

Predict any one of three possible winning outcomes which is 1X2 from 00:00 – 15:00. All bets must be placed on or before the end of the 15th minute.

30th Minute 1X2

**Predict any one of three possible winning outcomes which is 1X2 from 15:01 – 30:00. All bets must be placed on or before the end of the 30th minute.**

45th Minute 1X2

**Predict any one of three possible winning outcomes which is 1X2 from 30:01 – 45:00. All bets must be placed on or before the end of the 45th minute.**

60th Minute 1X2

**Predict any one of three possible winning outcomes which is 1X2 from 45:01 – 60:00. All bets must be placed on or before the end of the 60th minute.**

75th Minute 1X2

**Predict any one of three possible winning outcomes which is 1X2 from 60:01 – 75:00. All bets must be placed on or before the end of the 75th minute.**

90th Minute 1X2

**Predict any one of three possible winning outcomes which is 1X2 from 75:01 – 90:00. All bets must be placed on or before the end of the 90th minute.**

**2.2.75.3. For the Specific 15 Minutes 1X2, bets are settled on the exact time the goal is scored (ball crossing the goal line), number of corners (corners taken) and total bookings (cards given by the official referee) as shown by the clock as published in the live broadcast.**

**2.2.75.4. If a match is suspended or abandoned, then bets placed on unfinished Specific 15 Minutes 1X2 will be considered void. If the designated Specific 15 Minutes 1X2 are completed then bets will be valid.**

**2.2.75.5. For last two (2) minutes of any Specific 15 Minutes 1X2 live betting, any actions other than the one mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: a goal, a penalty and red card.**

**2.2.75.6. For 30:01 – 45:00 & 75:01 – 90:00, bets are settled on the exact time the goal is scored (ball crossing the goal line), number of corners (corners taken) and total bookings (cards given by the official referee) as shown by the clock as published in the live broadcast excluding any additional time or injury time.**

## **2.2.76. Which Team Will Advance to Next Round**

**2.2.76.1. Which Team Will Advance to Next Round means betting to predict which team will advance to the next round of the tournament.**

## **2.2.77. Specific 10-Minute Handicap (HDP)**

**2.2.77.1. Specific 10-minute Handicap means betting when one competitor or team receives a virtual head start .The winner is the competitor or team with the better score after adding the given handicap to the result at the end of every 10th minute (INTERVAL OF) period of a match.**

**2.2.77.2. For example:**

10th Minute HDP

**00:00 – 10:00 HDP: The winner is the competitor or team with the better score from 00:00 till 10:00. All bets must be placed on or before the end of the 10th minute.**

20th Minute HDP

**10:01 – 20:00 HDP: The winner is the competitor or team with the better score from 10:01 till 20:00. All bets must be placed on or before the end of the 20th minute.**

30th Minute HDP

**20:01- 30:00 HDP: The winner is the competitor or team with the better score from 20:01 - 30:00. All bets must be placed on or before the end of 30th minute.**

40th Minute HDP

**30:01 – 40:00 HDP: The winner is the competitor or team with the better score from 30:01 till 40:00. All bets must be placed on or before the end of the 40th minute.**

60th Minute HDP

**50:01- 60:00 HDP:** The winner is the competitor or team with the better score from 50:01 till 60:00. All bets must be placed on or before the end of the 60th minute.

70th Minute HDP

**60:01- 70:00 HDP:** The winner is the competitor or team with the better score from 60:01 till 70:00. All bets must be placed on or before the end of the 70th minute.

80th Minute HDP

**70:01- 80:00 HDP:** The winner is the competitor or team with the better score from 70:01 till 80:00. All bets must be placed on or before the end of the 80th minute.

90th Minute HDP

**80:01- 90:00 HDP:** The winner is the competitor or team with the better score from 80:01 till 90:00. All bets must be placed on or before the end of the 90th minute.

**2.2.77.3. For the Specific 10-Minute HDP, bets are settled on the exact time the goal is scored (ball crossing the goal line), number of corners (corners taken) and total bookings (cards given by the official referee) as shown by the clock as published in the live broadcast.**

**2.2.77.4. If a match is suspended or abandoned, then bets placed on unfinished Specific 10-Minute HDP will be considered void. If the designated Specific 10-Minute HDP are completed then bets will be valid.**

**2.2.77.5. For last two (2) minutes of any Specific 10 Minutes HDP live betting, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: a goal, a penalty and red card.**

**2.2.77.6. For 80:01-90:00, bets are settled on the exact time the goal is scored ( ball crossing the goal line), number of corners (corners taken) and Total bookings (cards given by the official referee) as shown by the clock as published in the live broadcast excluding any additional time or injury time.**

## **2.2.78. First Penalty to Score or Not to Score**

**2.2.78.1. First Penalty to Score or Not to Score means betting to predict whether the first team penalty will be scored or missed.**

## **2.2.79. Top Jersey Sponsor**

**2.2.79.1. Top Jersey Sponsor means betting to predict which jersey sponsor will have it sponsored team win the title.**

## **2.2.80. Continent of Head Coach Winner**

**2.2.80.1. Continent of Head Coach Winner means betting to predict the continent of origin of the head coach of the team that will win the title.**

## **2.2.81. Winning Margin & 1H Winning Margin**

**2.2.81.1. Winning Margin means betting to predict the winner of the match and the margin of goal to be scored between the Home and Away team.**

**2.2.81.2. 1H Winning Margin means betting to predict the winner of the match and the margin of goal to be scored between the Home and Away team in the first half.**

**2.2.81.3. The options available for this bet type are those indicated on the website. For example:**

- 1. Home wins by 1 goal**
- 2. Home wins by 2 goals**
- 3. Home wins by 3 or more goals**
- 4. Any Score Draw (Exclude 0-0)**

5. Away win by 1 goal
6. Away win by 2 goals
7. Away win by 3 or more goals
8. No Goal

2.2.81.4. For this bet type, extra-time will not be included in determining the winning margin.

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

## **2.2.82. Next Goal, First Half Next Goal & Extra Time Next Goal**

2.2.82.1. Next Goal means betting to predict the team to score the next goal in a match.

2.2.82.2. First Half Next Goal means betting to predict the team to score the next goal in the first half of a match.

2.2.82.3. Extra Time Next Goal means betting to predict the team to score the next goal in an extra time match.

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

## **2.2.83. Penalty Awarded**

2.2.83.1. Penalty Awarded means betting to predict whether a penalty will be awarded in a match.

2.2.83.2. The following options are available:

1. Yes
2. No

## **2.2.84. Highest Scoring Half**

2.2.84.1. Highest Scoring Half means betting to predict which half of the match will have the greater number of total goals.

2.2.84.2. The following options are available:

1. 1st Half
2. 2nd Half
3. Tie

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

## **2.2.84.4. Home Team Highest Scoring Half**

2.2.84.4.1. Home Team Highest Scoring Half means betting to predict which half of the match will have the greater number of home total goals.

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

## **2.2.84.5. Away Team Highest Scoring Half**

2.2.84.5.1. Away Team Highest Scoring Half means betting to predict which half of the match will have the greater number of away total goals.

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



## **2.2.85. Half Time/Full Time Correct Score**

**2.2.85.1. Half Time/Full Time Correct Score** means betting to both predict the correct score at half time and the correct final score at the end of the match.

**2.2.85.2.** For this bet type, “4+” refers to the betting option where total goals scored after full time must be at least four (4) to win the bet.

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

## **2.2.86. Goalscorer – Anytime**

**2.2.86.1. Goalscorer – Anytime** means betting on the player that will score a goal at any time during the match. Extra-time will not be included.

**2.2.86.2.** Own goals do not count.

**2.2.86.3.** Bets are valid regardless of the length of time a player took part in the match.

**2.2.86.4.** Bets on any player who takes no part in the match will be void and refunded.

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

## **2.2.87. Player Sent Off & First Half Player Sent Off**

**2.2.87.1. Player Sent Off** means betting to predict a player that will be sent off in a regular time match.

**2.2.87.2. First Half Player Sent Off** means betting to predict a player that will be sent off in the first half of a match.

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

## **2.2.87.4. Home Team Player Sent Off & First Half Home Team Player Sent Off.**

**2.2.87.4.1.** Home Team Player Sent Off means betting to predict a home player that will be sent off in a regular time match.

**2.2.87.4.2.** First Half Home Team Player Sent Off means betting to predict a home player that will be sent off in the first half of a match.

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

## **2.2.87.5. Away Team Player Sent Off & First Half Away Team Player Sent Off**

**2.2.87.5.1.** Away Team Player Sent Off means betting to predict an away player that will be sent off in a regular time match.

**2.2.87.5.2.** First Half Away Team Player Sent Off means betting to predict an away player that will be sent off in the first half of a match.

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

## **2.2.88. Extra Time Yes/No**

**2.2.88.1.** Extra Time Yes/No means betting on whether a match will go to extra-time.

**2.2.88.2.** Bets will be void if the match is abandoned before the end of regular time of play.

## **2.2.89. Extra Time/Goal**

**2.2.89.1.** Extra Time/Goal means betting to both predict whether the match will go to extra-time and whether a goal will be scored during the extra-time.

**2.2.89.2. Bets will be void if the match is abandoned before the end of extra-time unless settlement of bets is already determined.**

## **2.2.90. Both Halves Over & Under Yes/No**

**2.2.90.1. Both Halves Over 1.5 Yes/No means betting to predict whether two (2) or more goals will be scored in each half of the match.**

**2.2.90.2. Both Halves Under 1.5 Yes/No means betting to predict whether less than two (2) goals will be scored in each half of the match.**

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

## **2.2.91. Match Decided Method**

**2.2.91.1. Match Decided Method means betting to both predict the winner and the method of winning the match.**

**2.2.91.2. The following options are available:**

- 1. Home/Regular Time**
- 2. Home/Extra Time**
- 3. Home/Penalty Shootouts**
- 4. Away/Regular Time**
- 5. Away/Extra Time**
- 6. Away/Penalty Shootouts**

**2.2.91.3. All bets will be void if the match is abandoned.**

## **2.2.92. 1st Half Total vs. 2nd Half Total**

### **2.2.92.1. 1st Half Total Goal vs. 2nd Half Total Goal**

**2.2.92.1.1. 1st Half Total Goal vs. 2nd Half Total Goal means betting to predict the total number of goals scored in the 1st Half and the 2nd Half of an event.**

**2.2.92.1.2. Extra time does not count for purposes of computing the total goals scored.**

**2.2.92.1.3. Bets will be void if the match is abandoned before the end of regular time of play.**

### **2.2.92.2. 1st Half Total Corner vs. 2nd Half Total Corner**

**2.2.92.2.1. 1st Half Total Corner vs. 2nd Half Total Corner means betting to predict the total number of corners taken in the 1st Half and the 2nd Half of an event.**

**2.2.92.2.2. Extra time does not count for purposes of computing the total corners taken.**

**2.2.92.2.3. Bets will be void if the match is abandoned before the end of regular time of play.**

### **2.2.92.3. 1st Half Total Booking vs. 2nd Half Total Booking**

**2.2.92.3.1. 1st Half Total Booking vs. 2nd Half Total Booking means betting to predict the total number of bookings received in the 1st Half and the 2nd Half of an event.**

**2.2.92.3.2. Extra time does not count for purposes of computing the total bookings received.**

**2.2.92.3.3. Bets will be void if the match is abandoned before the end of regular time of play.**

## **2.2.93. Total Goals Minutes**

**2.2.93.1. Total Goals Minutes means betting to predict the sum of all minutes corresponding to the specific time when both teams scored goals during a match.**

**2.2.93.2. To determine the minute of goal, fractions of a minute (1 - 59 seconds) shall be rounded up to the nearest minute.**

For example: Goals at 22.55 minute (23 min) + 34.35 (35 min) + 55.05 (56 min) = 114 minutes.

**2.2.93.3. Any goals scored during the first half injury time shall be counted as 45. Any goals scored in the second half injury time shall be counted as 90.**

**2.2.93.4. Extra time and penalty shootout do not count for purposes of computing the total minutes of goals.**

**2.2.93.5. Own goals count for purposes of computing the total minutes of goals.**

**2.2.93.6. Total Goals Minutes shall refer to the time of goals as shown on television broadcast. If a dispute arise as to the time of any goal then the time provided by the Official Competition Website will be deemed the time for settlement purposes.**

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

## **2.2.94. (Super Live)-Next Set Piece**

**2.2.94.1. An awarded Set Piece but untaken do not count.**

**2.2.94.2. Next Set Piece means betting to predict which of the four events – (1) Corner Kick, (2) Throw-In, (3) Goal Kick, and (4) Free Kick - will happen next after a specified match time.**

**2.2.94.3. When a Next Set Piece market is activated, the member will be presented with a specified match time.**

For example: "Next Set Piece: After 02:39".

**2.2.94.4. Betting are suspended 10 seconds before the specified match time. After the 10-second period expires all bets are active and the next event to occur after the specified match time will determine the result.**

**2.2.94.5. The actions and decision of the head referee will be final regardless of the actions of any assisting referee or what is shown by video replay.**

**2.2.94.6. Bets made during the first half that are unresolved by half-time will carry over into the second half.**

**2.2.94.7. Bets placed during the game that are unresolved by the end of regular time will be refunded.**

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

**2.2.94.9. Bets will be settled using the time of the event provided to the Company by its data provider. The Company shall have the sole and absolute discretion with regard to the selection or appointment of the data provider.**

## **2.2.95. (Super Live)-Goal Within 60 Seconds**

**2.2.95.1. Goal Within 60 Seconds means betting to predict whether a goal will be scored within 60 seconds following a (1) Penalty Kick, (2) Corner Kick or (3) Free Kick – each will be referred to as "Dangerous Kick".**

**2.2.95.2. Bets will be accepted after the whistle is blown for a Dangerous Kick and will close a few seconds before the Dangerous Kick is actually performed.**

**2.2.95.3. The 60 second countdown will start from the moment the Dangerous Kick is actually performed.**

**2.2.95.4. If the head referee awards Penalty Kick during the 60-second in-play period, the Penalty Kick will be deemed to have occurred within the 60-second in-play period regardless**

**of when it is actually performed and any goal scored will be deemed to have been scored within the original 60 second in-play period.**

For example: The head referee awards a penalty kick in the 59th second following an earlier Dangerous Kick and the penalty kick is successful, then, regardless of when the penalty kick was actually performed, the goal will be deemed to have been scored within the original 60-second in-play period for purposes of determining the winning bet.

**2.2.95.5. For purposes of determining the winning bet, a goal is deemed made if it is actually awarded by the head referee regardless of the actions of any assisting referee or what is shown by video replay.**

**2.2.95.6. This market does not apply to penalty shootouts.**

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

## **2.2.96. (Super Live)-Every Single Minute**

**2.2.96.1. An awarded Set Piece but untaken do not count.**

**2.2.96.2. Every Single Minute means betting to predict a specific event that will happen during the designated minute or 60 second window such as Corner Kick, Throw-In, Goal Kick, Free Kick, Goal, Offside, or any other event as may be listed.**

**2.2.96.3. When the market is activated, the member will be presented with a specified match time.**

For example: "Every Single Minute at: 02:00"

**2.2.96.4. Betting is suspended 10 seconds before the specified match time.**

**2.2.96.5. After the 10-second period expires all bets are active and the next event to occur within a minute or 60 seconds from the specified match time will determine the result.**

**2.2.96.6. For purposes of determining the winning event, Corner Kicks and Throw-Ins are deemed to have occurred the moment it was awarded. Goal Kicks are deemed to have occurred the moment it was awarded. Free Kicks are deemed to have occurred the moment the referee blows the whistle signaling a Free Kick.**

**2.2.96.7. The actions and decision of the head referee will be final regardless of the actions of any assisting referee or what is shown by video replay.**

**2.2.96.8. Bets made during the first half that are unresolved by half-time will carry over into the second half.**

**2.2.96.9. Bets placed during the game that are unresolved by the end of regular time will be refunded.**

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

**2.2.96.11. Bets will be settled using the time of the event provided to the Company by its data provider. The Company shall have the sole and absolute discretion with regard to the selection or appointment of the data provider. Additional and injury times shall not count.**

## **2.2.97. (Super Live)-First Goal**

**2.2.97.1. First Goal means betting to predict the time the first goal is made in a match.**

**2.2.97.2. If no goal is scored at the end of the match, all bets will be lost.**

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

### **2.2.98. (Super Live)-Time of Possession**

**2.2.98.1. Time of Possession means betting to predict whether the designated teams' percentage of possession will be over or under a listed percentage.**

**2.2.98.2. All results will be based on data received from an official third party data provider.**

**2.2.98.3. If a match is cancelled before it actually starts, all bets will be void.**

### **2.2.99. Home to Score in Both Halves**

**2.2.99.1. Predict if the home team will score at least one goal in each half of the match in '90 minutes' play.**

**2.2.99.2. If the selected team score in only one half or does not score at all, then all bets will be settled as losing bets.**

**2.2.99.3. If an own goal is scored, only the team credit with the goal will have it counted towards respective bet.**

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

### **2.2.100. Away to Score in Both Halves**

**2.2.100.1. Predict if the Away team will score at least one goal in each half of the match in '90 minutes' play.**

**2.2.100.2. If the selected team score in only one half or does not score at all, then all bets will be settled as losing bets.**

**2.2.100.3. If an own goal is scored, only the team credit with the goal will have it counted towards respective bet.**

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

### **2.2.101. Group - Top 2 Finishes**

**2.2.101.1. Betting to predict which two teams will reach top 2 group finish.**

### **2.2.102. Team Stage of Elimination**

**2.2.102.1. Predict at which stage the stated team will be eliminated from the competition.**

### **2.2.103. Rock Bottom**

**2.2.103.1. Predict which team will finish bottom of the Group.**

### **2.2.104. Nominate Finalists**

**2.2.104.1. Predict which teams will compete during the finals of the tournament.**

### **2.2.105. To Reach Final**

**2.2.105.1. To Reach Final means betting to predict the selected team to reach the Finals of the tournament.**

**2.2.105.2. Market is based on Full-Time score and includes any Extra Time or Penalties needed to declare a winner.**

### **2.2.106. To Reach Semi Final**

**2.2.106.1. To Reach Semi Final means betting to predict the selected team to reach Semi Finals of the tournament.**

**2.2.106.2. Market is based on Full-Time score and includes any Extra Time or Penalties needed to declare a winner.**

**2.2.107. To Reach Quarter Final**

**2.2.107.1. To Reach Quarter Final means betting to predict the selected team to reach Quarter Finals of the tournament.**

**2.2.107.2. Market is based on Full-Time score and includes any Extra Time or Penalties needed to declare a winner.**

**2.2.108. Which Team from Group to Qualify**

**2.2.108.1. Predict which team will qualify and progress to the next round of stated competition.**

**2.2.108.2. Market is based on Full-Time score and includes any Extra Time or Penalties needed to declare a winner.**

**2.2.109. Winning Group**

**2.2.109.1. Predict which team group will feature the winning team of the tournament.**

**2.2.110. Wining Continent**

**2.2.110.1. Winning Continent means betting to predict which continent will produce the winner of the tournament.**

**2.2.111. League - Team to Be Relegated**

**2.2.111.1. Predict which team will be relegated from the league.**

**2.2.111.2. This market will include both automatic relegation positions as well as relegation via any play off structure used for the specified league.**

**2.2.111.3. If a team is removed from a league or eliminated, bets on that team will be void. If this happens before the start of the season the whole market will be void and a new market will be opened.**

**2.2.112. League - To Finish Bottom**

**2.2.112.1. Predict which team will finish bottom of the specific league over the course of the league season.**

**2.2.112.2. If a team is removed from a league or eliminated, bets on that team will be void. If this happens before the start of the season the whole market will be void and a new market will be opened.**

**2.2.113. League - Team in Bottom Two Position**

**2.2.113.1. Predict which teams will be finished bottom two this season.**

**2.2.113.2. If a team is removed from a league or eliminated, bets on that team will be void. If this happens before the start of the season the whole market will be void and a new market will be opened.**

**2.2.114. League - To Be Promoted**

**2.2.114.1. Predict which team to be promoted from the league.**

**2.2.114.2. This market will include both automatic promotion positions as well as promotion via any play off structure used for the specified league.**

**2.2.114.3. If a team is removed from a league or eliminated, bets on that team will be void. If this happens before the start of the season the whole market will be void and a new market will be opened.**

#### **2.2.115. Winner and Top Scorer Double**

**2.2.115.1. Predict which team will win the competition and which players will score the most goals.**

**2.2.115.2. All bets apply to '90 minutes' of play and extra time according to the match officials, plus any stoppage time.**

**2.2.115.3. Goals scored in penalty shootout do not count.**

**2.2.115.4. If more than one player is tied for top goals scorers, dead heat rules apply.**

#### **2.2.116. League - Tricast**

**2.2.116.1. League - Tricast means betting to predict the first, second and third team and specify in order in the end of the league.**

**2.2.116.2. Example: Manchester City/Manchester United/Chelsea must win in specific order at the end of the league.**

**2.2.116.3. The final league table as displayed by the respective league officials is the settlement result.**

#### **2.2.117. League - Team to Go Unbeaten**

**2.2.117.1. Team must complete the league without losing any game.**

#### **2.2.118. To Win Title**

**2.2.118.1. Predict which team will win the title at the end of the tournament.**

#### **2.2.119. Which Team/Player Will Advance Farthest in The Tournament**

**2.2.119.1. Which Team/Player Will Advance Farthest in The Tournament means betting to predict which selected team/Player will advance farthest in the tournament.**

**2.2.119.2. Two teams/Player will be paired for betting selection, teams/Players belonging to different groups may be paired for betting selection as well.**

**2.2.119.3. If the two teams/Player paired for betting selection qualify to the next stage, all bets for both teams/Players will be carried over to the succeeding stage.**

**2.2.119.4. Bets will be considered as draw if the two teams/Players will be eliminated in the same stage.**

#### **2.2.120. (Fast Markets)-Next 1/5 Minutes markets**

**2.2.120.1. The Customer shall predict from one of the stated outcomes to occur during a given period. If none of the stated outcomes should happen or the Customer failed to predict the correct outcome within the given period, all bets will be settled as losing bets.**

**2.2.120.2. Bets will be settled using the time of the event provided to the Company by its data provider. The Company shall have the sole and absolute discretion with regard to the selection or appointment of the data provider. Additional and injury times shall not count.**

**2.2.120.3. Goal Selection - A Goal shall be deemed made using the time of the event provided to the Company by its data provider regardless of what is shown in the video replay. Own goals shall be counted for the settlement for this market.**

**2.2.120.4. Free-kick Selection - A Free-Kick shall be deemed given using the time of the event provided to the Company by its data provider and not when the Free-Kick was actually taken.**

**2.2.120.4.1. An awarded Free Kick but untaken do not count.**

**2.2.120.5. Corner Selection - A Corner shall be deemed given using the time of the event provided to the Company by its data provider and not when the Corner was actually taken.**

**2.2.120.5.1. An awarded Corner but untaken do not count.**

**2.2.120.6. Goal Kick Selection - A Goal Kick shall be deemed given using the time of the event provided to the Company by its data provider and not when the Goal Kick was actually taken. A kick out from the hands of the goalkeeper or a free kick by the goalkeeper shall not be deemed as a Goal Kick.**

**2.2.120.6.1. An awarded Goal Kick but untaken do not count.**

**2.2.120.7. Throw In Selection - A Throw In shall be deemed given using the time of the event provided to the Company by its data provider and not when the Throw In was actually taken.**

**2.2.120.7.1. An awarded Throw In but untaken do not count.**

**2.2.120.8. Penalty Selection - A Penalty shall be deemed given using the time of the event provided to the Company by its data provider and not when the Penalty was actually taken.**

**2.2.120.8.1. An awarded Penalty but untaken do not count.**

**2.2.120.9. Booking Selection - A Booking shall be deemed given using the time of the event provided to the Company by its data provider. For this selection, only cards that was shown to the player on the playing field count.**

**2.2.120.10. None Selection - None means that none of the following events have taken place during a given period, to wit, Goal, Free-kick, Corner, Goal Kick, Throw In, Penalty and Booking.**

**2.2.120.11. If the match is abandoned or the specified period is not completed, all bets shall be considered void unless a winning selection has already occurred and established prior to the abandonment or stoppage. Bets in which the time of the bet period was completed will be settled and not declared void.**

**2.2.120.12. Any and all disallowed or cancelled goals, free-kicks, throw-ins, penalty and bookings shall not count.**

## **2.2.121 Odd Even/Total Goals**

**2.2.121.1. Odd Even/Total Goals means betting to both predict:**

(A) Whether a match will result in Odd or Even; and

(B) Whether the total number of goals in the final result of an event will be Over or Under.

## **2.2.122 Double Chance/Total Goals**

**2.2.122.1. Double Chance/Total Goals means betting to both predict:**

(A) Whether a match will result in Home or Draw, Draw or Away, Home or Away; and

(B) Whether the total number of goals in the final result of an event will be Over or Under.

## **2.2.123 Double Chance/First Team to Score**

**2.2.123.1. Double Chance/First Team to Score means betting to both predict:**

(A) Whether a match will result in Home or Draw, Draw or Away, Home or Away; and

(B) Whether the Home or Away Team will be the First Team to Score.

## **2.2.124 Both Team to Score/Double Chance**



**2.2.124.1. Both Team to score/Double chance means betting to both predict:**

(A) Whether a match will result in both teams scoring; and

(B) Whether a match will result in Home or Draw, Draw or Away, Home or Away.

### **2.2.125 Which team Will Win by 5+ Goals**

**2.2.125.1. Which Team Will Win by 5+ Goals means the selected team must win by a margin of five (5) goals or more.**

Example:

**Result for Home - 5:1, 6:2 and etc (Lose) / 5:0, 6:0, 6:1 and etc (Win).**

**Result for Away - 1:5, 2:6 and etc (Lose) / 0:5, 0:6, 1:6 and etc (Win).**

### **2.2.126 Highest Scoring Half (2 Way)**

**2.2.126.1. Higher Scoring Half (2 Way) means betting to predict which half of the match will have the greater number of total goals. If the final result at the end of regular time of both halves are Draw, all bets will be refund.**

**2.2.126.2. The following options are available:**

1. First Half

2. Second Half

### **2.2.127 Asian 1x2 & 1st Half Asian 1x2**

**2.2.127.1. By betting on Asian 1X2, the member has waged on any one of the three possible outcomes for an event, which excludes its latest score. 1 refers to the first team (usually Home team), X refers to the game resulting in a draw or tie, and 2 refers to the second team (usually Away team).**

**2.2.127.2. By betting on 1st Half Asian 1X2, the member has waged on any one of the three possible outcomes for the first half of an event, which excludes its latest score. 1 refers to the first team (usually Home team), X refers to the game resulting in a draw or tie, and 2 refers to the second team (usually Away team).**

**Example: Current Score: 0-1**

**Betting on:**

**Home (1) - Home win If Home win or match ends in a Draw**

**Away (2) - Away win If Away win by 2 goals or more**

**Draw (X) - Draw win If Away win by exactly 1 goal**

**Example: Current Score: 1-0**

**Betting on:**

**Home (1) - Home win If Home win by 2 goals or more**

**Away (2) - Away win If Away win or match ends in a Draw**

**Draw (X) - Draw win If Home win by exactly 1 goal**

### **2.2.128. Which Team will win all their Group Stage Games**

**2.2.128.1. Means betting to predict which team will win all of its matches in the group stage.**

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

### **2.2.129. Which Team will lose all their Group Stage Games**

**2.2.129.1. Means betting to predict which team will lose all of its matches in the group stage.**

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

### **2.2.130. Which Team will win all their matches in the competition (Regular Time only)**

**2.2.130.1. Means betting to predict which team will win all of its matches in the tournament during the regular time.**

**2.2.130.2. For this bet type, the final result at the end of regular time will be considered the outcome of the match. Any goal scored on extra-time and in penalty shootout will not count or change the outcome.**

**2.2.130.3. If the result of the match at the end of regular time is draw or tie, the bet loses.**

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

### **2.2.131. New World Cup Winner**

**2.2.131.1. Means betting to predict whether the winner of the FIFA World Cup will be a new winner. "New winner" for this purpose means any other team winning the FIFA World Cup other than the defending champion.**

### **2.2.132. VAR (Video Assistant Referee)**

**2.2.132.1. The video assistant referee (VAR) is a football technology in which an assistant referee helps review decisions made by the head referee with the use of video footage and a headset for communication.**

**2.2.132.2. For the total number of VAR used during a match, the data provided by the company will be used as the final result. The company have the absolute right to decide whether to use a particular data provider to release the final results.**

**2.2.132.3. If a match is abandoned after a VAR has been awarded then all bets are still valid.**

**2.2.132.4. If a match is abandoned before a VAR has been awarded then all bets are void.**

### **2.2.133. VAR (Video Assistant Referee) Over/Under, 1st Half VAR Over/Under, & 2nd Half VAR Over/Under**

**2.2.133.1. VAR Over/Under means betting on the total number of VAR that will be used during a match. If the total number of VAR that is used in a match is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.**

**2.2.133.2. 1st Half VAR Over/Under means betting on the total number of VAR that will be used during the 1st Half of a match. If the total number of VAR that is used during the 1st Half of a match is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.**

**2.2.133.3. 2nd Half VAR Over/Under means betting on the total number of VAR that will be used during the 2nd Half of a match. If the total number of VAR that is used during the 2nd Half of a match is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.**

**2.2.133.4. When determining the total number of VAR used during a match where the referee or assistant referee uses instant video playback techniques and headsets communication, the VAR will only be counted as one regardless of any changes in the decision.**

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

### **2.2.134. Total Corner & Total Goal**

**2.2.134.1. Total Corner & Total Goal means betting to predict the total number of corners and total goals taken by the home teams versus the total number of corners and total goals taken by the away teams for matches in a specific match.**

**2.2.134.2. An awarded corner but untaken do not count.**

**2.2.134.3. Handicap & 1st Half Handicap**

**2.2.134.3.1. Handicap means betting on which team will take the most corners and goals during a match inclusive of any handicaps.**

**2.2.134.3.2. 1st Half Handicap means betting on which team will take the most corners and goals during the first half of a match inclusive of any handicaps.**

**2.2.134.3.3. 1st Half Handicap bets will be void if the match is abandoned during the first half of the match. 1st Half Handicap bets will remain valid if the match is abandoned during the second half of the match.**

**2.2.134.4. Over/Under & 1st Half Over/Under**

**2.2.134.4.1. Over/Under means betting on the total number of corners and goals taken by both teams during a match.**

**2.2.134.4.2. 1st Half Over/Under means betting on the total number of corners and goals taken by both team during the first half of a match.**

**2.2.134.4.3. If the total corners and goals is more than the OU line then the winning result is Over; if the total corners and goals is less than the OU line then the winning result is Under.**

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

## **3. Specific Event Betting Rules**

### **3.1. Soccer Rules**

**3.1.1. Whenever the scheduled play time of matches is different from the regular time (e.g. Special time periods of play on various tournaments, youth leagues, youth tournaments, reserve team, or friendly matches) all bets will be settled at the end of that scheduled time.**

**3.1.1.1. Where less than regular time is played, the Company reserves the right to either suspend the settlement or settle all bets based on the results as recorded by the Company. The decision whether to suspend or settle bets based on the results as recorded by the Company is subject to the sole and absolute discretion of the Company and the decision of the Company is binding upon the customer.**

**3.1.1.2. Unless non regular time matches are expressly indicated on the website prior to all soccer matches, bets taken on such matches will be considered VOID.**

**3.1.2. If a soccer match is postponed, or is abandoned or suspended and not resumed within 12 hours from the scheduled commencement time, then the match is void (irrespective of any official decision to honor the result). The outcome of all bets on abandoned/suspended matches is at the sole discretion of the Company.**

**3.1.3. First Half Betting (1H) applies to first half play only. If a match is abandoned during the first half then all bets are considered void. If a match is abandoned during the second half then all first half bets are still valid.**

**3.1.4. The Company provides information (e.g. neutral ground, Red card, timer, statistical information, dates, commencement, etc) as a service and accepts no liability whatsoever. It is the customer's responsibility to be aware of the correct information for any match.**

**3.1.5. Unless otherwise stated, If a match is scheduled to be played on neutral ground (but is played on non neutral ground or vice versa) all bets considered valid. In the event of a change of venue (home team plays away or vice versa), all bets on the match will be considered void. Bets will also be considered void if the home and away team names are wrongly stated in reverse.**

**3.1.6. The score will be updated for Soccer live betting and Markets shown during live trading refer to the score displayed at the time the bet is placed. The timer and red card notices are given for reference purposes only.**

**Example:**

**Current Score: 1 - 0**

**Bet on "Team A" - 0.75 (1-0)**

**To win this bet, team A must win by 1 goal or more. "Current Score" must be excluded.**

**3.1.7. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant**

**changing the odds/prices or Markets or Betting Information (“Danger Play”) the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.**

**3.1.8. For live betting, bet placement is allowed up to the 90th minute in addition to any injury time for full time for most games (at the discretion of the Company). Any actions other than the ones mentioned in this section 3.1.8, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: Play in or around the penalty spot area; a penalty; and free-kicks deemed by the Company as dangerous (possibility of goal).**

**3.1.9. For live betting, all pending bets will be automatically rejected as of the moment the referee ends the match in half time and/or full time.**

**3.1.10. For live betting but excluding the last 2 minutes of Specific 15-Minutes O/U, Specific 10-Minutes O/U and Specific 15-Minutes HDP, pending bets will be rejected when goal is scored as well as pending bets will be accepted under considered safe area when the penalty missed.**

**3.1.11. For live fantasy match betting, bet placement is allowed up to the 90th minute in addition to any injury time for full time for most games (at the discretion of the Company). From kick off time (00:00) of play onwards until prior to the end of regulation time (90th minute), whichever is applicable in a game, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: Play in or around the penalty spot area; a penalty; and free-kicks deemed by the Company as dangerous (possibility of goal).**

**3.1.12. All bets for Over/Under will be settled immediately once they are determined even before the end of fulltime. Instant settlement applies only to specific leagues offered by the company.**

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

## **3.2. Basketball**

**3.2.1. All Full-Time markets, including Live betting, will be settled on the final result including overtime, if played (unless otherwise stated).**

**3.2.2. If a match does not start on the scheduled start date then all bets will be void unless the match is started or re-started within twelve hours of the original start time (unless stated otherwise).**

**3.2.3. If a match starts but is suspended or abandoned within twelve hours of the scheduled start time then Full-Time bets are still considered valid if at least ninety percent of the scheduled playing time has been completed (e.g. thirty-six**

**minutes of games scheduled for forty minutes play; or forty-three minutes of games scheduled for forty-eight minutes play). Bets will also be considered valid if an official result is declared by the relevant governing body. Otherwise bets on suspended or abandoned matches will be void, except for those on markets which have been unconditionally determined.**

**3.2.4. First-Half results are the sum of the First and Second Quarters. Second-Half results are the sum of the Third and Fourth Quarters, including any Overtime that may be played.**

**3.2.5. Fourth Quarter results do not include any Overtime that may be played.**

**3.2.6. If a match is suspended or abandoned then bets placed on unfinished Halves or Quarters will be considered void. If the designated Halves or Quarters are completed then bets will be valid.**

**3.2.7. The score will not be updated for basketball live betting and the handicap shown during live trading refers to the score at the start of the match i.e. 0-0. The time and scores displayed are for reference purposes only.**

**3.2.8. Which Team to Score the First Basket markets are settled on the team scoring the first points. If a match is suspended or abandoned after the first points have been scored then bets are still valid.**

**3.2.9. Which Team to Score the Last Basket markets are settled on the team scoring the last points of a match (including overtime) or specified Half/Quarter (not including overtime). If a match is suspended or abandoned then all bets will be void, except for those on markets which have been unconditionally determined.**

**3.2.10. Special markets (including the number of Points, Rebounds, Assists, Three-Points, Free-Throws etc) are valid if both players participate in the match. If one or both players do not take part in the match then all bets are void. Results for special markets include Overtime, unless otherwise stated. All results are taken when the official result is declared at the end of the match by the governing body (NBA.com, FIBA.com etc) and any subsequent changes to the statistics are not valid for betting purposes.**

**3.2.11. The Home/Away venue for NCAA matches are provided as a reference only.**

**3.2.12. Fantasy Basketball markets (including live markets) are pairings or combinations of teams from different matches. The matches involving both teams must tip-off on the same day, otherwise bets are considered void. The venues for Fantasy Basketball markets are strictly for reference purposes only.**

**3.2.13. To win most Quarters markets are settled on the team that wins the most number of quarters during a basketball match. If the result of a specific quarter is a tie then neither team wins that quarter. Overtime is NOT included in this market. If a match is suspended or abandoned then all bets will be void.**

**3.2.14. Number of Regular Season Wins markets refer to the number of wins recorded by a specific team during a season. NBA teams must play a minimum of eighty regular season games for bets to be valid**

**3.2.15. Live basketball bets are accepted according to the play on court. In certain situations (e.g. a score or a foul) bets may not be accepted.**

**3.2.16. NBA 2K Moneyline, Handicap, Over/Under & Odd/Even markets refer to the number of points scored.**

**3.2.17. Virtual Basketball NBA 2K20 format will be 4 x 6 minutes per quarter length. The rules apply the same as 3.2.1., 3.2.2., 3.2.4., 3.2.5., 3.2.7., 3.2.15.**

**3.2.18. Virtual Basketball are broadcast games. All members betting on the same match, or event will receive the same results.**

**3.2.19. In case of a computer, electronic or other critical malfunction that disrupts the presentation of a virtual basketball game, or event, the bets in the affected games or event will be voided and returned, except for those markets that have been unconditionally determined.**

**3.2.20. In case a game, or event did not start or was not completed and the result cannot be determined, the game, or event will be voided.**

### **3.3. American Football**

**3.3.1. All Full-Time markets, including Live betting, will be settled on the final result including overtime (unless otherwise stated in these rules).**

**3.3.2. If a match does not start on the scheduled start date then all bets will be void (unless stated otherwise).**

**3.3.3. If a match starts but is suspended or abandoned within twelve hours of the scheduled start time then Full-Time bets are still considered valid if at fifty-five (55) minutes of the match has been completed. Bets will also be considered valid if an official result is declared by the relevant governing body. Otherwise bets on suspended or abandoned matches will be void, except for those on markets which have been unconditionally determined.**

**3.3.4. First-Half results are the sum of the First and Second Quarters. Second-Half results are the sum of the Third and Fourth Quarters, including any Overtime that may be played.**

**3.3.5. Fourth Quarter results do not include any Overtime that may be played.**

**3.3.6. If a match is suspended or abandoned then bets placed on unfinished Halves or Quarters will be considered void. If the designated Halves or Quarters are completed then bets will be valid.**

**3.3.7. The score will be updated for American Football live betting and markets shown during live trading refer to the score displayed at the time the bet is placed.**

**Example:**

**Current Score: 14 - 10**

**Bet on "Team A" – 2.5 (14 -10)**

**To win this bet, team A must win by 3 points or more. "Current Score" must be excluded.**

**3.3.8. Which Team to Score the First Points markets are settled on the team scoring the first points. If a match is suspended or abandoned after the first points have been scored then bets are still valid.**

**3.3.9. Which Team to Score the Last Points markets are settled on the team scoring the last points of a match (including overtime). If a match is suspended or abandoned then all bets will be void.**

**3.3.10. The Home/Away venue for NCAA matches are provided as a reference only.**

**3.3.11. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.**



## **3.4. Baseball**

**3.4.1. Pitcher names are strictly for reference purposes only. All baseball bets will still be considered valid regardless of the starting pitchers.**

**3.4.2. All Full-Time markets, including Live betting, will be settled on the final result including extra innings (unless otherwise stated in these rules). If a tie is declared then moneyline bets will be refunded.**

**3.4.3. If a game does not start on the scheduled start date then all bets will be void (unless stated otherwise).**

**3.4.4. For baseball bets to be considered valid then the game must go 9 (nine) innings (or 8.5 innings if the home team is leading). If a game is suspended and completed on a subsequent day then all bets (except those which have been unconditionally determined) will be considered void.**

**3.4.5. If a game is suspended or called in extra innings then the score will be determined after the last full inning, unless the home team scores to tie or lead in the bottom half of the inning, in which case the score is determined at the time the game is called.**

**3.4.6. First 5 Innings bets are settled on the result at the end of five innings. If five innings are not completed, for whatever reason, then all bets will be considered void.**

**3.4.7. The score will be updated for Baseball live betting and markets shown during live trading refer to the score displayed at the time the bet is placed.**

**Example:**

**Current Score: 9 - 5**

**Bet on "Team A" – 2.5 (9 – 5)**

**To win this bet, team A must win by 3 runs or more. "Current Score" must be excluded.**

**3.4.8. World Baseball Classic games can end early if a team is leading by ten or more runs after the opposing team has batted in at least seven innings, or if a team is leading by more than fifteen runs after the opposing team has batted in at least five innings. Should this happen then all bets will be considered valid.**

**3.4.9. International Baseball games (e.g. Olympic matches) may be called early and for bets to be valid, 6.5 innings must have been completed.**

**3.4.10. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.**

## **3.5. Ice Hockey**

**3.5.1. Full-Time markets may be offered as either "Regular Time Only" or "Including Overtime and Penalty Shootouts" or both. Clients should always refer to the market title. For matches that are decided by a penalty shoot-out then the winning team will have one goal added to their score to determine the final result.**

**3.5.2. If a match does not start on the scheduled start date then all bets will be void (unless stated otherwise).**

**3.5.3. If a match starts but is suspended or abandoned within twelve hours of the scheduled start time then Full-Time bets are still considered valid if at fifty-five (55) minutes of the match has been completed. Bets will also be considered valid if an official result is declared by the relevant governing body. Otherwise bets on suspended or abandoned matches will be void, except for those on markets which have been unconditionally determined.**

**3.5.4. For Period betting, a period must be completed for bets to be considered valid.**

**3.5.5. Third period results do not include any overtime or shoot-outs that may be played.**

**3.5.6. Ice Hockey Live Betting is settled on the result at the end of normal time (three periods). Overtime and shoot-out results do not count.**

**3.5.7. The score will be updated for Ice Hockey live betting and markets shown during live trading refer to the score displayed at the time the bet is placed.**

**Example:**

**Current Score: 1 - 0**

**Bet on "Team A" - 0.75 (1-0)**

**To win this bet, team A must win by 1 goal or more. "Current Score" must be excluded.**

**3.5.8. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.**

## **3.6. Tennis**

**3.6.1. Moneyline markets refer to the winner of the match or specified set. Handicap markets are based either on sets or games (please refer to market title); Over/Under and Odd/Even markets based on games (unless otherwise stated).**

**3.6.2. If a player does not start a tournament or match then all bets on that player will be void.**

**3.6.3. If a player (or pairing) retires or is disqualified during a match then all bets will be void, except for those on markets which have been unconditionally determined.**

**3.6.4. If a match is postponed or suspended then all bets are still considered valid if the match is completed.**

**3.6.5. All bets will still be considered valid regardless of any change of venue or court surface (including moving matches from outdoor to indoor courts or vice versa).**

**3.6.6. If the scheduled number of sets required to win a match is changed from that originally scheduled then all bets will be void, except for those that have been unconditionally determined.**

**3.6.7. First Set Winner (Second, Third Set Winner etc) refers to the result of the specified set. All bets will be considered void if the specified set is not completed.**

**3.6.8. Tennis Live Betting is settled on the result of the match (or specified set). The score will not be updated for tennis live betting.**

**3.6.9. Most Aces (double Faults etc) markets are settled according to the official match statistics. If a player should retire or is disqualified before the match is completed then all bets will be void.**

**3.6.10. First Ace (Double Fault etc) markets are settled according to the official match statistics. If the first ace (double fault etc) market has been decided, then all bets will still be considered valid even if the match is not completed due to retirement or disqualification. If there is no ace (double fault etc) at the time of the retirement/disqualification then all bets will be considered void.**

**3.6.11. Game Winner markets refer to the winner of a specific game, e.g. Set 1 Game 1; Set 1 Game 2 etc. Should a set go to a tie-break then the market will be designated as Set 1 TB; Set 2 TB etc. Should there be a retirement/disqualification during an incomplete game then all bets will be considered void. If a game is completed by the umpire awarding a “penalty game” then all bets on that game will be considered void (though if the game is completed by a “penalty point” then all bets are still valid). If a game is suspended then all bets are still considered valid if the game is completed.**

**3.6.12. Match Correct Score markets refer to the exact number of sets won by each player in a match. If a match is not completed then all bets will be void. If the scheduled number of sets required to win a match is changed then all bets will be void.**

**3.6.13. Set X Correct Score markets refer to the exact number of games won by each player in a specific set. If a set is not completed then all bets will be void. If the scheduled number of games required to win a set is changed then all bets will be void.**

## **3.16. Boxing**

**3.16.1. Bets on postponed fights will still be considered valid if the fight takes place within fourteen days of the original start date.**

**3.16.2. For moneyline markets (where no draw option is offered for betting) all bets will be void if the fight result is a draw. If odds for a draw are offered as a third betting option, and the fight ends in a draw, then betting on the draw option will be paid as the winner and bets on the two boxers will be lost.**

**3.16.3. A fight is deemed to have started when the bell is sounded for the beginning of the first round. If one, or both, boxers should fail to start the fight then all bets will be void. If a boxer fails to answer the bell for the start of a round, or is disqualified between rounds, the opponent is deemed to have won in the previous round.**

**3.16.4. All bets will be settled on the official decision given in the ring immediately after the fight. Subsequent changes to the result are not recognized for betting purposes.**

**3.16.5. A knock-out (KO) win also includes a technical knock-out (TKO) or win by disqualification (DSQ). A points decision includes a technical decision (TD) and a draw includes a technical draw.**

**3.16.6. Over/Under betting refers to the number of rounds that take place during the fight, e.g. Under 9.5 means that the fight ends before one minute and thirty seconds of Round 9; while Over 9.5 means that the fight ends after one minute and thirty seconds of Round 9 (including a points decision).**

### **3.16.7. UFC**

**3.16.7.1. UFC rules also apply to fights promoted by other mixed martial arts (MMA) organizations.**

**3.16.7.2. Bets on postponed fights will still be considered valid if the fight takes place within fourteen days of the original start date.**

**3.16.7.3. If a fight ends in a draw then all bets will be void.**

## **3.18. Cricket**

**3.18.1. For Limited Over (including ODI, Twenty20, T10 & “Hundred”) matches all bets will be settled on the official result according to the competition rules. However, if the result is determined by a super-over, bowl out, toss of coin etc., then all bets on match winner markets will be refunded.**

**3.18.2. If “No Result” is the official result, or the competition rules do not declare a winner, then all bets on match winner markets will be void. The results of other markets may still be valid if the result has been unconditionally determined.**

**3.18.3. If a match is postponed or suspended then all bets are considered valid if the match is resumed within the 48 hour expiration.**

**3.18.4. Test Match markets will be offered in a 1X2 format. 1 refers to the team that is named first (usually the home team); X refers to the game resulting in a draw; 2 refers to the team that is named second (usually the away team). Should a Test Match end in a “Tie” (as distinct from a “Draw”) then all match bets will be considered void. If a match is abandoned due to outside interference then all bets may be declared void.**

**3.18.5. Most Runs markets refer to the player scoring the most number of runs during a match or specific innings. Both players must be at the batting crease for at least one ball for bets to be valid.**

**3.18.6. Most Wickets markets refer to the player taking the most number of wickets during a match or specific innings. Both players must bowl at least one ball for bets to be valid.**

**3.18.7. Most Sixes markets refer to the team scoring the most number of sixes during a match or specific innings. Bets will be valid if an official result is declared. If “No Result” is the official match result then all bets on this market will be void.**

**3.18.8. Most Fours markets refer to the team scoring the most fours during a match or specific innings. Bets will be valid if an official result is declared. If “No Result” is the official match result then all bets on this market will be void. Only fours scored from the bat will count, overthrows, all run fours and extras do not count.**

**3.18.9. Next Man Out markets refer to which player is dismissed first in a match or specific innings. If one player retires then bets will be considered void. If neither player is dismissed then all bets will be considered void.**

**3.18.10. Total Runs markets refer to the total number of runs scored by a player or team during a match or specific innings. A player must be at the batting crease for at least one ball for bets to be valid. For Innings Total Runs markets a minimum of 20 overs must be completed for ODI matches and a minimum of 5**

overs must be completed for Twenty20 and T10 matches, otherwise bets will be considered void, unless the innings has already been completed. A minimum of 25 balls must be bowled in “Hundred” matches. Penalty runs that are retrospectively added to a team’s total after an innings is completed will not be included.

3.18.11. **Over Runs** markets refer to the number of runs scored by a team during a specific over. An over must be completed, or the innings ended, for bets to be considered valid.

3.18.12. **Group Runs** markets refer to the total number of runs scored by a team during a specific group of overs (e.g. Overs 1-6 or Overs 1-12) or balls (e.g. Balls 1-5 or Balls 1-10). The specified group of overs or balls must be completed, or the innings ended, for bets to be considered valid.

3.18.13. **Method of Dismissal** markets refer to the method of dismissal of a specific player or wicket. Normally this market will be offered as “Caught vs Any Other Method”. If a player is not dismissed or a specific wicket does not fall then bets will be considered void.

3.18.14. **Highest Opening Partnership** markets refer to which team’s opening partnership scores the most runs. If a player retires hurt or is otherwise replaced before being dismissed then the partnership continues until the fall of the wicket or the innings is concluded.

3.18.15. **Fall of Xth Wicket** markets refer to the number of runs scored by a team before the fall of a specific wicket or the innings is concluded.

3.18.16. **Highest Individual Score** markets refer to the number of runs scored by an individual player during a specific innings. Bets will be valid if an official result is declared. If “No Result” is the official match result then all bets on this market will be void.

3.18.17. **Highest Over 1 Score** markets refer to the team scoring the most runs in over 1 of a match or specific innings. Over 1 for both teams must be completed for bets to be considered valid.

3.18.18. **Total Wickets** markets refer to the total number of wickets taken by a player or team during a match or specific innings. A player must bowl at least one ball for bets to be valid. For Innings Total Wickets markets a minimum of 20 overs must be completed for ODI matches and a minimum of 5 overs must be completed for Twenty20 and T10 matches, otherwise bets will be considered void, unless the innings has already been completed. A minimum of 25 balls must be bowled in “Hundred” matches.

3.18.19. **Highest Over Score** markets refer to the highest number of runs scored in a single over during a match or specific innings. Bets will be valid if an official result is declared. If “No Result” is the official match result then all bets on this market will be void.

**3.18.20. Total Match Extras markets refer to the number of extras scored during a match or specific innings. Bets will be valid if an official result is declared. If “No Result” is the official match result then all bets on this market will be void.**

**3.18.21. Total Match Run Outs markets refer to the number of run outs in a specific innings of the batting team. Bets will be valid if an official result is declared. If “No Result” is the official match result then all bets on this market will be void.**

**3.18.22. Total Match Ducks markets refer to the number of players dismissed for zero runs in a specific innings. Batsmen not out on zero are not included. Bets will be valid if an official result is declared. If “No Result” is the official match result then all bets on this market will be void.**

**3.18.23. Total Runs Conceded markets refer to the total number of runs conceded by a bowler in a specific innings. A bowler must bowl at least one ball for bets to be valid. For Innings Total Runs Conceded markets a minimum of 20 overs must be completed for ODI matches and a minimum of 5 overs must be completed for Twenty20 and T10 matches, otherwise bets will be considered void, unless the innings has already been completed. A minimum of 25 balls must be bowled in “Hundred” matches.**

**3.18.24. To Win the Toss markets refer to the team that wins the toss of the coin (or similar method). If the toss is completed then all bets will be valid regardless of whether play starts or not.**

**3.18.25. Virtual Cricket markets may be offered in 5/5, 10/10 or 20/20 formats. In 5/5 games an innings is concluded when 5 wickets have fallen.**

**3.18.26. Cricket rules 3.18.1 and 3.18.2 will apply for Match Winner markets.**

**3.18.27. Cricket rule 3.18.10 will apply for Total Runs markets. For 5/5 games the full 5 overs must be completed or the innings concluded, otherwise bets will be considered void.**

**3.18.28. Cricket rule 3.18.11 will apply for Over Runs markets.**

**3.18.29. Should a computer, electronic or other critical malfunction disrupts the virtual cricket game, the bets will be considered void.**

**3.18.30. In case a virtual cricket game does not start, was not completed or the result cannot be determined then all bets will be considered void.**



## **3.19. Rugby Union**

**3.19.1. All Full-Time markets, including Live betting, will be settled on the final result at the end of normal time (80 minutes). Extra-time does not count for full-time markets. Rugby Sevens markets will be settled at the end of normal time (usually 14 or 20 minutes). Extra-time does not count for full-time Rugby Sevens markets.**

**3.19.2. If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.**

**3.19.3. First Half markets refer to the result of the first half only. All bets will be considered void if the specified half is not completed.**

**3.19.4. Rugby Union Live Betting is settled on the result of the match at the end of normal time.**

**3.19.5. The score will be updated for Rugby Union live betting and markets shown during live trading refer to the score displayed at the time the bet is placed.**

**Example:**

**Current Score: 14 - 10**

**Bet on "Team A" – 4.5 (14-10)**

**To win this bet, team A must win by 5 points or more. "Current Score" must be excluded.**

**3.19.6. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.**

## **3.20. Rugby League**

**3.20.1. All Full-Time markets, including Live betting, will be settled on the final result at the end of the match, including any extra-time that may be played.**

**3.20.2. If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.**

**3.20.3. First Half markets refer to the result of the first half only. All bets will be considered void if the specified half is not completed.**

**3.20.4. Rugby League Live Betting is settled on the result of the match, including any extra-time that may be played.**

**3.20.5. The score will be updated for Rugby League live betting and markets shown during live trading refer to the score displayed at the time the bet is placed.**

**Example:**

**Current Score: 14 - 10**

**Bet on "Team A" – 3.5 (14-10)**

**To win this bet, team A must win by 4 points or more. "Current Score" must be excluded.**

**3.20.6. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.**

### **3.34. E-Sports**

**3.34.1. Once a tournament starts all team entries will be continuous, regardless of any team name changes. Qualifiers for a tournament are considered to be the start of the tournament. Should a team change its name then all tickets will be valid for the new team name as well as the old team name for the duration of the tournament. Should a team be replaced by another team, with a completely new roster where every player is different from the original team entry, then all tickets will be considered void.**

**3.34.2. Moneyline refers to the team or individual competitor that defeats another or places higher in a match-up. Match Winner markets refer to the number of maps.**

**3.34.3. Live Markets refer to the time after the official start time of the match, but before the time players have spawned into the map. All live bets taken during a drafting stage are considered valid. In-Play markets refer to the time after a draft has taken place and the players have spawned into a map and is displayed on the member site with a red header.**

**3.34.4. Tournament winner refers to the winning team or individual competitor in the finals of an e-sports tournament.**

**3.34.5. All markets will be settled on the official results declared by the relevant e-sports association or organizing body as may be posted in its official website. Any subsequent disqualifications or changes to the results will not be considered for betting purposes.**

**3.34.6. If a match-up is postponed, all bets are still considered valid if the match-up is resumed within 12 hours from original schedule.**

**3.34.7. If a match-up has started and an official result is declared all bets are considered valid, regardless of player unavailability, player disconnections or power interruptions. Should a match-up not start or a match-up start but is then abandoned or suspended for any reason and an official result is not declared within 12 hours of the official start time then all bets will be void, except for those on markets which have been unconditionally determined.**

**3.34.8. For Live Betting, if a match-up was restarted but the players keep the same draft of heroes (restart); then all in-play bets are refunded, all live bets during the draft are valid. If a match is restarted and the whole game is replayed including a new draft of heroes (remake) then all live and in-play bets after the draft has started will be void except for those on markets that have been unconditionally determined.**

**3.34.9. If the number of rounds/maps is changed from that which was originally scheduled then Handicap and Over/Under bets will be considered void while moneyline bets will still be considered valid.**