

Vertex Company Rules

Tennis

If a competitor retires or is disqualified bets on the Match Money Line market will have action as long as one Set has been completed, otherwise these bets will be void. Bets on other markets will be void unless the period was played to completion before the retirement or disqualification.

All bets on a match have action as long as the match is completed within seven days of when it was originally scheduled to play.

All bets have action regardless of any change of venue, court surface, or changing from indoors to outdoors and vice versa.

All tie-breaks or match tie-breaks are counted as one game.

For ITF singles (excluding Grand Slam events) or any doubles match in which any tie-break is used (including a super tie-break) to determine the winner of the final set, that tie-break will count as one game for resulting on Live markets and all markets will have action. However, pre-game markets on the Spread and Totals markets will be void, while all other markets will have action.

If a match involves a "Pro Set": bets on the 1st Set and 2nd Set Money Line and Match Money Line have action, all other bets on the Match-period are void.

All Futures bets have action unless the market requires certain competitor(s) to start.

The next point must be played for all In-Play bets to have action. If either competitor retires, is disqualified or does not continue to play for any reason all bets placed since the last point finished are void.

Unless indicated otherwise, all Tennis Handicap and Total bets use Games won as the scoring unit.

Soccer

All Match-period markets are based on two halves of 45 minutes of regulation time as well as any injury time, unless indicated otherwise. If a match is finished or abandoned before the completion of 90 minutes including injury time, all bets on the Match-period are void. The exception to this rule is if a referee ends a match after at least 85 minutes of play. If a match is void because it finished early or was abandoned, periods that were played to completion (such as the 1st Half) will have action. If a match is started and isn't completed (as defined above) within 12 hours of kickoff, then all bets on Periods that aren't completed will be void.

Own goals do not count towards markets with named competitors.

If a soccer match is played at a neutral venue, whether it is indicated in the market or not, all bets will have action. We always try to list the home team first. However, we do not guarantee the accuracy of this information and unless there is an official venue change subsequent to markets being offered for the game, all bets will have action. If a match is played at the away team's venue but the home team listed is considered the home team by the official governing body of that fixture, all bets will have action.

In-Play bets will be void if a Video Assistant Referee (VAR) decision materially affects the odds of the bets.

Score and red card information are considered to be part of the market for In-Play bets. If that information is incorrect, then bets placed while incorrect information is displayed will be void.

In friendly matches, if a red card is shown but play continues with the same number of competitors on the pitch, the red card score will be updated and bets will have action.

Unless a duration of time is specified for a bet, injury time is included.

Soccer Market Rules

Bookings: Each yellow card is worth one booking, and each red card is worth two Bookings. Second yellow cards on a competitor are ignored, so the maximum bookings for a player is three. Any cards shown to non-competitors (such as teammates on the bench, competitors leaving the pitch, the manager, coach, or other staff) are not counted. Cards shown during the half-time break are counted towards the 2nd-half period Bookings markets. Any cards shown after the whistle that ends regulation time will not be counted towards the markets for that game.

To Advance: Markets on teams "To Advance" or "To Win Final" are bets on which team advances to the next round of or wins a cup or tournament. They have action when and wherever a match or stage is completed, regardless of if it is moved, delayed or postponed.

Season Points: Will be settled when a team exceeds their points total and is expected to play all of their scheduled games or cannot possibly exceed their points total given their number of games remaining and are expected to play all of their scheduled games. If there is any reasonable doubt about whether or not a team will play a complete season, their Season Points markets won't be settled until they do. Once Season Points markets have been settled, they will not be changed, even if a team plays fewer games than expected for any reason.

League Winner & Relegation Markets: Will have action based on the official results of the league regardless of how many games each team plays.

Home vs. Away Markets: If a match isn't played at a team's regular pitch, the team listed first will be considered the home team for Home vs. Away markets.

In-Play 2-Way ("Asian") Handicaps: Bets are settled according to the score for the remainder of the period after the bet has been placed. Any scores prior to the bet being placed are ignored for resulting purposes.

Corners: In the event of a corner kick having to be retaken, only one corner kick will be counted. Corner kicks that are awarded and not taken are not counted.

Penalty Shootouts: Handicap markets include goals scored on all kicks taken. Total markets count only goals in the first 10 kicks taken.

Team to Score Next Goal: Bets on this market have action as soon as the goal is scored, regardless of whether or not the match is completed.

Race to X Goals: Bets on this market have action as soon as the goal is scored, regardless of whether or not the match is completed.

Pre-game Player Markets: A player must start the game for the bet to have action.

Anytime Goalscorer: Bets will be settled on events based in normal time, including injury/stoppage time. Extra time and penalties do not count. Own goals do not count towards Anytime Goalscorer markets.

Asian Handicap Markets: Handicaps are represented as two handicaps with a single odds value or as a quarter handicap such as -1.25 (meaning -1 and -1.5). Bets on these markets are split with half the stake on each of the handicaps at the listed odds.

Total Markets: Totals are represented as two totals with a single odds value or as a quarter total such as 2.75 (meaning 2.5 and 3.0). Bets on these markets are split with half the stake on each of the totals at the listed odds.

Tournament Player Markets: Events in regular time and extra time count; events in penalty shootouts do not count.