

# Sports Betting

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## Exchange

1. Bet – an agreement concluded between the organizer and the participants or between 2 different participants according to which the loser should realize his/her obligations. The bets are concluded by accepting stakes from the players (hereinafter bet participants) on conditions offered by the organizer.
2. Stake – a sum of money as a guarantee of realizing the obligations of the participant towards the organizer, that is paid by the participant as a payment for the participation in the game which foresees the prediction of the outcome of one or a group of events.
3. Outcome – the results of the game, sports, socially significant situations, for which the organizer grants an odd of winning and on which the bet was concluded.
4. Line – a list of events and the winning odds of their outcomes that is offered by the organizer for betting.
5. Bet against outcome – the bet which is done by that participant who does not believe in that outcome (e.g. in the match takes part “Chelsea” and “Manchester United” and the participant does not believe that “Chelsea” will win, he can accept bets from other participants who offer bets for “Chelsea’s” victory).
6. Bet for outcome – bet which is done by that participant who believes in the given outcome of the game (e.g. in the match takes part “Chelsea” and “Manchester United” and the participant believes that “Chelsea” will win, he can offer the bet to those participants who do not believe in “Chelsea’s” victory).

## General terms

1. The organizer accepts bets on game, sport, socially important situations (hereinafter events). Organizer presents an automatized system for concluding bets with each other. As a payment for this service company gets commission (mediatorial fee) from each separate bet subject seized from those means which customers keep on the company’s virtual account. All the bets are accepted exclusively according to the present rules and are the confirmation of the fact that the client is familiar with and completely agrees with these rules.
2. Participant can make a bet with other customers who use company’s service. The bet offer made by a participant is valid and open if it is done according to these rules.
3. Each bet offer made by a participant is done on the basis of given subjects by the company. The offer must include the odd by which the participant is ready to make a bet against or for the outcome, as well as the maximum amount of the sum which the participant is ready to stake.
4. Conditions of the bet which is accepted completely or partly cannot be changed by a participant starting from the moment of its acceptance.
5. Participant can use the proper section placed on the website that is the offers about acceptance of the bet. The company will publish the whole accepted bets in the “Current bets” page. Participant can check on the “Current bets” page which offers made by him/her are open or get counter stake.

6. All non-runner/non-starter bets will be declared void unless the sports betting rules of the sport for the bet in question includes provisions for non-runners/non-starters.

When a player participates in the match – whether starting or as substitute – the bet will be declared valid, and calculated as either Won or Lost depending on whether the player is adjudged to have scored against the opposition by the adjudicating match official(s) or not.

7. The matches are considered to have taken place if the played time is the following (with the exception of possible friendly, youth and other matches where regular full-match times are different)

- Soccer - 90 min.
- Futsal - 30 min.
- Basketball NBA (National Basketball Association and PBA, CBA) - 43 min.
- Eurobasketball - 35min.
- Hockey NHL (National Hockey League) - 55 min.
- Bandy - 60 min
- Eurohockey - 50 min.
- American football - 55 min.
- Baseball - 5 periods (innings)
- Handball - 50 min

## 8. Dead Heat rule

When two or more selections are joint winners in an event, dead heat rules may be used to calculate bets. This could include two players that have the same number of goals in the ‘top goalscorer’ market.

To calculate the dead heat rule bets the total stake will be divided by the number of participants in the dead heat. For example, if the stake is €10 at 4.00 odd and there are two participants in the dead heat. This will be calculated as  $(€10 / 2) \times 4.00 = €20$  payout. If there are four dead heat participants, the payout will be  $(€10 / 4) \times 4.00 = €10$ .

## American Football

- a. The overtime is taken into account in the calculation of all markets, except for the market “the first half / match”, “The difference in points” and “The outcome of the fourth quarter”.
- b. If a match is interrupted for more than 24 hours, all bets are refundable, except for the ones, the outcome of which was clearly defined by the time the match was stopped.
- c. If a match was postponed for more than 24 hours, all bets are refundable.
- d. The following items are suggested for betting on American football:

### **1. Winner.**

Here you predict the outcome of the match. The rates are accepted taking into account the overtime.

### **2. Total.**

If as a result of the match the total number of goals scored is equal to the total of the rate, bets are returned. The same applies for the individual total of a team or a player. The rates are accepted taking into account the overtime.

### ***3. Handicap.***

If the handicap has only 2 options (only win 1 or win 2, without the option of a draw) in case of a tie taking into account the Handicap, a refund takes place (regardless of the period for which the match is invited to bet).

### ***4. The first half / match.***

To win the bet, you have to guess the outcome of the first half and the match. The overtime is not taken into account.

### ***5. Rates on a quarter.***

Rates are offered on the winner, the winner with a handicap or the total number of points corresponding to the quarter of the match. Which team is leading in the match after the corresponding quarter, is not taken into account. The overtime is not taken into account.

### ***6. The first / last scorer of the touchdown.***

To win the bet, you should guess, respectively, the scorer of the first or last touchdown in the match. The player must play more than the first second in the match in order for bets to be considered valid, otherwise bets will be void.

### ***7. Betting on the first half.***

To win a bet, you need to guess the winner of the first half of the match. Bets are void if the match is interrupted before the end of the second quarter.

### ***8. First / Next efficient Play.***

To win a bet, you need to guess what will be the first/next efficient action/Scoring Play/: touchdown, goal against the gates or safety. If a match was interrupted or ended up before the end of the touchdown, the goal against the gates or safety, bets will be void.

### ***9. In this given type of sport, other outcomes can be offered apart from that mentioned above.***

## **Australian football**

- a. Overtime is taken into account in the calculation of all markets, except the markets “The first half / match”, “The difference in points” and “The outcome of the fourth quarter”.
- b. If a match is interrupted for more than 24 hours, all bets are refundable, except the ones the outcome of which was clearly defined by the time of stoppage of the match.
- c. In the event of the postponing of the start time of the match for more than 24 hours, all bets are refundable.
- d. The following items are suggested for betting on Australian football:

### ***1. Winner.***

Here you predict the outcome of the match. The rates are accepted taking into account the overtime.

### ***2. Total.***

If as a result of the match the total number of scored goals is equal to the Total of the rate, a refund takes place. The same applies for the individual Total of a team or a player.

The rates are accepted taking into account the overtime.

### ***3. Handicap.***

If the handicap has only 2 options (only win 1 or win 2, without the option of a draw) in case of a tie taking into account the Handicap, a refund takes place (regardless of the period for which the match is suggested to bet).

### ***4. The first half / match.***

To win the bet, you have to guess the outcome of the first half and the match. Overtime is not taken into account.

### ***5. Rates on a quarter.***

Rates are offered on the winner, the winner with a handicap or with the total number of points corresponding to the quarter of the match. Which team is leading in the match after the corresponding quarter is not taken into account. Overtime is not taken into account.

### ***6. Betting on the first half.***

To win a bet, you need to guess the winner of the first half of the match. Bets are void if the match was interrupted before the end of the second quarter.

### ***7. In this given type of sport, other outcomes can be offered apart from that mentioned above.***

## **Basketball**

- a. The bets on the winner of the match, in which there is an option “draw”, are offered only in regular time, not taking into account the overtimes.
- b. Except for cases mentioned in point 16.1.1 if the match is interrupted until the end of regulated time and not resumed within 24 hours, on all bets on this match, the outcome of which is not defined by the time of the stoppage, a return takes place.
- c. If a match is interrupted less than 5 minutes before the end, all bets on this match remain valid. If a match is interrupted more than 5 minutes before the end of the regulated time and not resumed within 24 hours, for all bets on this match, the outcome of which is not defined by the time of the stoppage, a return takes place. All bets the outcome of which is known at the time of stoppage of the match remain in force. In the case of Live bets, if the match is interrupted, the calculation takes place only on the rates, the outcome of which is determined at the moment, all other bets are returned.
- d. In the event of carrying over the start time of the match for more than 24 hours, all bets on this match shall be returned, otherwise bets remain in force.

- e. The results on the rates for the second half and for the 4th quarter are added together, excluding overtime.
- f. If as a result of the match the total number of points is equal to the total of the rate, the rate shall be returned. Similarly, for totals of quarter / half match, individual totals of teams and players (including bets on more/less rebounds, assists, fouls, block shots, steals, made by the team or a player), as well as for the betting odds of the match / halves / quarters, the comparison of statistics of players and other positions where the options of the exact value of handicaps / totals are not taken into account.
- g. In case of betting on the statistics of players (more / less rebounds, assists, fouls, block shots, grasp changes) if the indicated player has not participated in the match, a refund takes place. In case of comparing of statistics of players (which player will score more rebounds / assists / fouls / block shots / grasp changes) if one of the participants indicated on this position has not participated in the match, at the rate for this position a return takes place.
- h. Betting on the total of players / comparison of statistics of players are taken into account including the overtimes, unless otherwise is indicated.
- i. When playing “Home-Away” only the games listed in that day’s line are taken into account. In the event of carrying over or cancellation of one or more of the matches listed in the line, the rates on the game, “Home-Away” shall be returned.
- j. If, according to the tournament rules, the tied game doesn’t extend to an overtime, the bets on the winner are counted with an odd of 1 (in the event of a drawn outcome not having been suggested), whereas all the other bets (odds, totals, etc.) are counted according to the factual score of the match.
- k. If the tournament rules allow an overtime for determining the winner of the pair in case of a draw, e.g. in two-legged-ties, all bets are counted taking into consideration the main time.

For bets on Basketball the following positions are suggested:

**1. Winner.**

Here you predict the outcome of the match. If there are options “Team 1”, “Team 2” and “A draw” in the position, bets are accepted based on the regular match time, excluding overtime, in other cases – taking into account overtime.

**2. Total.**

If as a result of the match the total number of scored points is equal to total of the rate, the rate is returned. Similarly, for the individual Total of the team or the player.

**3. Handicap.**

In case of a tie taking into account the Handicap, a return takes place (regardless of the period for which the match is suggested to bet). Similarly, for the comparison of statistics of players (points / fouls / block shots / rebounds / assists and other parameters).

**4. Will there be overtime in the match?**

If the match was interrupted in the overtime, the rates for this position shall remain in force.

**5. *An Individual total <specified Team>***

Here you predict whether the number of points scored by this Team will be more or less than the specified parameter. If the total number of points scored is equal to total of the rate, a return takes place.

**6. *In which half more points will be scored?***

The overtime is not taken into account for the scoring of the 2nd half of the match. According to the regulations, the whole regular time of the match must be played in full.

**7. *In which quarter more points will be scored?***

To calculate the rates, all four quarters of the match should be fully played. When calculating the rate, overtime is not taken into account.

**8. *What difference will a victory be scored in the match with?***

If the match is stopped and not completed within 24 hours, a return takes place on the rates for this position.

**9. *Total even/ odd.***

Here you predict whether the total of the match / of relevant period (half of the match / a quarter of the match/ or the whole match) will be even or odd.

**10. *More / less rebounds (assists / blocks) <specified Team>***

Here you predict whether the number of rebounds (assists / blocks) made by the players of the respective teams are more or less than the specified parameter.

Refusal to participate in the match / disqualification / injury of the individual players does not affect the calculation of rates in the given position.

Unless otherwise specified, the rates for this position are accepted taking into account the overtimes.

**11. *More / less rebounds (assists / blocks / grasp changes / points / block shots) made by <the given player>.***

Here you predict the number of rebounds (assists / blocks / grasp changes / points / block shots) made by the appropriate player. The abbreviated name of the team is shown next to the player strictly for informational purposes. Any inaccuracies or errors in the abbreviated name of the player do not affect the calculation of rates, the rates remain in effect. If the specified player did not participate in the match, a return takes place.

Unless otherwise specified, the rates for this position are accepted taking into account the overtimes.



***12. Which team will score more rebounds (grasp changes / blocks)?***

If the match of one of the teams is carried over / interrupted and not completed within 24 hours, a return takes place on these rates.

A comparison is carried out only on matches specified in the line of the tournament. The rates for this position are accepted taking into account the overtimes.

If players have scored the same number of rebounds (assists / blocks / grasp changes / points / block shots), all bets on that position are returned.

Rate for this position are accepted taking into account the overtimes, unless otherwise is indicated.

***13. Who will score 10 points in the match (in the indicated quarter / in the indicated half of this match)?***

Here you predict which of the teams will be the first to score 10 points in this range of the match (in the match / in the quarter / in the half). For the quarters of the match the overtime is not taken into account. If in the indicated range of the match the specified number of points was not scored, a return takes place for all bets on that position.

***14. The winner of a group (conference / division).***

To calculate the rates for this position all the matches of the group (conference / division) should be played. Otherwise, the rates for this position shall be returned. Exceptions are betting on a team which, for any possible outcome of unplayed matches (including the optimal outcome for the given team) does not even have a theoretical chance of winning in the group, such bets are considered lost by a customer.

***15. The winner of the Playoff series (Best-of-3 / Best-of-5/Best-of-7).***

If the number of matches necessary to win is not played according to the regulations, a return takes place for all bets on this position.

***16. The winner of the tournament.***

If more than one team is recognized as the winner of the tournament, the odds on this team are divided by the number of winners.

***17. The first removal of the match.***

Only removals as a result of 5 or 6 (depending on the regulations of the respective championship) fouls, scored by one player in the match are taken into account.

Removals as a result of technical and non-sporting fouls are not taken into account.

***18. Progressing to the next round.***

The rate is calculated by the result, determined directly after the last match of the given series of playoffs of the indicated round, regardless of the subsequent judicial / disciplinary decisions.

If any of these indicated teams were unable to participate in this round because of any reason (including disqualification, refusal to participate, etc.), the opponent of this team is accounted the victory in the series and pass. All rates remain valid.

**19. Which team will score the first points in the match (quarter / half)?**

Here you predict which team will score the first points in the indicated range of the match.

**20. Which team will score the last points of the match (quarter / half)?**

Here you predict which team will score last points in the range of the match.

If the match (indicated quarter / half) is interrupted and not completed within 24 hours, a return takes place at such rates.

**21. Will the first points in the match be scored with the help of 3-point shots, 2-point shots and penalty shots?**

Only the shots officially counted by the referee are taken into account.

**22. In this given type of sport, other outcomes can be offered apart from that mentioned above.**

## Beach Volleyball

- a. If the match started but was not completed within 24 hours, all bets are refundable except those for which the outcome was clearly defined by the time of the stoppage of the game.
- b. If the date of the start of the match has been postponed by a period of less than 24 hours, then all bets on this match remain valid. Otherwise, the rates for this match must be refunded.
- c. If the venue of the match (of the sport ground) changes, all bets are considered valid.
- d. If one of the announced participants in the pair is replaced before the start of the match, all bets on this match are refunded.
- e. If according to the decision of the judges a point deduction occurs for one of the teams, bets are counted according to the decision given by the judges. The exceptions are the rates in live mode on which team will be the first to score 5/10/15/20 points, as well as the rates in live mode on which team will win the next assist. Such rates are calculated on the basis of which team will be the first to score the specified number of points, and if the required number of points has been reached, a further deduction of points by the judges does not affect the initial determination of the winner for the given position. Bets live on which team will win the next assist are calculated in a similar way.
- f. The following items are suggested for betting on beach volleyball:

**1. Winner.**

Here you predict the outcome of the match.

**2. Total.**

If as a result of the match the total number of scored points is equal to total of the rate, a refund takes place.

**3. An Individual total <specified team>.**

If as a result of the match the total number of points scored by this team is equal to the total of the rate, a refund takes place.

**4. The Total sets in the match.**

Here you predict whether the teams will play the number of sets in the match more or less than the indicated one. If the match was interrupted and not resumed, at the rates for this position, a refund takes place.

**5. Who will be the first to score 5 (10/15) points in the match?**

If by the decision of the judges for one of the teams a point deduction occurred after it first reached the required number of points, the initial calculation remains in force and the decision of the judges is not taken into account in the calculation of the given position.

**6. How many sets will there be in the game?**

The sets actually played in the match are taken into account. If a match was interrupted and not resumed, a refund takes place at the rates for this position.

**7. A Handicap at sets.**

**8. Exact score at sets.**

**9. The winner of the tournament.**

If more than one team is recognized as a winner of the tournament, the coefficient of the rates on this team is divided by the number of winners.

**10. Total of the match even/ odd.**

**11. Total of the set even / odd.**

**12. In this type of sport, other outcomes can be offered apart from that mentioned above.**

## Baseball

- a. If two matches are played in one day involving the same teams, and the bookmaker only has offered prices for one game, the result from the first game of the day will count towards bets made.
- b. In case of carrying over or cancellation of the match, bets on the event shall be returned with coefficient if the match does not resume for more than with 24 hours.
- c. If the match has been suspended for more than 24 hours, the calculation for all bets is done with coefficient; a return takes place. In case the match ends within 24 hours all bets remain in force.
- d. Unless otherwise mentioned, all accepted bets are calculated with taking into account the results of the official websites and extra Innings as well. If it is possible for the match to end in Draw, all bets are refunded if there are no prices offered for the "Draw" market.
- e. If the match is abandoned before the end of the regular time of play, the result after five (5) innings (4 1/2 innings if the home team is leading) will be considered as official. The team that has more runs after the last full innings is considered the winner (unless the game is abandoned in the first half of the inning and the home team is leading, in such cases, the winner is the home team). If a match is interrupted earlier than specified in this paragraph for all bets except those the outcome of which is uniquely determined by the time of stoppage of the match, a refund takes place.

Unless otherwise stated, these rules apply to all bets.

The exceptions are:

***“Betting Live”.***

A match must be played in full for accounting the rates. If a match is interrupted, all bets on this game are void except for the rates, the outcome of which is uniquely determined by the time of stoppage of the match.

***More / Less, More/ Less Runs + strikes + errors, handicap.***

Bets will be counted based on the official score after 9 innings (8 1/2 innings if the home team is ahead). If extra innings are required for completing the game, the rates are calculated based on the final result of the official score. If the game is completed earlier, all bets will be void.

***Game “Hosts – Guests.” (Home-Away)***

Matches of one playing day and only matches specified in the current line take part in the game. If in at least one of the matches 8.5-9 innings are not played, the rates for a given position shall be returned. The calculation of the rate is defined as the sum of points scored by the hosts against the amount of points scored by the visitors (a refund takes place in the case of a tie at the rate).

f. The following items are available for betting on Baseball:

***1. Winner.***

Here you predict the outcome of the match. Rates are accepted taking into account extra innings.

***2. More/less***

If as a result of the match the total number of scored points is equal to the total of the rate, the rate is returned. The same applies for the individual total of a team or a player. Rates are accepted taking into account extra innings.

***3. Handicap.***

If the handicap has only 2 options (only handicap 1 or handicap 2, without the option of a draw) in case of a tie taking into account the Handicap, a refund takes place.

Rates are counted based on the official score after 9 innings (8 1/2 innings if the home team is ahead). If game extra innings are required to complete the game, bets will be counted based on the final official score. If the game is completed earlier, all rates will be void.

An exception: If the game ends due to the wide breakaway of one of the teams, all bets on that position shall remain in force. In case of a tie, a refund takes place taking into account the Handicap (regardless of the period for which the match is offered to bet).

***4. More / less points <a specified Team>***

Here you predict whether the number of points scored by this Team is more or less than the specified parameter. If as a result of the match the total number of points is equal to total of the rate, the bet is returned.

Bets are counted based on the official score after 9 innings (8 1/2 innings if the home team is ahead). If extra innings are required to complete the game, bets will be counted based on the final official score. If the game is over earlier, all bets will be void.

**5. *More/less Runs + strikes /bumps/ + errors.***

Here you predict whether the amount of the match runs, strikes and mistakes made by members of both teams, are more or less than the specified parameter. If as a result of a match, the total number of runs + strikes + errors is equal to Total of the rate, a return takes place.

The calculation is based on the official records of regulatory bodies and federations of respective tournaments.

Bets are counted based on the official score after 9 innings (8 1/2 innings if the home team is ahead). If extra innings are required to complete the game, bets will be counted based on the final official score. If the game is over earlier, all bets will be void.

**6. *Will the sum of runs + strikes /bumps/ + errors be even or odd?***

Here you predict whether the sum of runs, strikes and mistakes made by members of both teams in the match will be even or odd.

The calculation is based on the official records of regulatory bodies and federations of respective tournaments.

Bets are counted on the official score after 9 innings (8 1/2 innings if the home team is ahead). If extra innings are required to complete the game, bets will be counted based on the final official score. If the game is over earlier, all bets will be void.

If the result is 0, the rates are counted as “even”.

**7. *Total even / odd***

Bets are counted based on the official score after 9 innings (8 1/2 innings if the home team is ahead). If extra innings are required to complete the game, bets will be counted based on the final official score. If the game is completed earlier, all bets will be void.

If the result is “0-0”, all bets on this position are counted as “even”.

**8. *Which team will be the first to make a run?***

If the result is “0-0”, all bets on such a position shall be returned.

**9. *Which team will be the last to make a run?***

If the result is “0-0”, all bets on such a position shall be returned.

**10. *Which team will be the next to make a run?***

If no following run took place in the match (including if a match was interrupted), the rates for this position shall be returned. In case the match was interrupted after the next run took place, all bets on that position remain in force.

**11. *Inning 1: More/less than 0.5.***

To count, the rate the first innings of the match must be played in full.

**12. *The outcome of 1 inning.***

To calculate the rate, the first innings of the match must be played in full.

***13. The type of the first home run in the match.***

Here you predict the type of the first home run in the match whether it will be a solo (1 point), 2 points, 3 points or the Grand Slam (4 points) or there will not be any home run in the match at all.

Bets will be counted based on the official score after 9 innings (8 1/2 innings if the home team is ahead). If extra innings are required to complete the game, bets will be counted based on the final official score. If the game is over earlier, all bets will be void.

***14. When more runs are done?***

Here you predict in which period of the match more runs will be scored: in the first 4.5 innings (including the top 5 innings) or in the second 5 innings (after the top 5 innings (from Bottom 5 innings including the end of the game)), or whether it will be a draw. In case of extra innings the result after the top 5 innings includes the result of extra innings.

***15. Will the team scoring the first run win the match?***

The following outcomes are possible:

“Yes” – a bet on this outcome wins if the team that scored the first run wins the match.

“No” – a bet on this outcome wins if the team that scored the first run loses the match.

If the match ends in a draw, all bets on that position are refunded.

If the match ends before the end of the official time of the play, the result after five (5) having been played (4 1/2 innings if the home team is leading) will be considered as official. The winner is the team that has more runs after the last full innings (unless the game is interrupted in the first half of the inning and the home team is leading, in such cases, the winner is the home team).

***16. The outcome of the first top pass of the next innings: a ball or any other outcome?***

Here you predict whether the result of the first pass will be a ball or a strike, run, home run, an error, etc. (which means in the outcome “any other outcome”).

***17. Which team will be the first to make 3 runs?***

Bets will be counted based on the official score after 9 innings (8 1/2 innings if the home team is ahead). If extra innings are required to complete the game, the rates will be counted based on the final official score. If the game is completed earlier, all bets will be void. An exception: If one of the teams has scored three runs by the time the match is stopped.

***18. Game “Home – Away.”***

Matches of a single playing day take part in the game. If at least in one of the matches 8.5-9 innings on the rates are not played, then a refund is drawn. The calculation of the rate is defined as the sum of points scored by the hosts against the amount of points scored by the visitors: in case of a tie, a return of the rate on the winner takes place.

***19. Division Champions.***

If the playing season is shortened for any reason, all bets will be counted on the basis of which team will be called Division Champion by the respective governing body.

***20. In this given type of sport, other outcomes can be offered apart from that mentioned above.***

# Boxing

- a. If for any reason the match did not take place and is held not later than 28 days after the original scheduled date, all previously placed bets are valid for the newly organized match. If, within 28 days after the scheduled date the match did not take place, all bets will be void and are refundable.
- b. If the match is transferred to another arena, all bets on the match are still valid.
- c. The match is considered to have started after the first bell. In case of a play for winning of one of the participants the concept “a win” means a win on points, winning by KO, TKO, or a disqualification of the rival or his refusal.
- d. The concept of “a prescheduled win” means a knockout, technical knockout, disqualification of a rival or a refusal.
- e. The concept of “a win on points” means a victory won by decision of judges after all the rounds of the fight.
- f. If a boxer did not come out at the beginning of the next round after the bell, the match is considered to have finished in the previous round with the victory of the rival of the given boxer.
- g. If the scheduled number of rounds has changed, then all bets on the result of the fight are still valid, and the rates on the number of rounds shall be returned.
- h. If one of the participants in the fight was replaced by another party, all bets on this match shall be returned.
- i. Rates are offered for the following positions:

## ***1. The winner of the match.***

Here you predict the outcome of this match: the win of one of the participants or a draw in a match (the way the victory was reached is not essential for the outcome of “a win”: according to the points, KO, TKO or a disqualification of the rival or his refusal). Bets will be counted according to the official results announced in the ring (including the possible conversion of points recorded in the reports by the judges). The judicial and disciplinary decisions taken by the governing bodies later in the calculation of rates for this position are not affected. If the match ended in a draw (e.g. technical draw), and the rates for a similar result were not offered, then all bets on this position will be void and shall be returned.

## ***2. The Total of rounds in a match.***

If the boxer did not come out at the beginning of the next round after the bell, the fight is considered finished in the previous round with victory for the rival of the boxer. If the number of rounds scheduled by the regulation have changed, the rates for this position shall be refunded. The number of fully conducted rounds in the match is taken into account.

## ***3. Betting on rounds.***

It is necessary to define in what round and by whom a victory will be won. In this case it means a victory in the match, but not a victory in the round. If the win is announced by the decisions of the judges after the last round of the match, all bets on the winning of the parties in the last round of the match remain in force and are considered lost.

#### ***4. Will there be a knockdown in the indicated round?***

Only the knockdowns are counted, as a result of which the referee starts the countdown, or if the referee initiates a countdown himself.

Falls on a slippery floor and other similar incidents are not taken into account.

#### ***5. The outcome of the match.***

Here you predict which way the outcome of the match is determined as well as the winner of the match. Available options are:

- The Victory of a Player 1 (Player 2) by knockout (if a boxer is lying down on the floor for 10 seconds of the countdown of the referee), a technical knock-out (after 3 knockdowns by the decision of the referee as well as the refusal of the player to continue the fight) or disqualification;
- Victory Player 1 (Player 2) by decision of the referee (after completion of all regulated rounds of the given match), or technical decision of the referees (an early decision on points) a Draw.

#### ***6. The winner of the match / number of rounds.***

Here you predict who will win the match and if during more or less rounds than indicated will take place in the match. If the match ended in a draw, all bets on this position are considered void and shall be returned. If the boxer did not come out at the beginning of the next round after the bell, it is considered that the match ended in the previous round with the victory of the rival of the given boxer. If the number of rounds scheduled by regulation has changed, the rates for this position shall be returned. The numbers of rounds fully conducted in the match are taken into account.

#### ***7. When will the match be won and by whom?***

Here you predict the winner of the match, as well as the range in which victory is won. If the match ended in a draw, all bets on this position will be considered void and shall be refunded. If the boxer did not come out at the beginning of the next round after the bell, it is considered that the fight ended in the previous round with the victory of the rival of the given boxer. If the number of rounds scheduled by regulations has changed, the rates for this position shall be returned. The number of rounds fully conducted in the match is taken into account.

#### ***8. Will the match continue for the regulated number of rounds?***

Here you predict whether all regulated rounds will be held in a match or the victory of one of the parties will be announced ahead of time.

If the number of rounds scheduled by regulations has changed before the beginning of the match, the rates for this position shall be returned.

If a match is interrupted or cancelled due to technical reasons, a refund takes place for all bets on this position.

#### ***9. What round the winner will be declared in?***

Here you predict whether the winner of the match is declared in one of the proposed rounds, or the winner of the match will be determined by the decision of the judges after the completion of all regulated rounds of the match. If one of the boxers did not come out at the beginning of the next round after hitting the gong, it is considered that the match ended in the previous round.



**10. Will a <specified Boxer> get a knockdown in the match?**

Only the knockdowns are counted as a result of which the judge opens the countdown, or if the referee initiates a countdown himself.

Falls on the slippery floor and other similar incidents are not taken into account.

**11. Will <the specified Boxer> win the match in the 1st minute of the match?**

The time from the gong about the start of the match is taken into account including the 59th second of the match.

**12. Will <the Specified Boxer> get a knockdown and win the match?**

Available options are:

“Yes” – during the match the specified player will get at least one knockdown and will be declared a winner according to the results of the match.

“No” – in any other case.

Only the knockdowns are counted as a result of which the judge opens the countdown, or if the referee initiates a countdown himself.

Falls on a slippery floor and other similar incidents are not taken into account.

If a match is interrupted or cancelled due to technical reasons, for all bets on this position a refund takes place.

**13. Who will get a knockdown / knockout / technical knockout?**

The following outcomes are possible:

“None” – none of the players in the match will get a knockdown / knockout or technical knockout;

“Player 1” – Player 1 in the match will get a knockdown or a knockout or a technical knockout (or a knockdown and a knockout / a knock-down and a technical knockout);

“Player 2” - Player 2 in the match will get a knockdown or knockout or a technical knockout (or a knockdown and a knockout / a knock-down and a technical knockout);

**14. In this given type of sport, other outcomes can be offered apart from that mentioned above.**

## Badminton

a. In the event that one of the planned participants is replaced by another one before the start of the match, rates on such an event shall be returned.

b. In the event of the carrying over of the match or if the match is interrupted, all bets shall be returned except the ones the outcome of which is uniquely determined by the time of the stoppage (in case of interrupted matches). If the match was interrupted due to an injury or disqualification, and as a result of that a party is specified, who will progress into the next round, the rates on pass remain in force.

c. The following methods of betting on badminton are accepted:

**1. The winner of the match.**

Here you predict the winner of the match.

## ***2. The winner of the set.***

Here you predict the winner of the set.

## ***3. The winner of the tournament.***

If the specified player did not participate in the given tournament, all bets on this player shall be returned.

## ***4. Who will win the next pitch?***

If the next pitch was not done in the match, all bets on that position are refundable.

## ***5. The exact score.***

In the case if the match was interrupted or not played the regulated number of sets, all bets on that position shall be refunded.

## ***6. In this given type of sport, other outcomes can be offered apart from that mentioned above.***

# Mixed Football

Mixed Football– is a game, where bets are placed on the opposition of two teams, which are playing in real matches. Bets are settled based on the sum of goals, scored by the players in real matches.

Calculation of bets is made after the end of all real matches, from where the players have been chosen for the virtual teams. If the start of the match has been delayed for more than 24 hours, all bets accepted on that given match will be calculated with a coefficient of 1 (Return). If the match has been suspended and was not resumed within 24 hours, all bets accepted on that given match will be calculated with a coefficient of 1 (Return). For example, Manchester United – Real Madrid (Mixed match) playing for their national leagues.

Manchester United – Real Madrid

Premier League Manchester United 2:1 Everton

La Liga Real Madrid 3:1 Valencia

Mixed match Manchester United 2:3 Real Madrid

# Bandy

1. All bets are calculated on the basis of the results obtained by the end of the main time (90 minutes, 2 halves 45 minutes each or 3 times 24 minutes each), if not stated otherwise.
2. The extra time and penalties are taken into account only for bets on entering the next round, tournament winner, etc.
3. All bets on the match have an odd of 1, if the match is cancelled or postponed for more than 24 hours.
4. The match is considered to have been held if it has been played at least for 80 minutes. All bets are calculated on the basis of the results obtained by the time the match was interrupted, if the match is not resumed and played till the end within 24 hours.
5. If a team fails to exit a group in bets “Who is higher on the basis of tournament results”, higher is the team, which have scored more points. If the points are equal, bets are calculated on the basis of the data of the final protocol.

6. The bookmaking company carries no responsibility for inaccuracies during the match. The data shown live and in the line are approximate. Please, refer to official sources for the game regulations.
7. All bets on the match have an odd of 1, if the match is cancelled or postponed for more than 24 hours, excluding cases, where the bet results are determined by the time the match is interrupted. Outcomes, which are clearly defined by the time the match is interrupted, e.g. outcome of the 1st time, first goal, time of the 1st goal etc., are taken into account while calculating the bets.

## Beach soccer

1. All bets are calculated on the basis of results obtained by the end of the match's main time (36 minutes play time, 3 periods, 12 minutes each), if not stated otherwise.
2. The added time and penalty shootout are taken into account only for bets on match winner, entering the next round, tournament winner, etc.
3. All bets on the match have an odd of 1, if the match is cancelled or postponed for any other reason for more than 24 hours.
4. The match is considered to have been held if it has been played at least for 24 minutes. All bets are calculated on the basis of the results obtained by the time the match was interrupted if the match is not resumed and played till the end within 24 hours.
5. All bets on the match are calculated with an odd of 1, if the match is interrupted for more than 24 hours, excluding cases, where the bets results are determined by the time the match in interrupted. Outcomes, which are clearly defined by the time the match is interrupted, e.g. outcome of the 1st time, first goal, time of the 1st goal etc., are taken into account while calculating the bets.
6. The information provided on the following source – <http://www.beachsoccer.com/> serves as basis while determining statistical indicators for outcomes of beach soccer matches.

## Chess

- a. In case of postponement of the match, all bets on the match are refundable. If a match is interrupted, all bets on the match shall be refunded, except the rates the outcome of which is uniquely determined by the time of postponing of the match.
- b. Bets are counted according to the official results of the tournament. In the case of replacement of one player by another one, all bets will be void and shall be returned.
- c. The following items are available for betting on Chess:

### ***1. The winner of the match.***

Here you predict the outcome of the match. In case of refusal to participate in a match or disqualification of one of the participants by the time the first move of the match was made, all bets on this match shall be returned.

### ***2. The winner of the tournament.***

If more than one participant is recognized as a winner of the tournament, the coefficient of the rate for this team is divided by the number of winners.

If two or more players finish the tournament with the same number of points, the calculation of rates is made according to the player announced as a winner of the tournament by the respective governing body of the tournament.

**3. In this given type of sport, other outcomes can be offered apart from that mentioned above.**

## Cricket

a. During weather interrupted One Day Internationals and Twenty20 matches all markets will be calculated according the D/L result.

b. When a “Super Over” comes into play, the winning team of the “Super Over” is declared the winner of the match.

c. The following markets are available for betting on Cricket:

### **1. Match winner**

Here you predict which team will win the match.

### **2. Match result**

Here you predict the result of the match (Team 1, Team 2 or a Draw).

### **3. Double Chance**

The following outcomes are possible:

1X – the bet is winning if Team 1 won or drew the match

X2 – the bet is winning if Team 2 won or drew the match

12 – the bet is winning if Team 1 or Team 2 won the match

### **4. Draw No Bet**

Here you predict who will win the match in regular time not including draw. If the match will draw, the bets on this market will be returned.

### **5. Team Top Batsman (Team 1 / Team 2)**

Here you predict who will score the most runs regarding Team 1 or Team 2.

### **6. Team Top Bowler (Team 1 / Team 2)**

Here you predict which player will take the most wickets regarding Team 1 or Team 2.

### **7. 1st innings Top Batsman (Team 1 / Team 2)**

Here you predict who will score the most runs in the 1st inning regarding Team 1 or Team 2.

### **8. 1st innings Top Bowler (Team 1 / Team 2)**

Here you predict which player will take the most wickets regarding Team 1 or Team 2.

***9. Top match batsman***

Here you predict who will score the most runs in the match.

***10. Top match bowler***

Here you predict which player will take the most wickets in the match. If two or more bowlers are tied and have the same number of wickets, then the bowler conceding the fewest number of runs shall be deemed the winner.

***11. Man of the match***

Here you predict which of the players will be named man of the match.

***12. First over runs***

Here you predict which team will score the most runs in the 1st over.

***13. Runs a fall of the 1st wicket***

Here you predict how many runs the batting team will score before the fall of their first wicket.

***14. A fifty to be scored in the match***

Here you predict if any batsman will score 50 runs or more in the match.

***15. A hundred (Century) to be scored in the match***

Here you predict if any batsman will score 100 runs or more in the match.

***16. A fifty to be scored in the 1<sup>st</sup> inning***

Here you predict if any batsman will score 50 runs or more in the 1st inning.

***17. A hundred (Century) to be scored in the 1<sup>st</sup> inning***

Here you predict if any batsman will score 100 runs or more in the 1st inning.

***18. 1st innings lead***

Here you predict which team will score more runs after the 1st inning.

***19. Most run outs***

Here you predict which team will lose the most wickets by way of run out in the match or it will be tied.

***20. Team to make highest 1st 6 overs score***

Here you predict which team will score the most runs after the 1st 6 overs.

***21. Team to make highest 1st 15 overs score***

Here you predict which team will score the most runs after the 1st 15 overs.

**22. Match Sixes**

Here you predict which team will hit more sixes or it will be tied.

**23. 1st wicket method**

Here you predict the method of dismissal for the first wicket of the match.

**24. Highest opening partnership**

Here you predict which team will score more runs before losing their first wicket or it will be tied.

**25. Highest 1st inning opening partnership**

Here you predict which team will score more runs before losing their first wicket or it will be tied (regarding to the 1st inning).

**26. To win the toss**

Here you predict which team will win the toss.

**27. Match winner/Best batsman of the match**

Here you predict which team will win the match and who will score the most runs.

**28. Six and out**

Here you predict if a player will hit at least one six and get at least one wicket as a bowler during the match. When a player is in the starting XI but doesn't bat/bowl, the bet will be lost.

**29. Top batsman**

Here you predict who will score the most runs from Team 1 or Team 2.

**30. Team total match sixes (Team 1 / Team 2)**

Here you predict what the sum of total match sixes will be over or under a given mark.

**31. Team total match fours (Team 1 / Team 2)**

Here you predict if the sum of total match sixes will be over or under a given mark.

**32. Team of top batsman**

Here you predict which team of top batsman will win the match or it will be tied.

**33. Total match sixes**

Here you predict if the sum of total match sixes will be over or under a given mark.

### **34. Total match fours**

Here you predict if the sum of total match fours will be over or under a given mark.

### **35. Team total runs (Team 1 / Team 2)**

Here you predict if the sum of total runs will be over or under a given mark.

### **36. 5 over total runs**

Here you predict if the sum of total runs will be over or under (regarding 1st 5 overs).

### **37. Match Fours**

Here you predict which team will score the most fours in the match or it will be tied.

## **Cycle racing**

- a. All rates are counted according to the official finishing report at the time of the podium presentation of awarding the participants. Any changes made after this time are not taken into account for the calculation of rates.
- b. If a participant has not crossed the start line, all bets on him are refundable.
- c. In the event that the indicated stage is interrupted, all rates are refundable, except the ones, the outcome of which has been clearly defined.
- d. If the specified race is interrupted (the specified number of stages according to the ordinance have not been carried out), all rates are refundable except ones, the outcome of which has been clearly defined.
- e. In the event the carrying over of the start time or a stage of the race for more than 24 hours, all rates on this race or stage race are respectively refundable.
- f. The following items are suggested for betting on Cycling:

#### **1. The winner of the race.**

Here you predict which cyclist will win in the race. In case of disqualification, the rates will be calculated based on the results made public at the time of awarding the drivers. When betting on winning in the race the driver who is in first place on the basis of the entire competition is considered the winner. If none of the drivers complete the race, the driver who has completed most of the stages is considered the winner. If both drivers complete an equal number of stages, the one who is higher according to the classification of the last completed stage is the winner.

#### **2. The winner of the stage.**

Here you predict which driver will win in a certain stage of the race. All rates on the drivers who did not take part in the race, shall be considered invalid and shall be returned. In the case of disqualification of any of the drivers, the rates will be calculated based on the results made public at the time of awarding the drivers on the podium.

**3. *Who is higher (on the basis of results of a race)?***

Here you predict which driver will finish higher in the general classification on the basis of results of race. In order for the rates on this position to be considered valid, both drivers indicated in the given position must start the race. At least one of the parties listed in the given position should reach the finish of the race. Otherwise, all rates on this position shall be returned. If only one of the drivers indicated in this position reaches the finish of the race, when calculating these rates it is considered that this driver has taken a higher place.

**4. *Who is higher (according to the results of a stage)?***

Here you predict which driver will finish higher according to the results of the given stage. If one of the indicated parties does not take part in this stage, the rates for that position shall be returned. At least one of the parties listed in this position must reach the finish line of the stage, in order the rate to be considered valid. Otherwise, all rates on this position shall be returned. In order the rates on this position were considered valid, at least one of the drivers indicated in the given position must start the race. If only one of the drivers mentioned in this position, reached the finish of the stage, while calculation of these rates it is considered that the driver has taken a higher place.

**5. *Which team is higher (on the basis of the results of the race)?***

Here you predict which of the indicated teams will finish higher place in the general classification on the basis of the race results. In order for the rates on this position to be considered valid, at least one of the teams indicated in the given position must start the race. At least one of the teams listed in this position, must reach the finish line of the race, in order for the rate to be considered valid. Otherwise, all rates on this position shall be returned. If only one of the teams indicated in this position reaches the finish of the race, when calculating these rates, it is considered that this team has a higher place.

**6. *Which team is higher (on the basis of the results of the stage)?***

Here you predict which of the indicated teams will take a higher place according to the results of the given stage.

If one of the indicated teams does not take part in this stage, the rates for that position shall be returned.

At least one of the teams listed in this position, must reach the finish line of the stage, in order for the rate to be considered valid. Otherwise, all rates on this position shall be returned.

In order for the rates on this position to be considered valid, at least one of the teams indicated in the given position must start the race.

If only one of the teams indicated in this position reaches the finish of the stage, when calculating these rates, it is considered that this team has a higher place.

**7. *King of the Mountain.***

Calculation of rates is done according to the official report of the regulatory body / federation of these competitions. Any changes in the calculation, as well as disqualifications occurring after drawing up the original report of the race / stage, does not affect the calculation of rates.



### **8. Classification on points.**

Here you predict which driver will score the maximum points in the classification.

The calculation of rates is according to the official report of the regulatory body / federation of these competitions. The calculation of rates is not affected by any changes in the calculation and disqualifications that occurred after drawing up the original report of the race.

### **9. Finish on the podium.**

Here you predict which driver will finish in the Top 3 of the race. The calculation of rates is according to the official report of the regulatory body / federation of these competitions. The calculation of rates is not affected by any changes in the calculation and disqualifications that occurred after drawing up the original report of the race.

**10. In this given type of sport, other outcomes can be offered apart from that mentioned above.**

## **Darts**

- a. If the game is carried over for more than 24 hours, all bets on the match shall be refunded. If a match is carried over for less than 24 hours, the rates for this match remain valid.
- b. If the match is interrupted or shortened, the winner of the match is declared the member of passing to the next round or declared the winner of the match according to the decision of the judges of the regulatory body / federation of the tournament. In this case the rates on the remaining positions will be declared invalid if otherwise is not specified in those rules. An exception: the rates, the outcome of which is uniquely determined by the time of stoppage of the match, are declared valid and remain in force.
- c. The following items are available for betting on darts:

#### **1. Winner.**

Here you predict the outcome of the match. If the item has options: Team 1, Team 2 without the option "Draw", but the match ends in a draw, all rates on that position shall be returned.

#### **2. More/less 180's in the match?**

Here you predict whether the number of situations in which the players in the match with one set of darts (one try) will score 180 points, more or less than the specified parameter. If as a result of the match the total number of series to 180 points is equal to the total of the rate, a return takes place. If a match is interrupted or reduced, a return takes place for all bets on this position.

#### **3. More/less 180's by player 1 in the match more/less 180's by player 2 in the match?**

Here you predict whether the number of situations in which the relevant players in the match with one set of darts (one try) will score 180 points is more or less than the specified parameter.

If as a result of the matches the total number of series to 180 points of the indicated player is equal to the total of the rate, a return takes place.

If the match is interrupted or shortened, for all bets on this position a return takes place.

**4. Handicap of the match on legs.**

In case of equal points taking into account the Handicap a return takes place. If the match is interrupted or reduced, on all rates on this position a return takes place.

**5. The winning color of the given leg.**

Here you predict in which color sector the last successful throw will be made by the winner of the given leg. For accounting on this position the leg must be played in full.

**6. Double victory of the leg more/less than 40.5 points.**

Here you predict whether the last successful double of the given leg is more or less than 40.5 points. For accounting on this position a leg must be played in full.

**7. The winner of the tournament.**

If more than one team is recognized as a winner of the tournament, the odds bet on this team is divided by the number of the winners. If the specified party was unable to participate in this tournament (did not play a single second in any game of the tournament), the rates for this participant for this position shall be returned.

**8. In this given type of sport, other outcomes can be offered apart from that mentioned above.**

## Esports

1. Bets are accepted considering the extra rounds, if not stated otherwise. Bets are calculated with an odd of 1 in case of a draw.
2. If for any reason a participant refrains from continuing the play or is disqualified, all bets made on him are considered lost. If the refusal (disqualification) occurs prior to the match start or if a technical defeat is assigned in the 1st half, the victory odd is accepted as 1.
3. Bets are calculated with 1 odd if the game is postponed for more than 24 hours.
4. In case the match is stopped by the referee to be replayed afterwards, the results of the interrupted match are not taken into account.

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API. Non-runner no bet. Outright and Group markets may be subject to a Rule 4 (Deduction).

An unplayed or postponed match will be treated as a non-runner for settlement purposes unless it is played within 48 hours of the originally scheduled start time. Bets will be void if the fixture is listed incorrectly.

In the event of a team name change occurring as a result of a team leaving an organization, joining another organization or officially changing their name, all bets will stand. If a match is played before the scheduled start date/time, then all bets placed after the actual starting time will be void. All bets placed before the actual starting time will stand.

To Win Match / To Win Map (including Current and Next) / Double Chance - If a match or map is replayed due to a draw, the replayed match or map will be treated as a separate entity. In the event of a match or map starting but not being completed, then all bets will be void unless after the start of the match a player is disqualified, in which case the player/team progressing to the next round or being awarded the victory by the governing body of the specified competition, broadcast or game API will be deemed the winner for settlement purposes.

If a match or map is replayed due to a disconnection, all bets on the specified market will be void unless the outcome is already determined. The replayed match or map will be treated as a separate entity.

If a player/team is given a walkover on at least one map before the match starts, all bets will be void. If a map is replayed due to a non-player related technical problem, pre-game bets will stand on the replayed map in accordance with the official result. All in-play bets on the affected map will be void unless the outcome is already determined.

Handicap Betting / Total Map Betting / Correct Score Betting / 'Race to' Maps - Bets are void if the statutory number of maps are changed, or differ from those offered for betting purposes. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

To Win At Least One Map - In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

StarCraft II Map Betting: In the event of a draw, To Win Map market will be voided. Winning Race / Winning Player Nation: In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined. CS:GO

Where Overtime can be played, this will be included in the settlement of markets; unless the Draw participant is quoted for a specific market, in which case settlement will be based on regulation time only. Round Betting - Bets are void if the statutory number of rounds are changed, or differ from those offered for betting purposes.

In the event of a fixture, map or round starting but not being completed, bets will be void unless the outcome is already determined. LOL Map Betting: In the event of a draw, To Win Map market will be voided. First Blood markets: Only kills by the opposition team / player will count.

Kill markets: Will be settled based on the official scoreboard, broadcast or game API.

Monster markets: Will be settled based on the official scoreboard, broadcast or game API. Building markets: For settlement purposes all buildings destroyed count as being destroyed by the opposing team, regardless of whether the last hit was from a Champion or Minion or whether or not they are respawned buildings. In the event of a surrender, the final number of Towers and Inhibitors destroyed will be settled on the minimum number of Towers and Inhibitors necessary to win the game at the point of surrender. These additional buildings will be treated as though destroyed by the winning team and are restricted to five Towers and one Inhibitor.

In the event of a surrender, bets on Next Building Destroyed markets will be void. All time based bets are settled on the in-game clock, and do not include the period before minions spawn. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

DOTA2 Map Betting: In the event of a draw, To Win Map market will be voided.

First Blood markets: Only kills by the opposition team / player will count.

Kill markets: Will be settled based on the official scoreboard, broadcast or game API.

Creep markets: Will be settled based on the official scoreboard, broadcast or game API. Settlement is determined by the team to slay Roshan, and not who picks up the Aegis of the Immortal.

Building markets: For settlement purposes all buildings destroyed count as being destroyed by the opposing team, regardless of whether the last hit was from a Hero or a Creep. The number of barracks will be determined by individual ranged and melee barracks destroyed. In the event of a surrender, the final number of Towers and Inhibitors destroyed will be settled on the minimum number of Towers and Inhibitors necessary to win the game at the point of surrender. These additional buildings will be treated as though destroyed by the winning team and are restricted to five Towers and one Inhibitor. In the event of a surrender, bets on Next Building Destroyed markets will be void.

All time based bets are settled on the in-game clock, and do not include the period before creeps spawn. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

## Football

a. Football Betting is accepted during regular time, excluding extra time and penalty shoot-outs, except special stipulated cases indicated on Royal Panda. In these rules the regular time should be counted taking into account the added time in the match, the rates on the events in each half take into account the added time of each half determined by the referee.

b. Any match interrupted before the end of officially regulated regular time and not resumed within 24 hours is considered to be called off, regardless of the judicial decisions on this game (except all mentioned in 16.1.1). The rates, the outcome of which was clearly defined by the time the match was stopped, remain in force and are calculated in accordance with these Rules, a return takes place on the other bets of this match. If a football match is postponed for more than 24 hours, rates on it are refundable, otherwise rates remain valid.

c. No cards / dismissals and events after the final whistle are taken into account for betting purposes. All cards and dismissals occurring in the interval between the first and second half, are taken into account in the overall result of the match, but are not taken into account for betting on the first or second half. The following items are available for betting on Football:

### **1. Winner.**

Here you predict the outcome of the match. The rates are accepted for the regular time.

### **2. Total.**

If as a result of the match the total number of scored goals is equal to the total of the rate and the option of an exactly < specified number of > goals is not stipulated, there is a return. The same applies for the individual total of a team or a player.

### **3. Handicap.**

If the handicap has only 2 options (only Handicap 1 or Handicap 2, without the option – a draw) in case of a tie taking into account the Handicap, a return with a coefficient 1 takes place (regardless of the period for which the match is invited to bet). Similarly, for the handicap of cards / corners and other parameters.

### **4. Double outcome**

The following outcomes are possible:

1X – if the match ended in a win for the hosts or a tie, bets on that position win.

X2 – if the match ended in favor of the guests, or a tie, bets on that position win.

12 – if the match ended in favor of the guests, or in favor of the hosts, the rates for this position win. .

### **5. Whether a player will score at least one goal?**

Only goals which are scored in the goal of the opposing team and officially counted by the referee are taken into account. If the player did not participate in the match, bets will be void.

### **6. Who will progress to the next round?**

A rate is calculated only after the last match in the series of the given round of the tournament with the participation of the specified teams.

A rate is only winning if the specified team progresses to the next round of the competition, regardless of the result the intermediate match / time period of this round of the competition.

A judicial or other decision to cancel / change the results of the tournament, made after the end of this round of the competition shall not be considered.

### **7. Individual total <indicated Team>**

Here you predict whether the number of goals scored by this Team is more or less than the specified parameter.

If as a result of a match the total number of goals scored is equal to the total of the rate, a return takes place with a coefficient of 1.

Only goals which are scored in the goal of the opposing team and officially counted by the referee are taken into account.

All own goals scored are considered as goals scored by the opposing team.

### **8. The winner of the tournament.**

The rate is calculated only after the final match of the tournament according to the result at the end of the tournament.

Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competitions shall not be taken into account.

If the team on which the bet was made does not qualify for this tournament, has been disqualified or refused to participate in the competition, all rates on this team are considered lost.

***9. The winner of the group stage.***

The rate is calculated only after the completion of all matches of this group as part of this round of the tournament.

A judicial or other decision to cancel / change the results of the tournament, made after the end of this round of the competitions, shall not be taken into account.

If the team on which the bet was made, has been disqualified or refused to participate in the competition, all rates on this team are considered lost.

***10. Which team will score the first goal of the match?***

If the first goal of the match is an own goal, the victory in the rate is calculated for the team in whose favor this goal was scored (i.e. the opponent team scoring the own goal).

***11. Which team will score the next goal in the match?***

If the next goal scored in the match is an own goal, the victory in the rate is calculated for the team in whose favor this goal was scored.

***12. Which team will score the last goal of the match?***

If the last goal of the match is an own goal, the victory in the rate is calculated for the team in whose favor this goal was scored.

If a match is interrupted and not resumed within 24 hours, rates on this position are refundable.

***13. Will both teams score?***

Here you predict whether both teams will score at least one goal each in the given match. All own goals count as goals scored by the opposing team.

***14. Total even / odd.***

If the result of the match is "0:0", the rates will be counted as "Even"

***15. A victory without taking into account draws.***

If the regular time of a match ended in a draw, the rates for the given position are returned with coefficient 1.

***16. How many goals will be scored in the match?***

Here you predict the exact number of goals in the match. Only goals scored in regular time count (including the time added by the referee but excluding extra time and penalty shootout). All own goals are counted as goals scored by the opposing team.

***17. How many goals will <the specified team> score?***

Here you predict the exact number of goals scored by this team in the match. Only goals scored in regular time count (including the time added by the referee but excluding extra time and penalties). All own goals are counted as goals scored by the opposing team.

17.1 All statistical bets (Offsides, Fouls, Shots etc.) are calculated as per the tournament organizers official data.

### ***18. 1 Half /Match.***

Here you predict the outcome of the first half and the whole football match. In the line in first place the result of the 1st half is put, and in the second – the one of the whole match.

### ***19. Who will score the first goal of the match?***

The rates are winning for the player, who scored the first legally counted goal in the match. If a player did not enter the field during the match, all rates on him for this position are returned with coefficient 1. If the first goal is scored by the player who was not represented among the options of the given position, all rates on this position are considered lost. The exception: Bets on players who have not entered the field by the time of the first goal; such rates are refunded with coefficient 1.

If the first goal is an own goal (even if it is scored by the player on which the rates were accepted), all bets on this position are considered lost. The exception: bets on players who have not entered the field by the time of the first goal; such rates are refunded with coefficient 1.

### ***20. Who will score the last goal of the match?***

Rates are winning for the player, who scored the last counted goal of the match. If a player did not enter the field during the match, all rates on him for this position are returned with coefficient 1.

If the last goal is scored by the player who was not represented among the options of the given position, all rates on this position are considered lost, the exception is – rates on the players who did not participate in this game; such rates are returned with coefficient 1.

If the last goal is an own goal (even if it is scored by the player on whom bets were accepted), all rates on this position are considered lost. Exception: rates on the players who have not entered the field by the time of the last goal; such rates are returned with coefficient 1.

### ***21. The exact score of the match.***

Here you predict the exact score of football match. If the exact score according to the results of the match is not one of the options offered in the line, only the rates on the “Any other” position win.

### ***22. By how much will the match be won?***

Here you predict which team will win and by how much, or whether the match will end in a draw.

### ***23. More/less corners***

If as a result of the match the total amount of corners is equal to the total of the rate, a return with coefficient 1 takes place. Only corners taken by the teams are counted (regardless of how many corners were awarded by the referee). Corners awarded but not taken are not taken into account in the calculation of rates. If a team was forced to repeat the corner (because of errors / dislocating in the previous assist of the corner kick), only one corner kick is taken into account.

### ***24. The first corner kick of the match***

Here you predict which team will get the first corner kick. If there are no corner kicks in the match, these rates shall be returned with coefficient 1. Only corners taken by the teams are counted (regardless of how many corners were awarded by the referee). The corners awarded but not taken, are not taken into account in the calculation.

**25. *The last corner kick of the match.***

Here you predict which team will perform the last corner kick. If there are no corner kicks in the match, the given rates are refundable with coefficient 1. Only corners taken by the teams are counted (regardless of how many corners were awarded by the referee). The corners awarded but not taken are not taken into account during the calculation.

**26. *The time of the first corner kick.***

Here you predict in what time interval of the proposed lines the first corner kick will be taken. If there is no corner kick in the match, according to the given rates a return with coefficient 1 is appointed.

At the same time the actual time of the corner kick is taken into account, but not the time it was awarded by the referee.

**27. *Which team will have more corners in the match?***

Only corners taken by the teams are counted (regardless of how many corners were awarded by the referee).

The corners awarded but not taken are not taken into account while calculation. If the team was forced to repeat the corner (because of errors / dislocating in the previous assist of the corner kick), only one corner kick is taken into account.

If no corner kick was taken in the match, “Draw” is the winning option.

**28. *Total corner kicks even / odd.***

If no corner kick was taken in the match, the rates are counted as “Even”. Only corners taken by the teams are counted (regardless of how many corners were awarded by the referee). The corners awarded but not taken are not taken into account while calculation. If a team was forced to repeat the corner (because of an error / dislocating in the previous assist of the corner kick), only one corner kick is taken into account.

**29. *Will a specified team win in either half?***

Here you predict whether the given Team will win at least in one half.

The following outcomes are possible:

“Yes” – the rate that this given team will win (i.e. a draw or a defeat are unacceptable) according to the results of the 1st half, or 2nd half (the result of the 2nd half is taken into account, and not the result of the whole match, determined after the 2nd half).

“No” – a rate on the fact that this Team will not win in either half of the match.

**30. *Will <a specified team> win in both halves of the match?***

Here you predict whether the given team will win both halves of the match (to clarify, the result of the second half of the match means the result of the second half alone, and not the result of the game after 2 halves (i.e. only goals scored in the second half are taken into account).

The following outcomes are possible: “Yes” is a rate that the given team will win in both the first and the second halves. If at least in one of the halves the team draws or loses, such rate is considered lost. “No” – a rate on the fact that this Team will draw or lose at least one of the halves.



### ***31. The time of the first goal.***

Here you predict in which time interval proposed in the line, the first goal will be scored in the match. If the match ends in a 0-0 draw, rates on the first goal are considered lost by a player.

### ***32. The Time of the last goal.***

Here you predict at what time interval proposed in the line the last goal will be scored in the match. If the match ended with the score 0-0, the rates at the time of the last goal will be considered lost by a player.

### ***33. In what half will more goals be scored?***

Here you predict whether more goals will be scored in the first half than in the second, or whether more will be scored in the second than in the first or whether the same number of goals will be scored in the first and second halves. Only goals scored in the given halves are considered, taking into account the added time, but without taking into account possible extra time.

### ***34. In what half will more goals be scored by <a specified team>?***

Here you predict whether more goals will be scored in the first half than in the second, or whether more will be scored in the second than in the first or whether the same number of goals will be scored in the first and second halves.

Only goals scored in the given halves are considered, taking into account the added time, but without taking into account possible extra time. All own goals scored are counted as goals scored by the opponents.

### ***35. How will the first goal be scored?***

Here you predict how the first goal of the match will be scored specifically. The following outcomes are possible:

- A blow
- A header
- With a penalty kick
- With a kick from penalty
- An Own goal
- No goals will be scored

Regardless of with which part of the body a goal has been scored, if it happened directly from the penalty kick, the outcome of “With a penalty kick” is the only winning rate, rates on all other outcomes (including “with a blow”) are considered lost by a player.

Regardless of with which part of the body a goal has been scored, if it happened directly from the penalty, the outcome of “With a penalty” is the only winning rate, rates on all other outcomes (including “with a blow”) are considered lost by a player.

If a goal is scored as a header, the outcome of a “Header” is the only winning rate, rates on all other outcomes (including “blow”) are considered lost by a player.

If the first goal in the match is an own goal, the outcome of which is the only winning rate, rates on all other outcomes (including “blow”) are considered lost by a player.

**36. Which team will be shown the first yellow card in the match?**

Here you predict from which team a player will be the first to be shown the yellow card.

If according to the match report the first yellow cards are shown to two or more players from different teams within one minute, the rates on this position are refundable. Only bets on the position “Both teams at the same time” win. If such an option is not mentioned in the line on all bets for this position a refund takes place. If no yellow cards are shown in the match, only bets on the position “No warning will be” win. If such an option is not mentioned in the line on all bets for this position a refund takes place.

**37. Which team will be shown more yellow cards in the match?**

Two yellow card shown to the same player, leading to his dismissal, are not taken into account.

Only yellow cards shown to the players present at the moment on the field are taken into account. Yellow cards shown to reserve players, coaches and support staff of teams, are not taken into account. No cards shown after the final whistle of the referee are taken into account when counting the rates. All cards shown during the break between the first and second halves, are taken into account in the overall result of the match, but are not taken into account for betting on the first or second halves.

**38. More / less yellow cards to <the specified team>?**

Here you predict whether more or less yellow cards than the indicated number will be shown to the players of the specified team in this match. Two yellow cards shown to the same player, leading to his dismissal, are not taken into account. Only the yellow cards shown to the players present at the moment in the field are taken into account. Yellow cards shown to reserve players, coaches and support staff of teams, are not taken into account. All cards shown after the final whistle of the referee are not taken into account for counting the rates.

No cards shown during the break between the first and second halves, are taken into account in the overall result of the match, but are not taken into account for betting on the first or second halves.

**39. The first yellow card in the match**

If no yellow cards are shown in the match, the given rates are refundable with coefficient 1. While counting the rates the actual time is taken into account when a yellow card is shown to a player.

**40. Total yellow cards even / odd.**

If no yellow cards are shown in the match, the rates are counted as “Even”. No cards shown after the final whistle of the referee are taken into account for counting the rates. All cards shown during the break between the first and second halves, are taken into account in the overall result of the match, but are not taken into account for betting on the first or second halves.

**41. An Own goal <specified Team>?**

Here you predict whether in this match a specified team will score at least one own goal.

**42. Will the <specified team> score in each half?**

The following outcomes are possible: Yes – this team will score at least one goal in the first half and at least one goal in the second half. No – this team will not score any goals in one half at least.

***43. When is the winner determined?***

The following outcomes are possible: During regular time – the rate will win if the regular time of the match (taking into account the time of the match added by the referee) ends with victory of one of the teams.

In extra time – the rate will win if the regular time of the match (taking into account the time of the match added by the referee) ends in a draw and extra time ends with victory of one of the teams.

The rate will win in the event of a penalty shootout if both normal and extra time of the match end in a draw.

***44. The team scoring the first goal will win.***

Here you predict whether the team scoring the first goal will win. The following outcomes are possible: The Leader wins – The team scoring the first goal wins the match. The Leader loses – The team scoring the first goal loses the match. Leader – Draw – the match ends in an effective draw (excluding option 0-0) No goals will be scored – the match will end 0-0.

***45. In what half will the first goal be scored?***

Only the goals officially counted by the referee of the match are taken into account.

***46. The added time of the match***

Rates on the amount of added time are calculated based on the time shown by 4th official, and not actually played added time.

***47. Will a dismissal take place in the match?***

Here you predict whether at least one player will be dismissed during the football match. Only the removals of players who are currently on the field are taken into account. Dismissals of players on the bench, coaches and support staff of teams, are not taken into account. No dismissals after the final whistle of the referee are taken into account for counting the rates.

***48. Which team will be the first to make a substitution?***

Here you predict which football team will make the first substitution of a player. If there are no substitutions during the match, rates on the position “There will be no substitutions” win.

If both teams make the first changes at the same time or during half time, the rates on the position “Both teams at the same time” win.

Substitutions made in the same game pause, regardless duration of pause are considered to be at the same time.

***49. Who will finish higher?***

Here you predict which team will take a higher place in the classification. In cases where both teams leave the tournament during a play-off stage, the rate of “who will finish higher” shall be returned. If both teams leave the World Cup at the same stage in the group tournament, the team which occupied a higher place in its own group is considered higher. If both teams have finished in the same places in their groups, the rate “who is higher” shall be returned.

### ***50. The top scorer of the tournament***

Only goals scored in the given tournament are taken into account, regardless of for which team the player has scored the goals. Teams are listed next to the player strictly for informational purposes. Own goals are not taken into account. If two or more players have become the top scorers of the tournament, the coefficient of the rates on the given parties is divided by the number of winning players. Betting on the outcome of the first half of the match is calculated strictly according to the result recorded after 45 minutes, plus added time. If the first half is not completed, bets will be void and the rate will be refundable.

### ***51. Outcome***

W1 (both will score – Yes) – the bet wins only if both teams score in the match and the latter is won by team 1.

W1 (both will score – No) – the bet wins only in the event of team 1 winning the match and conceding no goals (whitewashing).

X (both will score) – the bet wins in the event of the match ending in a non-goalless draw.

X (both will score – No) – the bet wins in the event of the match ending in a goalless draw (0:0).

W2 (both will score – Yes) – the bet wins only in the event of both teams scoring and team 2 winning.

W1 (both will score – No) – the bet wins only in the event of team 2 winning and conceding no goals (whitewashing).

### ***52. Total goals (Bands)***

Here you predict how many goals will be scored in a match, excluding extra time and penalty shootout.

### ***53. VAR During The Match***

Players can bet on whether VAR is used during a football match or not in specific games that use VAR technology. There are two options in this market: Yes or No.

To win a 'Yes' bet, the referee must make the VAR signal, indicated when he makes the sign of a TV screen, and checks the video footage for himself.

Studio VAR checks do not count. The referee must study the TV replay at the side of the pitch.

### ***54. Fantasy Football bets***

When calculating Fantasy Football bets, we use the official points scores from the official Fantasy League/Competition website.

***55. In this given type of sport, other outcomes can be offered apart from that mentioned above.***

## **Field hockey**

1. All bets are calculated on the basis of the results obtained by the end of the main time (70 minutes play time, 2 halves, 35 minutes each or 4 times, 17 minutes 24 seconds each), if not stated otherwise.
2. The extra time and penalty shootout are taken into account only for bets on entering the next round, tournament winner, etc.
3. All bets on the match have an odd of 1, if the match is cancelled or postponed for more than 24 hours.

4. All bets on the match have an odd of 1, if the match is cancelled or postponed for more than 24 hours, excluding cases, where the bet results are determined by the time the match is interrupted. Outcomes, which are clearly defined by the time the match is interrupted, e.g. outcome of the 1st time, first goal, time of the 1st goal etc., are taken into account while calculating the bets.
5. The match is considered to have been held if it has been played at least for 60 minutes. All bets are calculated on the basis of the results obtained by the time the match was interrupted, if the match is not resumed and played till the end within 24 hours.
6. If a team fails to exit a group in bets “Who is higher on the basis of tournament results”, higher is the team, which have scored more points. If the points are equal, bets are calculated on the basis of the data of the final protocol.

## Floorball

1. Floorball is a type of hockey, played indoors on hard covers with a hollow plastic ball.
2. The extra time and penalty shootout are taken into account only for bets on entering the next round, tournament winner, etc.
3. All bets on the match have an odd of 1, if the match is cancelled or postponed for more than 24 hours.
4. The match is considered to have been held if it has been played at least for 50 minutes. All bets are calculated on the basis of the results obtained by the time the match was interrupted, if the match is not resumed and played till the end within 24 hours.
5. All bets are calculated on the basis of the results obtained by the end of the main time (60 minutes play time, 3 times 20 minutes each), if not stated otherwise.
6. All bets on the match have an odd of 1, if the match is cancelled or postponed for more than 24 hours, excluding cases, where the bet results are determined by the time the match is interrupted. Outcomes, which are clearly defined by the time the match is interrupted, e.g. outcome of the 1st time, first goal, time of the 1st goal etc., are taken into account while calculating the bets.

## Futsal

1. All bets are calculated on the basis of the results of the main time of the match (40 minutes of overall play time: 2 halves of 20 minutes), if not stipulated otherwise.
2. The overtime and the series of the 6-metre-shots are considered only for bets on entering the next round, the tournament winner, etc.
3. In the event of the match being cancelled or postponed for more than 35 hours, all the bets made on the event acquire odds equal to 1.
4. In the event of the match being interrupted or stopped for more than 24 hours, all the bets are calculated with an odd of 1, excluding cases, in which the bet outcomes are determined by the time the match is stopped. Outcomes, which are clearly determined by the time the match is stopped, e.g. outcome of the first time, first goal scored and the time thereof, etc., are considered while calculating the bets.

5. The match is considered to have taken place if at least 60 minutes of the match has been played. In the event of the match failing to be played within 24 hours, all bets are calculated on the basis of the results available at the time the match was stopped.

## Gaelic football

1. All bets are calculated on the basis of the results of the main time of the match (60 minutes playtime, 2 times 30 minutes each). In case of a draw, 2 overtimes, each 10 minutes, are played or a replay is made.
2. For all bets to be valid, the match is to be played completely, excluding cases, when the outcomes of the bets are determined at the moment the match is interrupted.
3. All bets are calculated on the basis of the total score of the match (goal = 3, individual point =1).
4. For example, if team A has 0-18 (0 – number of goals, 18 – individual points) and team B has 2-10 as a result of the match, team A wins with 18-16, since team A have 18 points (18 individual points), whereas team B have 16 (2 goals each 3 points and 10 individual points).
5. In the event of the match being interrupted and not played to the end within 24 hours, all bets, except those, the outcomes of which are clearly determined at the moment the match is interrupted, are refundable.
6. ***In the event of the match date being adjourned for less than 24 hours, all bets on the given match remain in force. Otherwise, all bets on the given match are refundable.***

## Golf

- a. The player with the least amount of strokes needed to finish all holes will be declared winner of the tournament, as communicated by the official website of the tournament.
- b. When a tournament is shortened the winner will be determined after the (shortened) total amount of holes are played, communicated by the official website of the tournament.
- c. When two or more players are on top of the leaderboard (with same amount of strokes after all holes are played) a playoff will be played to determine the winner of the tournament.
- d. Dead Heat in Golf.

Especially in Golf tournaments dead heat rules are a common occurrence as players can finish tied for places. Depending on the number of players tied and the number of places offered, this can affect settlement in a variety of ways.

If a bet was placed on Player A to win the tournament Each Way (at a  $\frac{1}{4}$  the odds, 3 places) and Player A is tied for third placed with two other players (and there is only one number 2 in the rankings). The stake will be divided by number of places remaining / the number of participants involved in the dead heat.

In above mentioned example, Player A backers would have their stake reduced to  $\frac{1}{3}$ . Because 1 place remaining (the third place) and 3 participants are involved (total of 3 tied players). The odd remains unaffected, it is only the stake that is subject to a reduction.

In another example, if Player A finished second with two other players (so three players ended at second place), the stake would be divided by  $\frac{2}{3}$  (number of places remaining is 2 while the total number of participants is 3).

**1. Winner.**

Here you predict the winner of the tournament.

**2. Round money line.**

Here you predict which player will finish a particular round (1, 2, 3, or 4 as mentioned in the market title) with the lowest amount of strokes compared to the other.

## Handball

- a. Rates on the match will only be accepted for normal time, not including the overtime, unless otherwise indicated. The result of the overtime does not affect the result of the 2nd half and is not taken into account for counting the rates of the 2nd half.
- b. All results are calculated according to the official statistics, taken from the official websites of each league or tournament and also are checked with records of live games. If the company's statistics, based on TV coverage does not coincide with the official statistics of league or tournament, the rates will be counted according to the statistics of the company.
- c. If the match was postponed/interrupted or not completed within 24 hours all rates on the given match are returned except the ones the outcome of which has been uniquely determined by the time of stoppage of the game.
- d. The following positions are offered for rates on Handball:

**1. Winner.**

Here you predict the outcome of the match. Rates are accepted only for the regular time, excluding overtime.

**2. Total.**

If as a result of the match the total number of scored goals is equal to the total of the rate, rates are returned. The same applies for the individual Total of a team or a player.

**3. Handicap.**

In case of a tie taking into account the Handicap, a return takes place (regardless of the period for which the match is invited to bet).

**4. Will the first (next / last) 7-meter penalty shot be implemented?**

In order the outcome of the given rate to be considered positive, the 7-meter penalty shot shall be implemented on the first try.

If on the first try the ball hits the goalkeeper or the frame of the goal, after which the player throws the ball from returns, the winning outcome of this rate will be "No".

**5. Which team will score the first goal of the match?**

**6. Which team will score the next goal in the match?**

If the next goal, on which rates have been accepted, was not scored until the end of the match, all bets on this option are refundable.

**7. Which team will score the last goal of the match?**

The rates are accepted only at the regular time, excluding overtime.

**8. *Who will be the first to score 5 (10/15/20) goals in the match?***

Here you predict which team will score the first specified number of goals in the match. If the number of goals was not scored before the end of the game, all bets on that position shall be returned.

**9. *Who will be the first to score 5 (10/15/20) goals in half?***

Here you predict which team will score the first specified number of goals in this half. If the number of goals was not scored before the end of the half all bets on that position shall be returned.

**10. *Double outcome***

The following outcomes are possible:

1X – if the match ended in a win for the hosts or a tie, bets on that position win.

X2 – if the match ended in favor of the guests, or a tie, bets on that position win.

12 – if the match ended in favor of the guests, or in favor of the hosts, the rates for this position win.

**11. *Half / Match.***

Here you predict the outcome of the first half and the whole handball match. In the line in the first place is the result of the 1st half, in the second line – the result of the whole match.

**12. *In which Half will more goals be scored?***

In case of goals equality in the 1st and 2nd half, the rate is returned.

**13. *Total even / odd. Total of Team 1 (Team 2) even / odd.***

If the result is 0:0, the rates are calculated as “Even”

**14. *Progressing to the next round.***

The rate is calculated according to the results, which is determined immediately after the last match of the playoff series (or in accordance with the regulations of a match, which determines the passage of the team) from the indicated round, regardless of the subsequent judicial / disciplinary decisions.

If any of these teams were unable to participate in this round for any reason (including disqualification, refusal to participate, etc.), a victory in the series and pass is reckoned for the opponent of such a team, all rates remain in force.

**15. *The winner of the tournament.***

If more than one team is recognized as a winner of the tournament, the odds bet on this team are divided by the number of winners.

**16. *The winner of the group stage.***

The rate is calculated only after the completion of all matches of this group as part of this round of the tournament.



Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competition, shall not be taken into account.

If the team on which the bet was made, has been disqualified or refused to participate in the competition, all bets on this team are considered lost.

***17. In this given type of sport, other outcomes can be offered apart from those mentioned above.***

## Hurling

1. All bets are calculated on the basis of the results of the main time of the match (70 minutes playtime, 2 times 35 minutes each). In case of a draw, 2 overtimes, each 10 minutes, are played or a replay is made.
2. For all bets to be valid, the match is to be played completely, excluding cases, when the outcomes of the bets are determined at the moment the match is interrupted.
3. All bets are calculated on the basis of the total score of the match (goal = 3, individual point =1).
4. For example, if team A has 0-18 (0 – number of goals, 18 – individual points) and team B has 2-10 as a result of the match, team A wins with 18-16, since team A have 18 points (18 individual points), whereas team B have 16 (2 goals each 3 points and 10 individual points).
5. In the event of the match being interrupted and not played to the end within 24 hours, all bets, except those, the outcomes of which are clearly determined at the moment the match is interrupted, are refundable.
6. In the event of the match date being adjourned for less than 24 hours, all bets on the given match remain in force. Otherwise, all bets on the given match are refundable.

## Horse Racing (UK and Irish)

### 1. LATE WITHDRAWALS:

- a. Where a horse is withdrawn before coming under starter's orders, or is officially deemed by the starter to have taken no part in the race, stakes will be returned on the withdrawn horse and winning bets will be subject to deductions in accordance with Tattersalls' Rule 4.

The rate of deduction will be based on the following scale:

| <b>Decimal odds</b> | <b>Fractional odds</b> | <b>Net deductions</b> |
|---------------------|------------------------|-----------------------|
| 1.12 or lower       | 1/9 or shorter         | 90 %                  |
| 1.13-1.19           | 1/8-2/11               | 85 %                  |
| 1.20-1.27           | 1/5-1/4                | 80 %                  |
| 1.28-1.33           | 7/25-8/25              | 75 %                  |
| 1.34-1.44           | 1/3-11/25              | 70 %                  |
| 1.45-1.57           | 4/9-14/25              | 65 %                  |
| 1.58-1.66           | 4/7-13/20              | 60 %                  |
| 1.67-1.83           | 4/6-4/5                | 55 %                  |

|                  |                 |              |
|------------------|-----------------|--------------|
| 1.84-1.99        | 5/6-49-50       | 50 %         |
| 2.00-2.24        | Events-31/25    | 45 %         |
| 2.25-2.59        | 5/4-39/25       | 40 %         |
| 2.60-2.79        | 8/5-7/4         | 35 %         |
| 2.80-3.39        | 9/5-23/10       | 30 %         |
| 3.40-4.19        | 12/5-3/1        | 25 %         |
| 4.20-5.40        | 16/5-22/5       | 20 %         |
| 5.50-6.99        | 9/2-23/4        | 15 %         |
| 7.00-10.99       | 6/1-9/1         | 10 %         |
| 11.00 and higher | 10/1 and higher | No deduction |

- b. In the event of two or more horses being withdrawn before coming under starter's orders, the total deductions shall not exceed 90p in £. Should a horse be withdrawn and a new market formed, then any bets laid at show prices prior to the new show will be subject to the above deductions. In the event of a further withdrawal after the market has been re-formed, bets placed at show prices in the original market will be subject to a further deduction based on the price of the withdrawn horse in the original market. Bets placed in the new market will be subject to a deduction based on the current price
- c. The above scale will also apply in the case of non-runners in early bird races.
- d. Where the total deduction on the market in which you have placed your bet is 5p in the £, as a concession, the deduction will be waived.

## 2. BET ACCEPTANCE AND SETTLEMENT:

- a. Bets are accepted for horse race meetings held under the rules of the Jockey Club and Irish Turf Club. Bets on horse racing are settled on the official result. However, a special double result concession is available on horse racing in the UK and Ireland where we pay out on the official result and first past the post. The concession applies to win single and multiple bets and winners in each way bets. There is no restriction on staking.
- b. The exceptions where we do not pay out on both the official result and first past the post are as follows:  
– the Grand National; an ante post bet; a void race; a selection taking the wrong course; a selection given as the winner in error by the judge; a selection carrying the wrong weight or the jockey failing to weigh in; a bet placed on the Favorite; a bet placed on a two runner race.
- c. Where a result is amended after the weigh-in, for example, as the result of a successful appeal, the amendment will be ignored for settlement purposes.
- d. All bets are deemed to be for races taking place on the day of acceptance unless you stipulate otherwise in your instructions. However, allowances will be made where race cards are printed in advance such as Sunday's race cards printed on a Saturday.

e. All bets on UK and Irish horse racing are settled at starting price returns. The starting price (SP) is the price available at the 'off' of the race. Where a Royal Panda SP or Industry SP is returned this will take precedence over any other declared SP and will be used to settle bets where no show, ante post is requested. Where no SP is returned and no show, ante post price is requested settlement of bets will be based on the final show of betting.

### 3. FAVOURITE BETTING:

- a. The favorite is the horse that is returned at the shortest odds. Bets nominating the favorite are accepted on horse and greyhound races at starting price only (i.e. not for other events or on bets at show prices). Where a Royal Panda SP or Industry SP is returned this will take precedence over any other declared SP and the favorite will be determined by the final show of betting. Where a bet is placed on an unnamed favorite in a race where no starting prices are returned please refer to Rule 2.
- b. Where you nominate the favorite and two or more runners start at the shortest odds, then your stake is divided equally over the joint or co-favorites created. For example, where two are returned at the shortest odds, then these two are joint first and second favorites and the next shortest price runner is the third favorite.
- c. Stakes will be returned on single favorite bets where the return, regardless of the result, is either the same or less than the original outlay. For example, Evs joint favorites, 3/1 co-favorites of four etc. Where this situation occurs with joint or co-favorites in an accumulative bet the selection will be treated as a non-runner.
- d. Win and each way bets for first and second favorites are accepted on horse racing.
- e. Where a horse is withdrawn not under starters orders but is still returned favorite then bets on that favorite are void. Bets will not transfer to the second favorite.

### 4. SHOW PRICES:

- a. Show prices are the current prices on offer at the course during the period before a race.
- b. Prices for all races and events are subject to fluctuation.
- c. If you wish to bet at show prices you must stipulate this when placing your bet.
- d. Should a HORSE BE WITHDRAWN, resulting in a deduction under Tattersalls' Rule 4, then no show price can be laid after the time of withdrawal, unless the market has been re-formed.
- e. Each way bets at show or early bird prices are governed by our SP place betting terms and determined by the number of actual starters, and not by the number of the declared runners when the price is laid.
- f. We accept bets in races of 2 or more runners for named and numbered selections at current show prices. Where you take a show price on a selection, it will apply to that selection in all win and each way bets throughout your bet.
- g. Should a HORSE BE WITHDRAWN without coming under starters orders in an early bird race, stakes on that selection will be returned, with bets on other runners in the race subject to a deduction in accordance with Tattersalls' Rule 4, based on the price of the non-runner at the time it is withdrawn. However if the market has been re-formed because of an earlier non-runner then the deduction for bets

placed in the original market will be based on the last price quoted for the non-runner in that market. Bets on horse race events placed after the final declaration stage are not ante post and will be settled in accordance with these rules.

#### 5. EACH WAY BETTING:

In the case of each way betting on horse racing the table below indicates how many places are paid in relation to the number of actual runners, the type of race (handicap or non-handicap) and at what odds.

| Number of runners   | Bet type           | Odds and places                     |
|---------------------|--------------------|-------------------------------------|
| Less than 5 runners | All races          | Win only                            |
| 5-7 runners         | All races          | 1/4 of the odds, first two places   |
| 8 or more runners   | Non-handicap races | 1/5 of the odds, first three places |
| 8-11 runners        | Handicap races     | 1/5 of the odds, first three places |
| 12-15 runners       | Handicap races     | 1/4 of the odds, first three places |
| 16 or more runners  | Handicap races     | 1/4 of the odds, first four places  |

Royal Panda may offer enhanced odds and place terms for selected horse racing events.

In case a horse is withdrawn or declared non-runner, then bets will be settled according to the actual number of horses in the race. For example, if in 5 runner race a horse is withdrawn then each-way bets become win only bets.

## Ice Hockey

- a. The bets on National and International Ice Hockey championships are calculated according to normal time of the matches, unless otherwise is mentioned.
- b. If the start of the match has been delayed for more than 24 hours, all bets accepted on that given match will be calculated with a coefficient of 1 (Return).
- c. If the match has been suspended and was not resumed within 24 hours, all bets accepted on that given match except those outcomes of which at the point when the match was suspended had occurred, will be calculated with a coefficient of 1 (Return).
- d. Bets accepted on 2 way winner outcome (victory of the match team 1/ victory of the match team 2), will be calculated taking into account the overtime and penalty shootout series.
- e. Bets accepted on “Total goals over/under” outcomes in line, will be calculated only taking into account the number of goals scored in matches that have taken place during the same day, unless otherwise mentioned. If at least one match was transferred or cancelled a return at this rate takes place.
- f. For bets on the winner, handicap, total of a certain period, removals as well as other indicators of the period, only goals, removals and other indicators scored during the specified period are taken into account.

g. The following positions are available for betting on Ice Hockey:

**1. Winner.**

Here you predict the outcome of the match. If in the position 2 outcomes are available (Victory of the match Team 1 / Victory of the match Team 2) bets are accepted including the overtime and penalty shootout series, if there are three outcomes (Team 1 / Draw / Team 2) – then bets are accepted only for normal time, excluding the overtime and the result of penalty shootout series.

**2. Total.**

Bets for American hockey leagues and other leagues are accepted taking into account normal time. Betting on more / less, including 3 options (more / less / equal... goals), are suggested only for normal time for all hockey matches, regardless of the championship. If as a result of the match the total number of scored goals is equal to the rate total and there are only two options provided (more or less, without the option of “equal ... goals”) a refund takes place.

**3. Individual Total (the specified team).**

Bets for American hockey leagues and other leagues are accepted taking into account normal time. Betting on more/ less, including 3 options (more / less / equal... goals), are suggested only for normal time for all hockey matches, regardless of the championship. If as a result of the match the total number of scored goals is equal to the total of the rate and there are only two options provided (more or less, without the option of “equal ... goals”) a refund takes place. For bets “more / less goals <the specified Team >, only goals are taken into account which are scored in the gates of the opposing team and are announced officially by the referee.

**4. More/ fewer goals <a specified Player>.**

If a player has not participated in the match, bets on more / fewer goals of the given player are refundable. Regardless of the country and the tournament all bets on such a position are calculated based on the results in regular time, excluding the result of the overtime and penalty shootout.

**5. Handicap.**

Bets for American hockey leagues and other leagues are accepted taking into account normal time.

If the handicap has only 2 options (only win 1 or win 2, without the option of a tie ) in case of a tie taking into account the Handicap a return takes place (coefficient 1) (regardless of the period for which the rate is proposed to bet).

**6. The winner of the first <a specified number of> minutes**

Here you predict the outcome of the match for the specified playing time of the match. If a match was interrupted and not completed within 24 hours, on all bets for this position a refund takes place. As a clarification: in the calculation of rates for the outcome of the given match period a score is used to zero second which is specified as a minute parameter. Example: The winner of the first 5 minutes of the game. Rate is calculated on the basis of score, fixed to 5 min 00 seconds of the game.

**7. A group (conference/division) winner**

If the season is shortened, the calculation of rates is done based on the official verdict of the federation leadership of the given Hockey League.

**8. The winner of the tournament.**

A Rate is calculated only after the final match of the tournament according to the actually fixed result at the end of the tournament. Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competitions, shall not be considered.

If the team on which the bet was made, do not qualify for this tournament, has been disqualified or refused to participate in the competition, all bets on it will be considered lost. If as winner of the tournament is recognized more than one team, the coefficient of the bet on this team is divided by the number of winners (with a coefficient not less than 1).

**9. Progressing to the next round.**

A rate is calculated by the result, determined directly after the last match of the playoff series of the specified round, regardless of the subsequent judicial / disciplinary decisions.

If any of these teams were unable to participate in this round for any reason (including suspension, refusal to participate etc.), a win and a pass is scored to the opponent of such a team, all the rates remain in force.

**10. The winner of the playoff series (Best-of-3 / Best-of-5 / Best-of-7).**

Unless the number of matches is played which is necessary to win the series according to the regulations, a refund takes place on all bets on this position.

**11. Who will score the first goal of the match?**

The rates on the player who scored the first legally scored goal in the match are winning.

If the first goal is scored by a player who was not represented among the options of the given position, all bets are considered lost in this position.

If the selected player does not participate in the game, then all bets accepted on this particular player will be calculated with coefficient 1; a return will take place.

If the first goal is an own goal (even if it is scored by a player on which bets were accepted), all bets are considered lost in this position.

Regardless of the country and the tournament all bets on such a position are calculated based on the results of regular time, excluding the effect of the overtime and penalty shootout series.

**12. Who will have more shots on the gate alignment /runway extended?**

Here you predict which team will have more shots on the gate alignment of the opponent.

Bets for American hockey leagues and other leagues are accepted taking into account normal time.

The calculation is based on the statistics published on the official websites of federations of respective championships. All other sources are not taken into account upon calculation of rates for the given position.

**13. More / less shots on the gate alignment/runway extended.**

The calculation is based on the statistics published on the official websites of the federations of the respective championships. When calculating rates for this position no other sources are required.

Bets for American hockey leagues and other leagues are accepted taking into account normal time.

If as a result of the match the total number of scored goals is equal to the total of the rate, bets are refundable.

***14. Handicap on shots on the gate alignment.***

The calculation is based on the statistics published on the official websites of the federations of the respective championships. When calculating rates for this position no other sources are required. In the event of a tie on the shots on the alignment of the gates taking into account the handicap, a refund takes place.

Bets for American hockey leagues and other leagues are accepted taking into account normal time.

***15. Double outcomes (on the match/on the period)***

The following outcomes are possible:

1X – if the match ended in a win for the hosts or a tie, bets on that position win.

X2 – if the match ended in favor of the guests, or a tie, bets on that position win.

12 – if the match ended in favor of the guests, or in favor of the hosts, the rates for this position win.

The rates on this position are calculated based on the result of the regular time of the match, not including the overtime and penalty shootout series.

***16. Double outcomes of the first <specified number of> minutes.***

Here you predict the double outcome of the (see paragraph 15) match to the specified moment of the playing time of the match.

If a match is interrupted and not completed within 24 hours, a refund takes place on all bets for this position.

As a clarification: in the calculation of rates for the outcome of the given match period a score is used to zero second which is specified as a minute parameter.

Example: The winner of the first 5 minutes of the match. The rate is calculated on the basis of score, fixed at 5 min 00 sec of the game.

***17. Will both teams score?***

All goals scored by teams in their own goals are calculated as goals scored by a team-rival.

***18. What will be the difference to win a victory in the match?***

Regardless of the country and the tournament all bets on such a position are calculated based on the results of normal time, excluding the result of the overtime and penalty shootout series.

***19. When will the first goal be scored?***

Here you predict in which time interval the first goal will be scored or there will be no goal.

***20. An “exact score” of a match.***

Bets are accepted only for regular time, excluding the overtime and penalty shootout. If the final result does not match the offered ones in predictions, all bets are considered won by a customer if the bets are placed on the outcome named “Any other”.

**21. How many 2-minute suspensions will there be in the given period or match?**

For the calculation of this rate, each 2 minute suspension counts as 2. Double Minor Penalty (double minor) (2 +2 minutes) counts as 2 suspensions each lasting 2 minutes.

All penalties occurring before the start of the period refer to the previous period. Penalties assigned at the end of the game, also belong to the previous period (the 3rd period or the overtime).

Delayed suspensions which have not come into force due to the fact that the goal was scored are not counted, regardless of whether or not they were included in the official record of the match.

**22. The period in which the most number of goals will be scored.**

Bets are accepted only for regular time, excluding the overtime and penalty shootout series.

If 2 or more periods ended with the same effectiveness, the coefficient of the rate is considered "Loss".

**23. Who will score 3 goals?**

Only the pucks scored in the opponent's goal are taken into account.

Bets are accepted only at the regular time, excluding the overtime and penalty shootout series.

**24. The total of the match even / odd.**

If the result is 0, the rates are calculated as "Even".

Bets for American hockey leagues and other leagues are accepted taking into account normal time.

**25. The total [score?] of the Team: even / odd.**

If the result is 0, the rates are calculated as "Even".

**26. Which team will score the first goal of the match?**

If the first goal of the match is an own goal, the victory in the rate is added to the team in favor of which this goal was scored (meaning – to the opponent team scoring the own goal).

Regardless of the country and the tournament all bets on such a position are calculated based on the results in regular time, excluding the result of the overtime and penalty shootout series.

**27. Which team will score the next goal of the match?**

If the following goal of the match is an own goal, the victory in the rate is added to the team in favor of which this goal was scored (i.e. – to the opponent team scoring the own goal).

Regardless of the country and the tournament all bets on such a position are calculated based on the results of regular time, excluding the result of the overtime and penalty shootout series.

**28. Which team will score the last goal of the match?**

If the last goal of the match is an own goal, the victory in the rate is added to the team in favor of which this goal was scored (i.e. the opponent team scoring the own goal).

Regardless of the country and the tournament all bets on such a position are calculated based on the results of the regular time, excluding the result of the overtime and penalty shootout series.



**29. *The team scoring the first goal will win the match.***

The following outcomes are possible:

“Yes” – the team scoring the first goal of the match wins the game.

“No” – the team scoring the first goal of the match loses the game.

Rates are accepted taking into account the overtime and penalty shootout series.

If during regular time and overtime neither team scored a single puck, rates on this position are refundable.

**30. *The period in which the most number of goals will be scored.***

Bets are accepted only at the regular time, excluding the overtime and penalty shootouts series.

If 2 or more periods ended with the same effectiveness, the rate on the most effective period is considered lost.

**31. *Will there be overtime in the match?***

If overtime was assigned, but was not played because of technical reasons, all bets on this position are calculated with the winning option “Yes” (there will be overtime).

**32. *The comparison of effectiveness of the periods.***

Only the goals scored in these periods are taken into account. The result of the overtime does not affect the effectiveness of the 3rd period and is not taken into account in the calculation.

Regardless of the country and the tournament all bets on such a position are calculated based on the results of regular time, excluding the result of overtime and the penalty shootout.

**33. *Progressing to the next round.***

A rate is calculated only after the completion of all matches of the specified teams within the framework of this tournament round.

Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competition, are not taken into account.

If the team on which the bet was made has been disqualified or refused to participate in the competition, all bets on this command are considered lost.

**34. *Total of penalty time.***

Here you predict whether a penalty time which is more or less than the proposed option will be assigned in the match (i.e. the total sum of time of removals of all players in the match). Bets for American hockey leagues and other leagues are accepted taking into account normal time.

If as a result of matches the total number of scored goals is equal to Totals of bets, a refund takes place.

**35. *Handicap of time penalty.***

Bets for American hockey leagues and other leagues are accepted taking into account normal time.

In case of a tie taking into account the Handicap, a refund takes place.

**36. Total “goal + pass” of <a specified player>.**

Here you predict whether the number of goals + assists, made by that player in the match, is more or less than the specified parameter.

If as a result of the match the total number of scored goals + assists of the player is equal to Total of bets, a refund takes place.

**37. More / Less goals in matches on the playing day.**

Only the matches shown in line for that day are taken into account. In case of transferring or cancellation of one or more matches of the tournament, a rate refund takes place for this position.

**38. In this given type of sport, other outcomes can be offered apart from that mentioned above.**

## Motor racing

- a. These rules relate to Formula 1, Moto GP, German DTM, WTCC, Superbike, Super sport, Trial and others.
- b. The places of the drivers, as well as the distribution of points of a team, are determined by the official final report, published immediately after the race. The subsequent post-race disqualifications of drivers and report changes are not taken into account.
- c. The winner for all bets on the qualification is determined by official qualifying time, which is announced by the relevant governing federation of the indicated tournament.
- d. Drivers who have dropped out the pace lap, are automatically classified as having started in the race.
- e. The following types of rates are accepted for motor racing:

**1. The winner of the race.**

The driver who has won first place in the race concluding report is considered the winner. If the specified driver did not participate in the race, a refund takes place for bets made on the given driver for this position.

**2. Finish on the podium.**

Here you predict which driver will finish in the top 3 on the basis of results of the race. If the specified racer did not participate in the race, for bets made on the part of the driver for this position, a refund takes place.

**3. The winner of the championship.**

If a specified driver did not participate in any race of the championship, the bets made on the part of the driver for this position, shall be returned.

**4. Top 3 of the championship.**

Here you predict which driver will enter Top 3 according to the results of this championship. If the specified driver did not participate in any race of the championship, bets made on the part of the driver for this position shall be returned.

**5. *The winner of the Trophy / Cup of Constructors.***

Here you predict which team will win in the indicated season of The Trophy / Cup of Constructors Championship. In the event that any of these teams is disqualified or leaves the championship for any reason, all bets on the team remain valid; however, if the refusal to participate / disqualification occurred before the start of the season, all bets on this team for this position are refunded.

**6. *Who will finish higher?***

Here you name the driver in the offered pairs who will perform better. In this case, the best racer is considered the one who wins a higher place in the final report. If both riders went out of the race, the racer driving more laps is considered the best. If both riders went out on one lap, rates are returned. If one of the riders went out of the race, the road racer completing the race is considered the best. If a driver drove more laps, but was disqualified during the race, the best is any other road racer, who was not disqualified during the race (even if he completed at least one lap in the race.) If both drivers were disqualified during the race, the rate shall be returned.

**7. *Which team will score more points?***

Here you predict which team will score more valid points. If both teams have picked up no valid points, the best team is considered the one which has fewer spaces occupied by racers. If at least one of the drivers of the given team took part in the race, all bets for that position remain in force. Otherwise, the rates for this position are refundable.

**8. *The driver will/will not drop out of a race.***

Here you predict if a certain driver will drop out of a race or will not. At the same time the driver who dropped out of the race a few laps before the finish, but was classified on the basis of the race with a gap of "n" laps from the leader according to the official report, is considered as finishing the race completely. If the specified driver did not participate in the race, a refund takes place for bets made on the part of the driver for this position,

The places of the drivers are determined according to the official final report, following immediately after the race. Disqualifications of drivers and report changes after the race are not taken into account by the bookmaker.

**9. *A rate on the driver who drove the fastest lap of the race.***

If the specified driver did not participate in the race, a refund takes place for bets made on this driver for this position.

**10. *Which driver will score more points in the remaining races of the season?***

If at least one of the drivers did not participate in any of the remaining races of the season, a refund takes place on the rates for this position.

**11. *In this given type of sport, other outcomes can be offered apart from that mentioned above.***

## Rugby League, Rugby Union

a. Rates are accepted excluding overtime, if nothing is stipulated in the rules or in the line for regular time (80 minutes + added time).

- b. If the match is interrupted for more than 24 hours, all bets are refundable, except the ones' outcome of which was clearly defined by the time of interruption of the match.
- c. In the event of postponing of the match start for more than 24 hours, all bets are refundable. Exception: In the event of postponing of the match a new date and time of the match are immediately appointed, according to which the match will be held during the same week of the playing week, which was previously scheduled (Monday to Sunday, time GMT), all bets on this match remain valid.
- d. Penalty tries are not counted towards any try count.
- e. The following items are suggested for betting on Rugby League:

**1. A winner.**

Here you predict the outcome of the match. Rates are accepted for the regular time.

**2. Total.**

If as a result of the match the total number of scored goals is equal to totals of the rate, a refund takes place. The same applies for the individual total of a team or player.

**3. Handicap.**

If a handicap has only 2 options (only Handicap 1 or Handicap 2 , without the option of a draw) in the case of a tie taking into account the Handicap, a refund takes place (regardless of the period for which the match is invited to bet).

**4. Double outcomes.**

The following outcomes are possible:

1X – if the match ended in a win for the hosts or a tie, bets on that position win.

X2 – if the match ended in favor of the guests, or a tie, bets on that position win.

12 – if the match ended in favor of the guests, or in favor of the hosts, the rates for this position win.

**5. Who will pass to the next round?**

A rate is calculated only after the last match in the series in the given round of the tournament with the participation of the specified teams.

The rate wins only if the specified team progresses to the next round of the competition, regardless of what the result of the intermediate match / time period of this round of the competition was.

Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competition, shall not be considered.

**6. Individual total <specified team>.**

Here you predict whether the number of goals scored by this Team is more or less than the specified parameter.

If as a result of the match the total number of scored goals is equal to total of the rate, a refund takes place.

Only the goals scored in the goal of the opposing team and officially announced by the referee are taken into account.

All own goals are considered goals scored by opponents.

**7. *The winner of the tournament.***

A rate is calculated only after the final match of the tournament by the actually established result at the time of the end of the tournament.

Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competition, shall not be taken into account.

If the team on which the rate was made does not qualify for this tournament, was disqualified or refused to participate in the competition, all bets on this team are considered lost.

**8. *Will a red card be shown in the match?***

**9. *Will a yellow card be shown in the match?***

**10. *Total even/odd.***

If the result of the match is "0:0", bets will be counted as "even".

**11. *1 Half / Match***

Here you predict the outcome of the first half and the whole football match.

The result of the 1st half is put in the line in first place, the result of the whole match – in the second one.

**12. *Who will score the first goal in the match?***

The rates on the player who scored the first legal goal in the match are winning.

If during the match, a player did not come out the field, a refund takes place for all the bets on him for this position.

If the first goal was scored by a player who was not represented among the options of the given position, all bets on this position are considered lost. The exceptions are the bets on the players who were not on the field by the time of the first goal. For such rates a refund takes place.

If the first goal is an own goal (even if it is scored by a player on which bets were accepted), all bets on this position are considered lost. Exceptions are bets on players who were not on the field by the time of the first goal. For such rates a refund takes place.

**13. *Who will score the last goal of the match?***

The rates on the player who scored the last announced goal in the match are winning.

If during the match the player did not enter the field, a refund takes place for all the bets on him for this position.

If the last goal was scored by the player who was not represented among the options of the given position, all bets on this position are considered lost. The exceptions are bets on players who did not take part in the given match. For such rates a refund takes place.

If the last goal is an own goal (even if it was scored by a player on which bets were accepted), all bets on this position are considered lost. Exceptions are bets on players who did were not on the field by the time of the last goal. A refund takes place at such rates.

#### ***14. The exact score of the match***

Here you predict the exact score of the rugby match.

If the exact score of the match is not one of the options offered in the line, all bets on this position are considered lost.

#### ***15. By how much will the match be won?***

Here you predict which team will win this match and by how much or whether the match will end with a draw.

#### ***16. In this type of sport, other outcomes can be offered apart from what is mentioned above.***

## **Snooker**

1. Bets on the match outcome. If at least a frame is finished, the player, who has passed to the next round is considered winner in case the match is stopped.
2. Bets on the frame totals, frame odds and special bets. For these bets to be calculated, the whole number of frames, necessary for determining the match winner, must be played. If for any reason a winner has been named in the match prior to the match's end, all bets on frame totals, frame odds and special bets will be calculated with an odd, except cases, where the bet outcome has already been determined.
3. All the best on the match will have victory odds equal to 1 if the match is interrupted for more than 24 hours, excluding cases, where the results are determined by the time the match is interrupted. All bets on the match remain valid if the match is resumed within 24 hours.
4. If a player is assigned a technical defeat in a frame, the given frame's odds and totals will be calculated with an odd of 1, excluding cases, where the bet results are determined by the time the match is interrupted.
5. Bets on tournament winner. The victory odds are accepted as 1 if a player refrains from participating in the tournament prior to its start.

## **Table tennis**

- a. When the player is retired or disqualified for any reason, then already raffled and accomplished bets remain valid. All other bets should be returned, even if the outcomes are evident.
- b. In the event that one of declared participants has been replaced with another one before the start of the match, bets on such an event are refundable.
- c. In the event of transferring the match or if the match is interrupted, all bets are refundable except those where the outcome is uniquely determined by the time of the stoppage (in the case of interrupted matches and in case that any of the participants retire). If the match is interrupted due to an injury or disqualification, and the participant who should pass to the next round is determined due to this; the rates of pass remain valid.
- d. The following methods of betting on table tennis are accepted:

#### ***1. The winner of the match.***

Here you predict the winner of the match.

**2. The winner of the set.**

Here you predict the winner of this set. If this set is interrupted, all bets on this position are returned.

**3. Who will win the next point?**

If the next point was not passed in the match, all bets on that position are refundable.

**4. Total points.**

Here you predict if the number of points played in the match will be more or less than the specified parameter. If as a result of the match the number of the played points is equal to the total of the rates, the bet is refundable with coefficient 1.

**5. Handicap (points).**

In case of a tie, taking into account the Handicap, a return takes place with coefficient 1. In this case the score in terms of points is taken into account, excluding the scores in the points taken separately.

**6. Who will be the first to reach the specified number of points in this game?**

If the given game is interrupted, all rates for the given position are returned with the coefficient of 1.

**7. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

## Tennis

The handicaps and the total on a tennis match are mentioned in games.

A "Score by sets" bet is offered. The corresponding columns in the line are entitled: 2:0, 2:1, etc.

In case of a change in format of the match (the quantity of sets and the score of sets), the odds of winnings on bets for all outcomes of mentioned event is accepted by "1".

The data about covering of tennis courts has informative character. In case of changing the cover, all the bets remain valid.

a. If one of the announced participants is replaced by another one before the start of the game, then the bet on the event must be returned (excluding team competitions). All bets remain valid when there is a substitution of one or more participants in team competitions for any reason. In pair matches, if the composition of the pairs is mentioned, in case of substitution of one of the participants, the winnings are calculated with the odd "1". If the composition is not mentioned, the bets remain valid.

b. When the player is retired or disqualified for any reason, then already raffled and accomplished bets remain valid. All the other bets should be returned, even if the outcomes are evident.

1. Outcomes of games, sets and tennis games
2. Handicaps of games, sets and tennis games
3. Totals of games, sets and tennis games
4. Correct scores of games, sets and tennis games
5. And other events.

c. Bets remain valid in the following cases:

- Change of tennis lawn
- Change of venue
- Replacement of outdoor tennis court with indoor one.

d. Recommended bets are accepted for the tournament winner, taking into consideration the mandatory participation in the tournament. If the player refuses to take part in the tournament before the start of the game, all recommended bets for the win should be returned.

e. If the tennis match is suspended, or not finished on the same day, the bets remain valid until the end of the tournament in which the game is held, until the game is over or any of the participants have retired.

f. In tennis matches, the odds and total are counted by points in the event of a super tie-break. 1 point equals to 1 game.

## Volleyball

a. If the match has started, but has not been completed or has been interrupted for more than 24 hours, all rates shall be refunded except the ones, the outcome of which was clearly defined by the time of the stoppage.

b. If the date of the start of the match has been carried over for a period of time less than 24 hours, then all bets on this match remain valid. Otherwise, the rates on this match are returned.

c. If according to the decision of the judges of the teams a deduction of points has occurred, rates will be counted according to the given decision of the judges.

d. If in the match a Golden Set is played (according to the regulations of individual tournaments), the Golden Set is not taken into account for counting the rates on this match. Golden Set only affects the calculation of rates of passing to the next round and determining the winner of a certain round / a tournament.

e. The following items are available for betting on Volleyball:

### **1. Winner.**

Here you predict the outcome of the match.

### **2. Total.**

If as a result of the match the total number of scored points is equal to the total of the rate, a return takes place.

### **3. Individual total <specified Team>.**

If as a result of the match the summed points scored by Team 1 (Team 2) equals to total of the rate, a return takes place.

### **4. Total of sets in the match.**

Here you predict whether the teams will play more or less than the specified number of sets in the match.

If a match was interrupted and not resumed, a return takes place at the rate for this position.



**5. Will the 5th set be played in the match?**

If while counting by sets 2:2 the match was interrupted, rates for this position shall remain in force and are calculated based on the fact that 5th set will be played.

**6. Who will be the first to score 5 (10/15/20) points in the match?**

If according to the decision of the judges a deduction of points occurs for either team after it first reaches the required number of points, the initial calculation remains in force and the decision of the judges in the calculation of the positions is not taken into account.

**7. How many sets will there be in the match?**

Actually played sets are taken into account in the match. If a match is interrupted and not resumed, a return takes place at the rate for this position.

**8. Handicap on the sets.**

The rate calculation takes place regardless of what score a set ended with; only the final score in sets is taken into account.

**9. The Exact score in sets.**

A return takes place if the match is interrupted for all bets on the given position.

**10. The winner of the tournament.**

If more than one team is recognized as a winner of the tournament, the odds bet on this team are divided by the number of winners.

**11. The winner of the group stage.**

The rate is calculated only after the completion of all matches of the indicated group as a part of this round of the tournament. Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competitions, shall not be considered. If the team on which the bet was made was disqualified or refused to participate in the competition, all bets on this team are considered lost.

**12. The result after the first three sets.**

Here you predict the outcome of the match after the first three sets.

**13. Total of the match even / odd.**

**14. Total of the set even / odd.**

**15. In this given type of sport, other outcomes can be offered apart from that mentioned above.**

## Water polo

- a. All bets on Water polo are accepted at the regular time of the match, unless otherwise is specified in the header of the event. The exception is betting on the passage.
- b. In the event of transferring the match or if the match is interrupted for more than 24 hours, all bets shall be returned except those the outcome of which is uniquely determined by the time of the stoppage (in the case of interrupted matches).

- c. In the event of transferring the start time of the match for a period less than 24 hours, all bets will remain valid, otherwise all bets shall be returned.
- d. For counting the rates on the winner of the quarter, more/ less and handicapping quarter, only goals scored in the indicated period are taken into account. Unless otherwise stated, to determine the result of the 4th period goals in extra time are not taken into account.
- e. For counting the rates on the winner of the half, more/ less and handicapping half, only goals scored in the indicated period are taken into account. Unless otherwise stated, to determine the result of the 2nd period goals in extra time are not taken into account.
- f. The following items are available for betting on Water Polo:

**1. Winner.**

Here you predict the outcome of the match. Bets are accepted at the regular time of the match.

**2. Handicap.**

**3. Total.**

If as a result of the match the total number of scored goals is equal to the total of the rate, the rates shall be returned. Similarly, for the individual total of the team or the player.

**4. Individual total <The specified team>.**

If as a result of the match the number of goals scored by a specified team is equal to the Total of the rate, a refund takes place.

**5. Passing to the next round.**

The rates are accepted taking into account the extra time and series of penalty shoot-outs after the match.

**6. Total even/ odd.**

If the total is zero, the result of this position is considered "Even".

**7. In this given type of sport, other outcomes can be offered apart from that mentioned above.**

## Winter sports

a. Sports:

- Skiing
- Biathlon
- Bobsleigh
- Cross-Country Skiing
- Freestyle / Aerials
- Sledge
- Nordic Combined
- Speed skating
- Skeleton
- Jumping
- Snowboarding

- b. In case of a change of distance, number of rounds of competitions, as well as in case of a change of the place of the competition, all bets on the given event shall be returned.
- c. In the event that the start time of the event is carried over by more than 24 hours, all rates on the event are refundable.
- d. If the event was interrupted and not resumed within 24 hours of stoppage of the event, all rates on the given event shall be refunded, except the ones, the outcome of which has been uniquely determined by the time of stoppage of the race.
- e. If after stoppage the event was renewed for another track (trace), all rates placed on the given event shall be refunded, except the ones, the outcome of which has been uniquely determined by the time of stoppage of the race.
- f. The places of athletes are determined according to the official final report, published immediately after the race. Changes to the report of the events related to the disqualification of athletes after the race shall not be considered by the bookmaker company.
- g. The following items are available for betting on winter sports:

***1. A rate on the winner of the competition.***

In this case, a winner is considered the participant who has won the first place in the final concluding report. If a participant did not come out at the start of the competition, the rates shall be returned.

***2. Finish in Top 3.***

Here you predict which one of the participants finishes in Top 3. If the participant did not come out to the start of the competition, rates shall be returned.

***3. The game "Who is better."***

In the proposed pairs it is necessary to name the participant who will perform better. In this case, a participant who occupied a higher place in the concluding report is considered the best. The calculation of the rates is based on the official report, published by the governing body / federation of respective event immediately after the competition. Changes to the event report related to the disqualification of athletes after the competition, shall not be considered by the bookmaker company. If both participants came out of the competition, all rates will be refunded. If one of the participants does not finish the competition, while calculating rates for this position it is considered that his opponent took the higher place.

***4. In these given types of sports, other outcomes can be offered apart from what is mentioned above.***